

University of Vermont

Intramural Sports Handbook



This publication is a set of guidelines for intramural sports participants at the University of Vermont.

Campus Recreation – Main Office

Department of Athletics
101 Fitness Center
PFG Complex
Burlington, Vermont
802.656.4485

Assistant Director, Campus Recreation – Sport Programs

Tom Dougherty
Group Fitness Hub - PFG Complex
802.656.7706
thomas.dougherty@uvm.edu

Manager, Sport Programs

Sam Rabinowitz
Group Fitness Hub - PFG Complex
samuel.rabinowitz@uvm.edu

Campus Recreation Website

<http://www.uvm.edu/~recspts/>

Campus Recreation Mission Statement

The intramural sports program is provided to the campus community through Campus Recreation at the University of Vermont and is administered within the spirit of the Campus Recreation Mission. The Campus Recreation Mission is as follows:

Campus Recreation at the University of Vermont is committed to making student participation in recreational activities an essential component of the UVM experience. By providing outstanding leadership and a variety of high quality program offerings, we meet the recreational interests of a diverse student body. Our efforts are focused on activities that create positive social interaction, opportunities for education and development, and promotion of healthy lifestyles among students as well as faculty/staff and community.

Further the Sport Programs Department strives to provide an inclusive, enjoyable, and positive experience for all who participate. It is the expectation that all participants adhere to Campus Recreation's mission and values. In addition, be proponents of [UVM's Our Common Ground Principles](#)

UVM Intramural Sports Handbook

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Guidelines for Intramural Sports Team Managers

The purpose of these guidelines is to provide team managers with an outline of their responsibilities; however, all managers must review and understand all policies and procedures as they are outlined in this handbook. Managers will be held accountable for all information contained within.

Administrative Duties

- **Registration:** Register your team [online](#) during the registration period for the sport of interest. The registration period for most activities is 4 to 8 days. Entries are available on a first come, first served basis, which means popular leagues may be closed after the first day of registration.
- **Roster/Waiver:** Once you sign up for a sport you will be asked to accept the conditions of the liability waiver/roster form. Managers will have to manage their team and invite each team member to sign up on their team. Additionally, team managers are responsible for knowing the eligibility status of all players on one's team. It is the responsibility of the team manager to ensure that all players are eligible to participate and have been added to the official online IMLeagues roster prior to gametime.
- **Manager's Meeting:** The team manager or a representative of each team must attend the designated manager's meeting. Information on the manager's meeting will be posted on the intramural sports and IMLeagues website. This meeting is mandatory, **team may be dropped from their spot in the league** and replaced by a waitlisted team that did attend the manager's meeting.
- **Rules Knowledge:** Be responsible for thoroughly understanding all intramural sports policies and procedures and sport specific rules. Ensure that all team members know and abide by these guidelines.
- **Schedules and Results:** Check schedules regularly for updates/changes in game times. All schedules are posted online at www.imleagues.com/uvm. Occasionally, schedules may change due to various reasons, including but not limited to the following: facility availability changes, teams forfeiting, weather cancellations and reschedules. It is encouraged that team managers check their results 1-2 days after game competition to ensure accuracy.
- **Playoff Schedule:** Posted on www.imleagues.com/uvm following the end of the regular season.
- **Game Time:** Ensure that enough team members are at the game 15 minutes prior to the beginning of your scheduled contest and have checked in with the IMS Supervisor. **GAME TIME IS FORFEIT TIME!**
- **Forfeit Fees:** The team manager's IMLeagues account is charged for all forfeit fees and **the whole team will be suspended from that sport until all fees have been paid**. The team manager is responsible for collecting and paying fees according to the instructions provided by the IMS Staff or your team may be subject to team removal from league/playoff competition. All fees not paid by the end of the academic year will be transferred to the manager's Campus Recreation account. Forfeit fees are charged in order to recoup cost of game operations.
- **Communication:** Promptly respond to intramural sports staff communication (email, phone calls). Immediately inform the intramural sports staff (via email) of any changes related to who is serving as team manager or if there are changes to managers' contact information.

Sportsmanship Duties

- Educate your team members regarding the consequences of poor sportsmanship for both the individual and the team.
- Be responsible for the behavior of all of your team's players and spectators.
- Be responsible for ensuring that all your team members understand and abide by all intramural sports policies and procedures as outlined in this handbook.
- Assist the intramural sports staff in processing ejected players and inform any ejected players that they must promptly leave the facility or risk forfeiture of the game.
- Inform ejected players of the procedural steps for reinstatement.
- Serve as your team's liaison with IMS staff as only the team manager is permitted to clarify calls with the IMS Officials or IMS Supervisors at the specific game site.

Registration Procedures

All intramural participants will be required to create an account on IMLeagues.com

Step 1 – Register

Create (or login to an existing) IMLeagues account. IMLeagues offers a live support button at the bottom of all pages, please use this button if you encounter any difficulties.

- Go to [IMLeagues](https://imleagues.com) and click Create Account.
- From the first drop down box select University of Vermont.
- You will be rerouted to the UVM web authentication page.
- Log in using your UVM Net ID and password.
- You should be automatically linked to UVM's network.
- Be sure to update your profile information to include your gender and preferred leagues.



Step 2 - Join OR Create a Team

*If you are attempting to **JOIN A TEAM WITH AN INVITATION:***

- "Pending Invitation" will appear on the top of your home screen.
- Click the blue "Confirm" button.
- Take and pass the required sport quiz, at the end of the quiz click "Continue..."
- Sign our waiver by selecting "Accept", then fill in your NetID on the bottom of the page.
- Click "Accept Invitation". You are now on your team's roster! The screen will take you to the team's homepage where you can view the upcoming game schedule.

*If you are attempting to **JOIN A TEAM WITHOUT AN INVITATION:***

- Click on the "University of Vermont" button at the top of the screen, this will bring you to our IMLeagues homepage.
- Scroll down to where you can see the sports offered for that session.
- Select the sport and league the team you wish to join is registered under, for example, Floor Hockey: Co-Rec.
- Scroll down to find what night and time slot the team has signed up for, when you locate the team, click on "Join Team".
- You will be redirected to the quiz for that sport.
- After passing the quiz, press "Continue..."
- You will now be brought to our online waiver, press "Accept", then scroll down and input your **NetID** in the box provided, then press the blue "Send Request" button.
- The manager of that team MUST now accept your request to join, and put you on the roster.

*If you are attempting to **JOIN AS A FREE AGENT:***

- Select the sport (example: floor hockey, flag football), then league (Co-Rec, Men's, Women's, A or B) in which you would like to play.
- Under the division (or day and time slot) you would like to play for, select the green "Join As Free Agent" button.
- Sign our online waiver by pressing "Accept", selecting the days and times you are willing to free agent for, then enter your NetID in the corresponding space.

- If you wish to provide additional information on yourself for recruiting managers you may, then press the blue “Post Listing” button, your information will be available to manager’s who may wish to pick up free agents.

You can list yourself as a free agent in as many divisions within a league as you would like. You will be visible to all members of the site and can request to join teams or post information about yourself so teams can request to add you to their team.

Or you can CREATE A TEAM:

When creating a team, it is a good idea to know the sport, league and division (or time slots) your team wishes to play along with a team name*.

- After signing into IMLeagues, select the green “Register” button under “My Teams”.
- You will be brought to our homepage on IMLeagues, scroll down and select the sport you would like to create a team under (example: Floor Hockey, Flag Football, Trenchball).
- Select the league you would like to play in (example: A, B, Co-Rec, Men’s, Women’s).
- Once on the page for a league, scroll down to see the available day and times to play in that league, once deciding which timeslot you would like, click on “+Create Team”.
- You will be redirected to take the quiz for that sport, once passing, select “Continue...”
- You will now be brought to our online waiver, press “Accept”, then scroll down.
- Input your Team Name* and YOUR **NetID** in the corresponding spots.
- Input your contact info.
- Click on the blue “Create Team” button.
- You will be redirected to our payment page, once you have paid, your team will be created!
- You can now invite people to your roster by selecting the “+Invite” button on the team’s homepage, this will bring you to your roster where you can invite members either by using their name (if they have an IMLeagues account) or email.

When registering your team, it is recommended that you know the following:

- The **Sport, League and Division** your team wishes to play
- Team Name*
- Manager’s Phone Number

** It is the responsibility of the team manager to submit an appropriate team name. Names that include inappropriate, abusive, or political language/references will be asked to change and the team could be removed from participation. The intramural sports office reserves the right to change any name deemed unsuitable.*

Registration fees (non-refundable) are as follows:

- Team Sports: **\$20.00 - \$50.00** per team
- Tournament Sports: **\$5.00 - \$15.00** per team
- Individual Sports: **\$0 - \$15.00** per person
- Dual Sports: **\$0 - \$20.00** per team

***Managers pay for all league and tournament fees up front and are expected to collect from their team members.**

Late Registration: Late entries may be accepted if space is available. Interested individuals must contact the Assistant Director immediately following the close of registration.

Intramural Sports Policies and Procedures

Manager Meeting

The team manager or a representative of each team must view the designated manager meeting for each sport and pass the appropriate managers quiz. It is highly recommended that they share this with their teammates prior to the first game.

“Missed” Manager Meeting: Any team that does not complete the managers’ meeting by the assigned date may be dropped from the league and replaced with a waitlisted team that attended the managers’ meeting. In the event that there are no teams on the waitlist to replace the teams that have “missed” the meeting, teams may be allowed to remain in the league at the discretion of the Assistant Director.

Waitlisted Teams: Managers of teams registered for the waitlist are encouraged to attend the managers’ meeting in order to increase the chances of their team obtaining an open slot should one become available. Waitlisted teams that attend the managers’ meeting will be eligible for an available slot before teams that did not attend the managers’ meeting. *Please note: Managers’ Meeting Completion does not guarantee a league/tournament slot for waitlisted teams.*

League & Tournament Formats

The Intramural Sports program at UVM offers the campus community opportunities to participate in individual and team sports in either a tournament or sport season format. With a few exceptions, all programs are offered in a selection of leagues from which participants may choose based on their team’s composition (i.e., gender of participants and/or competitive level – see below for a description of all leagues). In sport season formats, the leagues are then broken into divisions. The division is generally the time slot in which your team will play its regular season games (e.g., Men’s Recreational (League) Tuesday’s 4-6pm (Division), games at 4pm or 5pm). Sport seasons are formatted as a regular season + playoffs. Leagues are typically offered Sunday-Thursday evenings, and tournaments are typically offered on weekend days or evenings.

Leagues: Team managers are encouraged to select the appropriate league for their team’s skill level and desired level of competition. To maintain competitive balance, players are not permitted to participate on multiple teams within the same league or sub-league (e.g., a player may not play on a men’s recreational and men’s competitive basketball team or on two men’s competitive teams, etc). *Due to incomplete league registrations or scheduling conflicts it may be necessary to combine sub-leagues or move teams to make a complete league.* After reviewing the information below, if you have questions regarding what league your team should participate, please contact the intramural sports professional staff for assistance.

League*	League Composition	Sub-League (not offered for all sports)
Men’s	individual men or men’s teams	Competitive Recreational
Women’s	individual women or women’s teams	Competitive Recreational
Mixed Gender (formerly Co-Rec)	teams consist of a minimum number (sport specific) of players from any gender	Competitive Recreational
Open	teams consist of any mix of players from any gender	Competitive Recreational

**While sport programs are typically offered in gender-based leagues, the UVM Intramural Sports Program seeks to provide inclusive opportunities for all students to participate in its sport programs, regardless of gender identification. If an individual or team is unsure of which league would be most appropriate for them to participate, please contact the Assistant Director. Our professional staff will help determine which would most appropriately fit the participation needs of the individual or team.*

Eligibility

All currently enrolled undergraduate, graduate/medical and continuing education students, current faculty and benefit eligible staff members, are eligible to participate in the Intramural Sports Program **except** as follows:

- Participants may play on one mixed-gender, open, and single gender team per sport, per semester. A player declares team preference by their first participation.
- Players not appearing on the official online IMLeagues roster by the last day of the regular season are not eligible to participate in the playoffs (season sports) or, during a single elimination tournament, a player must appear on the roster by the end of the team registration period.
- Ejected players who have been suspended. (must be reinstated by the Assistant Director)
- Anyone who participates under an assumed name (e.g., roster/waiver) or uses someone else's ID is ineligible and may be suspended from further competition.
- Varsity, Semi-Professional, and Sport Club team members are subject to the guidelines outlined below.

Transgender/Non-Binary Policy for Eligibility/Participation in Intramural Sports Activities:

The UVM Intramural Sports Program seeks to provide opportunities for all students to participate in its sport programs regardless of gender identification. While sport programs are typically offered in gender-based leagues, all individuals shall be permitted to participate in the UVM Intramural Sports Program (i.e. leagues, tournaments, etc.) in accordance with the gender they most closely identify. If an individual or team is unsure of which league would be most appropriate for them to participate, please contact the Assistant Director. Our professional staff will help determine which would most appropriately fit the participation needs of the individual or team. Students who identify as non-binary may select that option on their user profile.

Use of an Ineligible Player: Any contest in which an ineligible player was used will be forfeited. *In the playoffs, the team will be eliminated from the tournament and the last team playing against the disqualified team will advance.*

Varsity Athletes: Current or former members of varsity intercollegiate teams are not eligible for participation in the sport, or a related ("like") sport, in which they participate. Persons classified as a red shirt or those working out with the varsity team shall be treated as varsity members. Varsity players are considered those participating in either practice or any type of competition. Intercollegiate athletes are ineligible to participate in the sport, or related ("like") sport (see "Like Sports" section below), for one full academic year after varsity status ceases. *(Varsity players with questions on their eligibility should contact the Assistant Director for clarification).* Any team with a varsity player (in the same or 'like' sport) on the roster will automatically forfeit every game in which the ineligible player(s) participated. During playoffs, use of an ineligible player will result in the team being removed from further competition. All varsity athletes are fully eligible to participate in other intramural sports not related to their varsity sport.

Semi/Professional: A person who has competed professionally in a sport or signed a professional contract will be ineligible for five (5) years from the date of the last professional participation, in that sport or related ("like") sport.

Sport Clubs: Sport Club Members are eligible to participate in intramural sports programs. Club team members are defined as those paying dues to a club and/or are listed as a member of the club on the official sport club roster during the current academic year. Sport Club Members are eligible to participate in intramural team sports with the following restrictions for the same or 'like' sports:

- Competitive Division Teams – No more than three (3) club players (men's or women's team members) may be listed on a roster.
- Recreational Division Teams – No more than one (1) club players (men's or women's team members) may be listed on a roster.
- Open Leagues (if competitive or recreational is not offered)– No more than two (2) total club players (men's or women's team members)

Like Sports: As a guide, "like sports" are defined as follows:

- Basketball – 5v5 basketball, 3v3 basketball (*See 3v3 basketball rules for specific information about eligibility for club basketball team members*)
- Ice Hockey - ice hockey, roller hockey, floor hockey, broomball (*See broomball rules for specific information about eligibility for varsity and club field hockey / ice hockey team members*)
- Soccer - outdoor soccer, indoor soccer, kickball
- Volleyball – volleyball, wallyball
- Flag Football – football, rugby

Determining Player Eligibility: The team manager is responsible for ascertaining the eligibility of the team's players.

- The Intramural Sports professional staff members will assist the team managers and individuals with their questions of eligibility and interpretation of eligibility rules. Inquiring about eligibility questions in advance of contests helps avoid delays, potential protests and forfeits.
- Ineligible player inquiries can be initiated by other participants or the Intramural Sports Staff at any time (*See 'Protests' for more information*). The sports program staff does not actively search for ineligible participants unless it is brought to our attention

NOMAD Rule:

A team may add a "nomad" player(s) who are not currently rostered on the team to avoid a forfeit and play competitively. A team may use nomads when they have less than the surface maximum number of rostered players present at game time. Nomad players must adhere to all eligibility guidelines and sport specific rules.

The eligibility guidelines are as follows:

- A team **MUST** announce nomads to officials, the scorekeeper (if applicable) and opposing team manager during the pregame meeting.
- A team **MAY** pick up nomads to meet the gender restrictions (ex. a team has 5 males and 1 female. That team is able to pick up two female nomads to make the court playable).
- A team may only pick up enough nomads to field a full team not including substitutes.
- If rostered players arrive after the contest has started, it is up to the discretion of the team using the nomad rule if nomads will continue to play.
- A team may decide to use a nomad at any point in the game if an injury occurs and the team will be playing with less than the surface maximum. Excluding circumstances involving unsporting behavior.
- Teams and nomads must follow club and varsity eligibility guidelines.
- If a nomad is not currently rostered on a team for that sport, they will automatically be added to the first team's roster they "nomad" for.
- Any unsporting behavior penalties and suspensions will be carried over to the nomad's rostered team.
- A nomad cannot act as a speaking manager for the team they are playing on.
- **Teams may not use nomads during the playoffs.**

Example:

Surface Maximum	Min # of players	Min # of rostered players	Max # of nomads
6	4	4	2

UVM ID Policy

All participants must present and scan a valid UVM ID card or scan in via their mobile device thru the [GET Mobile app](#) at every contest in order to be eligible to play. Team members who cannot furnish either option will not be permitted to play. **(No ID, No Play)**

**Biometric finger scans have been discontinued from our program.*

Additionally, providing false information or soliciting ineligible players for teams will result in automatic team disqualification and may also enable the suspension of individuals, managers, and teams from participating in future events, leagues, and individual sports (see 'Intramural Sports Code of Conduct' for more information).

Scheduling

Schedules for all Intramural Sports Programs will be posted approximately **1-3 days prior to the start of the activity.** Schedules can be found online on www.imleagues.com/uvm.

Format: For *most* officiated league sports, all teams will receive 4 regular season games. The first week of games are exhibition games and will not count towards your overall record. These exhibition games are meant to help teams acclimate to the rules, structure a stable roster, and for the officials to gain additional training. During the exhibition week. Teams are expected to come prepared to play. A forfeit will only be given in an instance when no members of a team show-up to play a scheduled exhibition game (*i.e., complete no-shows will receive a forfeit*). Games 2, 3, and 4 will count towards the overall standings and team sportsmanship ranking, and regular forfeit rules will apply.

Religious Holidays: The Intramural Sports Program schedules games based on facility availability and the timeline by which the sport needs to be completed. If a typical game day falls on a religious holiday, games will still be scheduled. If your team is unable to play on a specific holiday that falls during the sports season in which you are participating, the following timeline for a schedule request to be made to the Assistant Director is required:

- **Regular Season Games:** **By 8:00am the day following the registration deadline** for the sport in which the request is being made.
- **Playoff/Post-Season Games:** **By 11:59pm on the last day of the regular season.**

Rescheduling: Regular season games will not be rescheduled. Games will not be postponed because of social engagements, organization meetings, etc. If a player or team knows of potential conflicts, notify the Assistant Director at the end of the registration deadline so that conflicts can be minimized ***if possible*** during regular season scheduling.

Playoff games may be rescheduled at the discretion of the Assistant Director based on the availability of facilities and timeline of playoffs. Any playoff schedule requests must be directed to the Assistant Director by 11:59pm on the last day of the regular season in order to be considered **(no request can be guaranteed)**.

Scores and Standings: All game scores and league standings are calculated by IMLeagues. It is the responsibility of the team manager to bring any incorrectly recorded scores to the attention of the Intramural Sports as soon as possible. All scores are final at the conclusion of the regular season. Unless otherwise noted, standings are determined by the following formula: (Winning %, Head-to-Head, Point Differential, Sportsmanship)

Playoffs for Season Sports:

For *most* sports, a single elimination tournament will be held at the conclusion of the regular season for all divisions. The parameters for each playoff bracket will be at the discretion of the Intramural Sports staff. Team managers are responsible for verifying their playoff schedule at the conclusion of the regular season by checking the playoff bracket on IMLeagues.

Playoff games are typically **NOT** scheduled at the same time as your regular season games, therefore your team should be prepared to play on any day of the week in which the sport is played.

The following is required for teams to be eligible for playoff competition:

- Be in the top 50% of your division or league (for sports such as badminton, cornhole, etc.).
 - Generally, this would require you to be one of the top 2 teams (3/4 team division) or 3 teams (5/6 team division) within a division.
 - In the case of a tie in the standings, IMLeagues will have teams ranked according to the formula stated in the 'Scores and Standings' section.
- Must have an average team sportsmanship rating of 4.0 by the conclusion of the regular season.
- At the discretion of the Intramural Sports Department:
 - Wild-card teams may be introduced to even out a playoff bracket.
 - Smaller leagues may incorporate additional teams into playoffs.

Postponements & Weather Cancellations: Games are played rain or shine unless field conditions, thunderstorms, or other conditions lead to unsafe playing conditions. Do not assume that a game will be postponed due to poor weather conditions. Decisions concerning the cancellation of games will be made as close to game time as possible and are often not made until an hour in advance of game time. Further, games sometimes are not canceled until game time due to rapidly changing weather and/or field conditions. In the case of inclement weather, the intramural sports staff will do its best to contact the team manager prior to the game. Any inclement weather cancellations will be sent via the UVM IMLeagues message service to the team manager's email.

The intramural sports office reserves the right to postpone/cancel a contest if circumstances warrant such action. All efforts will be made to reschedule any canceled games; however, in the case of inclement weather or limited facility availability, games will not be rescheduled. If playoff games are unable to be rescheduled, a league winner may not be determined due to canceled games.

Forfeits, Defaults, and Forfeit Fees

Teams are strongly encouraged to arrive early for their games. Any game whose outcome is declared a forfeit will result in a loss being credited to the forfeiting team and the sportsmanship rating will be adjusted accordingly. A forfeit will be declared under the following conditions:

- A team does not show up for scheduled game.
- A team cannot field the required number of players by the designated game time.
- A violation of any rule that may result in a forfeit as stated in 'Participant and Fan Behavior.'

Forfeit fees and associated penalties will be assessed according to the following guidelines:

- **Any team that forfeits a game will be billed a \$15 forfeit fee** to the manager's IMLeagues account; and the team will not be eligible for further competition in that sport until the fee has been paid. The team will earn a 3.5 sportsmanship rating for this game.
- If a team forfeits two (2) games during the regular season the team manager will be charged the \$15 forfeit fee for the first game, AND the team will be removed from further competition.
- Forfeits due to ineligible players or unsportsmanlike conduct will result in the team manager being billed a \$15 forfeit fee. In addition, there is the possibility of additional penalties for flagrant offenses.
- During playoffs, teams that forfeit are dropped from further competition and the team manager will be charged the \$15 forfeit fee.

Game Time: GAME TIME IS FORFEIT TIME! If one team is late/not present at game time, the opposing team's manager that is present and has the minimum number of participants that is required checked-in and ready to play will be given two options (*once a decision is made it cannot be changed*):

- Take the forfeit immediately.
- Give the team five (5) minutes (from game start time) to show - If the team shows with the minimum number of players required, the game must be played with only the remaining amount of time left and the result of the game will be recorded. If the team is still unable to field the required number of players, the game will be a forfeit.

Defaults: If a team cannot play when they are scheduled, the team manager must submit an online default form. This must be done **at least eight (8) hours before Monday-Thursday games; or by 4pm Friday for Sunday games** in order to have the game count as a **default (loss counted on team's record, but no forfeit fee assessed or sportsmanship reduction)**.

To submit a default online please visit the UVM IMLeagues website (www.imleagues.com/uvm) and use the default link on the homepage. Failure to do so will result in the team being assessed a forfeit and a forfeit fee (see section 'Forfeits, Defaults, and Forfeit Fees').

Score of Forfeited/Defaulted Games: If your team should win by forfeit or default, the following scores will be entered after your game. This is meant to supplement the winning team with an added point differential. The points against will be applied to the forfeiting/defaulted team and points for will be applied to the opposing team. In the case of a double forfeit, no points will be applied, however, both teams would receive the appropriate forfeit sportsmanship rating.

Points for the winning team

Badminton: (15-0)	Pickleball: (11-0)
Basketball (25-0)	Soccer: (5-0)
Broomball: (5-0)	Tennis: (8-0)
Flag Football (19-0)	Trenchball: (10-0)
Ice/Floor Hockey: (5-0) / 3v3 Hockey: (10-0)	Volleyball (25-0) ; (25-0)
Kickball: (10-0)	*Sports not listed – see specific rules page

** Sports played in a "best of X series" will receive the max amount of score per game. [ex. best of 3 series with 15pts to win each match: (15-0 ; 15-0)]*

Protests

It is the strong belief of UVM Campus Recreation that contests should be won or lost on the field of play. The intramural staff will resolve all disputes immediately. Matters involving an official's judgment are not a basis for protest. Protests referring to or questioning an officials' judgment call will never be granted. Intramural Sports team managers that abuse the protest system shall be penalized at the discretion of the Assistant Director.

The Intramural Sports Office reserves the right to rule in any matters not covered in this handbook. We will apply the spirit of the rules and fairness in all situations.

The decision of an official or intramural staff member to eject a player or spectator for any unsportsmanlike conduct will be firmly upheld by the Intramural Sports Office.

Steps to Protesting a Game:

1. All protests must be registered immediately with the IMS Supervisor on site. A valid protest must either concern player eligibility or a misapplication or misinterpretation of a sport rule that could impact the outcome of a game (e.g., goal being scored or disallowed). A protest based on the judgment of an intramural sports official is invalid. An official Protest Form must be completed with the IMS Supervisor on duty for the protest to receive further consideration.
 - **Player Eligibility Protests:**
 - Opponents must verbally make the intramural sports staff (official and supervisor) and suspected ineligible player aware of an eligibility protest **before** the player in question enters and participates in the contest.
 - Opponents give up their right to protest any player after the suspected ineligible player participates against them.
 - **Game Protests:**
 - A valid game protest must include the following:
 - Protests must be made during the contest at the time of the incident by the team manager to the game official and/or sport supervisor before the next “live” ball. The manager must say, “I PROTEST.”
 - At that time, the reason for the protest must be given to the game official and supervisor, which will be reviewed by the intramural sports staff and the supervisor will make a decision.
2. If the team manager disagrees with the on-site decision, the decision may be appealed to the Assistant Director. A protest form must be completed and submitted on-site through the IMS supervisor on duty. After the protest is filed, the game will resume and be completed.
3. For all protests, the Assistant Director will contact the managers by 4:00pm the day after the incident in question (Monday for weekend games) with a final ruling (typically via email). If a ruling will affect continuing tournament play, a decision will be made as soon as possible.

Protest Appeals: A written, typed appeal of a protest decision must be submitted within 24 hours of the protest decision to the Assistant Director of Sport Programs. The typed appeal should include the specific situation being protested, the original ruling on the playing surface, and what the final ruling of onsite staff was.

Playoff Protests: Due to time constraints, protests during playoff games will be decided by the IMS Supervisor on duty. The decision of the IMS Supervisor is final and cannot be appealed to the Assistant Director.

Championship Awards

The Intramural Sports Program provides awards in all activities for the winners of the various divisions. In team events, individuals listed on the team roster and who are present will receive a championship t-shirt/hat.

- Any number needed beyond the allotted amount must be paid for by the team and only when extra shirts are available. For more information, contact the Assistant Director.

Assumption of Risk

Students are advised that participation in the Intramural Sports Program involves physical risk and ***participation is strictly voluntary***. All participants are required to sign a roster/waiver either electronically or via paper prior to participation in any intramural sport activity. It is strongly recommended that intramural sports participants undergo a yearly medical examination and to carry medical insurance coverage.

Injuries

Participation in sporting activities may cause injury and exposure to blood borne pathogens. Blood borne pathogens are pathogenic microorganisms that are present in human blood and can cause diseases in humans. These pathogens include, but are not limited to, Hepatitis B Virus (HBV) and Human Immunodeficiency Virus (HIV). The Intramural Sports Program, in compliance with Vermont Law, will make every effort to minimize exposure to its employees and participants. Because the Intramural Supervisor Staff is trained and certified to respond to emergency and blood exposure situations, we ask that they be contacted immediately to respond to any injury.

- Participants will not be permitted to participate in intramural sports at the University of Vermont if they do not agree to all of the rules and regulations.
- The University and its staff are not held responsible for any injuries incurred while participating or as a spectator in the Intramural Sports Program.
- All injuries are to be reported to the game officials and IMS supervisor. All minor injuries can be taken care of by the supervisor with a first aid kit or the injured person can go, with assistance, to the Center for Health and Wellbeing, 425 Pearl Street for treatment. The Center's hours are: Monday through Friday 8am-4:30pm and Saturday 9am-1pm. For an appointment please call 656-3350.
- All major injuries or emergencies will be taken care of immediately by the supervisor in charge by calling UVM Rescue at 911 or the Student Health Center at 656-3350. They will send assistance as soon as possible. In the meantime, the supervisor will take complete charge and see that the participant is comfortable until help arrives. Medical expenses incurred such as ambulance, doctor bills, and x-rays will be the responsibility of the injured person.
- All injured persons must complete an Injury Report. This form will be administered by the Intramural Sports Supervisor on site.

Head Injuries/Collisions Above The Shoulder

Any participant who is in any collision that involves any body part above the shoulders or sustains a head injury will be temporarily removed from the game and monitored by the Intramural Sports Supervisor on duty. If the participant exhibits signs, symptoms, or behaviors consistent with a concussion, such as:

- loss of consciousness
- headache
- dizziness
- blurred vision (*continued on next page*)
- confusion
- memory loss
- nausea
- vomiting
- balance problems

The participant shall be disallowed from further participation in any intramural contest or activity at a supervised facility.

Once such a determination has been made by any Intramural Sports staff member, such injured participants may not return to participate in any activity for the remainder of the day and are advised to seek professional medical attention. The participant must bring a physician's note at a scheduled time to the Sport Programs Professional Staff releasing the individual to participate in physical activity before being allowed to play in any intramural sport contest or to be able to access other campus recreation offered activities/facilities.

Equipment

The Intramural Sports Program will furnish standard equipment for all activities with the exception of personal items (racquets, gloves, mouth guards, hockey/lacrosse sticks, skates, etc.). The Intramural Sports Program provides only game balls for each sport/activity. Team managers or any team member may check out a ball for their team through the UVM Campus Recreation Office (by fitness center entrance). All equipment checked out through the Campus Recreation office must be returned to the office or that individual will be charged the corresponding fee. Returning Campus Recreation equipment is the responsibility of the individual who checked the equipment out.

Intramural Sports Equipment Checkout Policy: For select sports, the Intramural Sports Program will have equipment available for check out onsite. Currently, this includes broomball, flag football, basketball, and ice hockey. Team managers or a team representative may check out necessary equipment to participate in the particular sport. The team manager/team representative must leave their ID with the Intramural Sports Supervisor as they are responsible for all equipment checked out. The player's ID will be returned upon return of all equipment. Replacement costs for any equipment missing will be billed to the individual's Campus Recreation account. Please see the specific sport rules for further information about what contents may be checked out and replacement costs.

Game Jerseys: All participants should bring a white and dark colored shirt to all league games. Please pay attention to your schedule on IMLeagues and notice if your team is **HOME** or **AWAY**.

- HOME teams should wear WHITE/LIGHT GRAY colors.
- AWAY teams should wear DARK colors.

For sports where numbers are required. Game Jerseys are provided by the IMS program. Players are required to record their name and number with the scorekeeper prior to the start of each game. The team manager/team representative must leave their ID with the Intramural Sports Supervisor as they are responsible for all jerseys*. The player's ID will be returned upon return of all jerseys. Replacement costs for any equipment missing will be billed to the individual's Campus Recreation account.

**Ice hockey jerseys will be checked out to individuals rather than to an entire team. Each person must provide an ID as collateral for each jersey checked out.*

If your team would like to purchase "team jerseys" the intramural sports office encourages you to do so, but you must make sure that these jerseys are of the same color, have numbers, and an appropriate team name.

Banned Equipment and Jewelry Policies

The officials and supervisors on duty have the authority to disallow any participant from wearing any equipment, jewelry, or apparel that in their judgment poses danger to the safety of others or is disadvantageous to other participants. There are no exceptions to these policies except as outlined below for religious jewelry/headgear and guards, braces or casts. Players and teams that are found to be in violation of this policy, and thus endangering the safety of all the participants, will be penalized with an **UNSPORTSMANLIKE PENALTY** assessed to the violating player and their team. The player will be removed until the equipment or jewelry in question is removed.

Religious Jewelry and Headgear: If a participant wears religious jewelry or headgear, that person must follow the approval procedure below before being able to participate in an intramural sports activity:

- A meeting must be set-up with the Assistant Director, **at least 3 business days prior to the first game**, to discuss the safest way to secure the religious jewelry to the body. ***This may mean that one has to purchase a sweatband, headband, or athletic tape to secure the religious jewelry/headgear to the body. ***
- Once approval has been received from the Assistant Director, an email will be sent to the team manager and participant about the proper procedure for wearing the approved Religious Jewelry or Headgear.

Jewelry Policy: All jewelry must be removed before playing any intramural activity. Jewelry includes, but is not limited to, rings (finger(s), nose, tongue, eyebrow, ear, etc.), rope bands, ankle and wrist bracelets, and watches. If a participant does not want to remove the jewelry, then they will not be allowed to participate in the activity. **Individuals who wish to cover with tape, must provide their own tape to do so. Medical bracelets are permissible but must be secured to the body.**

Shoe Policy: All participants must wear proper shoes. A shoe shall be considered proper if it is made with either canvas or leather uppers or similar material. Bare feet, crocs style, and sandals are not allowed. The sole may be smooth or molded, non-marking, and non-abrasive. No metal, or shoes similar to metal sole and heel plates will be allowed. The supervisor has the authority to disallow any type of dangerous footwear.

Headgear Policy: Headgear is not allowed to be worn by any participant during an intramural sports activity. For INDOOR sports this headgear consists of any hats, bandanas, baseball caps, winter/wool hats, and any other such similar headgear. This also applies to **OUTDOOR** sports with the exception that in **winter/cold weather hats are permitted**. The officials and supervisors on duty have the authority to disallow any participant from participating that they feel would endanger the person wearing the headgear or their opponents until it is removed.

Guards, Braces and Casts: If an individual wears a **cast** made of hard plaster, plastic, metal or any other hard material, **that person will not be allowed to participate**. Guards and braces will be approved on site by an Intramural Sports Supervisor. Guards and braces must be designed to use during athletic activity and shall not have exposed metal or hard plastic which could further injure yourself or other participants. Intramural Sports Supervisors have the final say when it comes to safety related issues while playing intramural sports.

Intramural Sports Code of Conduct

The Intramural Sports Department takes sportsmanship very seriously and offenders will be dealt with accordingly. Sportsmanship policies will be enforced strictly to ensure the safety and personal enjoyment of ALL participants, including our student staff. Actions that are dangerous and/or conduct that is detrimental to the Intramural Sports Program will not be tolerated and are grounds for suspension from further participation in all intramural sports activities. Furthermore, we expect all participants to abide by the UVM Common Ground Values of respect, integrity, innovation, openness, justice, and responsibility.

By choosing to attend the University of Vermont, each student accepts responsibility for promoting the community's welfare by adhering to the Code of Student Conduct ("the Code"). Failure to do so may result in disciplinary action by the University (Code of Student Conduct, Policy V. 2.8.9, 2019). The Code is in place to reaffirm the principle of student freedom coupled with personal responsibility and accountability for individual action and the consequences of such action. The UVM Intramural Sports Program is considered an educational activity as defined by the Code and therefore all behavioral expectations established by the Code apply to students participating in all programs offered by the intramural sports program in addition to program specific expectations (outlined in this section). Participants violating the behavioral expectations of the intramural sports program will be subject to disciplinary action through the Intramural Sports Office and, if in violation of the Code, also through the adjudication process with the Center for Student Conduct (CSC).

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Campus Recreation and the Intramural Sports Program will vigorously enforce all sections of the Code to ensure that participants feel welcome and enjoy the benefits of recreational activity. The following are sanctions that may be imposed by the Intramural Sports Office for violations of the Intramural Sports Code of Conduct:

Sanction	Sanction Description
365 Day Suspension	A suspension from all intramural sports activities for a calendar year (365 days)
Semester(s) Suspension	A suspension from all intramural sports activities for one or more semesters
Season Suspension	A suspension that removes a player for the remainder of a current sport season
Game Suspension	A suspension for one or more competitions that may carry other sanctions depending on the severity and seriousness of the incident(s).
Probation <i>*length determined by Campus Recreation Staff</i>	An individual or team need not be ejected to be put on probation. In such cases, employee reports may activate such a sanction. A team or player on probation will be removed from further competition if they incur further unsportsmanlike penalties or engage in any unsportsmanlike acts. Players returning from long suspensions or with a history of issues will be placed on probation once they potentially become reinstated.

Unsportsmanlike Behavior: The Code of Student Conduct as outlined by the University of Vermont, as well as the rules stated below, will govern all intramural sports play:

1. Unsportsmanlike Conduct: Any person, who commits, attempts to commit, incites or aids others in committing any acts of misconduct shall be subject to disciplinary procedures by the Intramural Sports Office.
2. Team managers are responsible for the conduct of their players and spectators and therefore are subject to the same disciplinary actions as their players.
3. The Assistant Director will be the final judge of what is unsportsmanlike.
4. Unsportsmanlike conduct includes, but is not limited to the following:
 - Fighting (pushing, punching, tripping, late hits, cheap shots, or any type of physical contact)
 - Using profane, inappropriate, insulting, or vulgar language or gestures - incidental or otherwise
 - Disrespecting the identity or religious/cultural beliefs of another participant or staff member.
 - Attempting to influence an intramural staff member's decision
 - Dissent towards an intramural official or staff member's decision
 - Disrespectfully addressing intramural staff
 - Physical contact or attempting to contact an intramural sports staff member
 - Failure to follow the directions of any intramural sports staff member acting in accordance with their duties
 - Physically damaging a facility, equipment, or other provided intramural sports apparatus.
 - Theft or unauthorized possession of intramural sports and/or Campus Recreation property.
 - Delay of game and/or tactical fouls
 - Engaging in any general unsportsmanlike act, especially those that show disregard for intramural sports rules and policies (Unsportsmanlike conduct penalties)
 - Aggressive action toward a participant or intramural sports staff member
 - Actions that may lead to a fight
 - Impeding or obstructing an investigation or inquiry, or failing to identify oneself or to comply with the directions of the intramural sports staff
 - Conveying information that the student knows or should know to be false, by actions such as lying or being dishonest, forging, or altering information (falsification of identification/information).
 - Indecent exposure, including but not limited to "flashing."
 - Participating in a game for which the individual is ineligible
 - Violating the [Student Alcohol, Cannabis, Tobacco, and Other Drug Policy](#) (see Campus Recreation policy below)

UVM Campus Recreation Alcohol, Cannabis, Tobacco and Other Drug Policy

The University of Vermont Campus Recreation Program is committed to providing the campus community with opportunities to recreate in a positive and safe environment. In accordance with UVM Alcohol, Cannabis, Tobacco, and Other Drug Use Policy, and to ensure the safety of all individuals, Campus Recreation prohibits patrons from attending or engaging in UVM Campus Recreation related and/or sponsored activities while under the influence and/or in possession of drugs and/or alcohol as evidenced through the diminished capacity of motor skills, smell of alcohol, language confirming or suggesting alcohol or drug consumption, demonstration of belligerence, or any other behavior that is deemed harmful or unsafe by Campus Recreation Staff. Individuals suspected to be in violation of the UVM Alcohol and Other Drug Policy are subject to the following:

- The offending individual must immediately remove themselves from the facility. Failure to comply and cooperate with UVM Campus Recreation Staff will result in UVM Police Services being called.
- Pending review and investigation of the incident by Campus Recreation Staff, offending individuals may be subject to temporary or permanent loss of Campus Recreation privileges. All policy violations will be reported to the Center for Student Conduct for Judicial Review.

Sportsmanship

Team Sportsmanship Rating: The sportsmanship rating system is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports season. Behavior before, during, and after the intramural sport contest is included in the rating. The team manager is responsible for educating and informing all players and spectators affiliated with the team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and/or supervisors shall make decisions whether to warn, penalize, or eject persons and/or teams for poor sportsmanship. **Appeals for unacceptable sportsmanship ratings are not accepted.** The professional staff will review and investigate all season ending ratings to determine if appropriate ratings have been given and all decisions shall be final. The professional staff also reserves the right to review and change any rating given to a team at any time.

Advancing to Playoffs: In addition to the guidelines for playoff qualification above. Teams must:

- Not forfeit/default two (2) of their regular season games
- Finish the regular season with a minimum **4.0 AVERAGE** sportsmanship rating.

Sportsmanship During Playoffs: Any team receiving a sportsmanship rating below a '4.0' during the playoffs will be eliminated from the playoffs, plus the team manager will be required to set up a meeting with the Assistant Director prior to participation in any other intramural event.

Sportsmanship Rating Scale

Rating*	Criteria/Description of Behavior
5.0	Exemplary conduct and sportsmanship: Players cooperate fully with the officials and other team members. The manager calmly converses with the officials about rule interpretations and calls. The manager also has full control of teammates and fans. All trash and personal items are picked up at the conclusion of the team's match.
4.5	This is the baseline. A team that does not have any problems will receive a '4.5'. Very few complaints. No taunting or unsportsmanlike behavior exhibited towards the other team. Team members left some trash and personal items at the conclusion of match. Admin Tech/Unsportsmanlike Conduct would fall here (e.g. jewelry, procedure issue). Teams that default a game are assigned this rating.
4.0	Average conduct and sportsmanship: Team members verbally complain about some decisions made by the officials and/or show minor dissent. No unsportsmanlike conduct penalties issued
3.5	Team (and/or fans) complains more frequently and may get warned for unsportsmanlike behavior, or merit an unsportsmanlike conduct penalty. Team members did not pick up trash or personal items at the conclusion of the match. Teams that forfeit a game are assigned this rating.
3.0	Below average conduct and sportsmanship: Team shows verbal dissent toward officials and/or opposing team and receives an unsportsmanlike penalty. Manager exhibits some control over teammates and spectators, but maintains self-control.
2.5	Team shows verbal dissent toward officials and/or opposing team. At least two unsportsmanlike conduct penalties (not severe). No ejections. Manager does little to help the situation.
2.0	Poor conduct and sportsmanship: Team members and/or spectators constantly comment to the officials and/or opposing team from the field and/or sidelines. Manager has very little control over team or certain player. A team that has two (2) unsportsmanlike penalties or has a player ejected from the match will receive a '2.0.'
1.5	Single ejection or multiple unsportsmanlike conduct penalties. The team manager exhibits little or no control over teammates and/or fans, and/or no self-control.
1.0	Unacceptable conduct and sportsmanship: Manager has no self-control or control over teammates. Ejection and multiple unsportsmanlike penalties. Manager gets penalized for unsportsmanlike behavior. Team is completely uncooperative. Any team which receives multiple ejections or has a match stopped due to sportsmanship will receive a '1' rating. Ejected players and team manager must meet with the Assistant Director in order to participate in any future intramural matches/leagues.
0.5	Multiple ejections. Manager has NO control over team and/or is not willing to work with IMS staff.
0.0	Out of control conduct and sportsmanship: Fighting, shoving officials, shoving supervisors. Multiple ejections or behavior so poor that it merits comparison to a fight or to actual contact of an employee. If the match is discontinued due to teams' poor behavior, a rating of '0' will be given. A team that receives a '0' rating must meet with the Assistant Director the next day to discuss the team's intramural sports status.

Ejections and Suspension:

1. There is an automatic minimum of a one game suspension for all individual ejections.
2. Players may be ejected for two unsportsmanlike penalties (ex. 2 yellow cards), one severe unsportsmanlike penalty (ex. red card/flagrant foul), or be removed by an intramural sports staff member for a gross violation (e.g., taunting from the sideline, attempting to injure another player).
3. Ejected players will be asked to leave the field of play and the facility. The ejected person must leave the playing area immediately and has five (5) minutes to leave the facility. Any ejected person not adhering to this rule will cause their team's game to be forfeited and face possible referral to the Center for Student Conduct.
4. Any player that has been ejected from a game for any reason will result in immediate suspension from ALL intramural sports participation indefinitely until the matter is resolved by meeting with the Assistant Director.
5. The **ejected participant & the team manager** must meet with the Intramural Sports Professional Staff. It is the responsibility of the ejected player to contact the Assistant Director or Coordinator to set up an appointment within 48 hours of the ejection. If no contact is made within the first 48 hours after the ejection, the player will become suspended from all intramural sports participation until the matter is resolved by meeting with the Assistant Director and/or Coordinator. All time served for any suspensions begin after this meeting is held.
6. During a player's suspension, a game forfeited by the suspended player's team will not count as a game served for the suspension. The participant will still have to serve an additional game to fulfill their suspension.
7. Most suspensions will be served in the sport in which the offense occurred, but individuals can be suspended from all intramural sports activities depending on the severity of the offense.
8. In cases occurring late in the sport season or the academic year, a suspension may carry over into the next sport, season, semester, or academic year.
9. Team managers that are currently under suspension or who have failed to have an ejection meeting will be prohibited from registering an intramural team until they have resolved their sanction.
10. **The Assistant Director reserves the right to suspend participants from intramural sports activities as well as from any part of the Campus Recreation facility.**

Multiple Ejections: Any team that has two (2) players (the same player twice or two different players) ejected during one game or over the course of the regular season will lose the game in which the second ejection occurred, will be removed from the schedule, and will be ineligible for playoffs. Accordingly, the team manager must also set up a meeting with the Assistant Director in order to ensure the team eligibility for further participation in the Intramural Sports Program.

Violations of the Intramural Sports Code of Conduct

The following are possible consequences of unsportsmanlike conduct of intramural sports teams and participants.

Team Violations:

1. *Forfeit due to misconduct* - If a team, player, or a combination of the two receives three (3) unsportsmanlike penalties (yellow cards, technical fouls, etc.) in one game the team will forfeit that game.
2. *Intramural sports probation* - Intramural sports probation places a team on a probationary status which would cause a suspension from intramural sports participation for any further unsportsmanlike conduct. The term of probation may be set for a particular sport, for a semester, for a year or forever.
3. *Intramural sports suspension* - Suspension from intramural sports prohibits the suspended organization and its individuals listed on the team roster from participating and spectating in any sports during the period of intramural sports suspension. A period of intramural sports suspension is automatically followed by a period of intramural sports probation of not less than one full year.
4. Teams that are removed due to unsportsmanlike behavior will not receive refunds.
5. Team disciplinary measures include but are not limited to the following:

Violation	Penalties
Team Disturbance/Fight (more than one player involved)	Team automatically removed from league and possible referral to CSC. Individual sanctions will also be administered.
Verbal abuse of the Campus Recreation Staff	Team automatically removed from league and possible referral to CSC. Individual sanctions will also be administered.
Alcohol Use/Intoxicated Players	Team automatically forfeits game in question and individuals will be referred to CSC.
Use of an Ineligible Player	Any team using a suspended player will forfeit all games in which the suspended player participated. Any team knowingly using such a player will be ineligible for playoffs.
Unsportsmanlike Conduct of Spectators	Depending on the severity of the incident a team can forfeit their game due to the conduct of spectators that can be identified as affiliated with a specific team. Spectators may also be referred to CSC.

Appeals

Team Sanctions:

The team manager can only appeal sanctions of more than two (2) games that are put on their team. A written appeal must be submitted via email to the Senior Associate Director: Shelby Hinkle Smith, shinkles@uvm.edu, within 24 hours of the sanction. The appeal must be in a word document or a pdf document and should include the following:

- Your Name
- Your Team's Name
- The Sport/Activity and facility that the incident occurred
- A description of the incident (who, what, where, when)
- Grounds for appeal (Why are you appealing?)
- Suggested sanctions based on your involvement

The appeal does not include a hearing. The process is a review of the record of the incident(s) and reasons for the excessive behavior. **Individuals will remain suspended during the appeal process.** The decision by the Intramural Sports Office to refer individual(s)/team(s) to the CSC may not be appealed. Appeals will only be considered if violation was believed to be inappropriate due to material errors of fact or the sanction is believed to be too severe for the offense. The Senior Associate Director: Shelby Hinkle Smith and/or a person designated by the Senior Associate Director will review the appeal. All appeal decisions are final.

Individual Violations:

The disciplinary measures that may be taken in case of individual unsportsmanlike conduct include, but are not limited to, the following:

Violation	Penalties
Arguing with an official	1st - Warning 2nd - Automatic Ejection, Suspension, and One-Year Probation
Dissent (verbal or by gesture)	1st - Warning 2nd - Automatic Ejection, Suspension, and One-Year Probation

Striking or shoving an opponent	Minimum - Automatic Ejection, Suspension, and One-Year Probation Maximum - Revocation of intramural sports privileges for at least one year and possible referral to CSC
Excessive Profanity and Gesturing	1st - Warning 2nd - Automatic Ejection, Suspension, and One-Year Probation
Threatening an official	Minimum - Automatic suspension and one-year probation Maximum - Revocation of intramural sports privileges for at least one year and possible referral to CSC
Theft and/or vandalism of IMS Equipment	Automatic suspension for one year from intramural sports participation and referral to CSC
Inappropriate actions which violate rules/regulations or threaten others (verbal or physical)	Minimum - Ejection and probation Maximum - Revocation of intramural sports privileges for at least one year and possible referral to CSC
Fighting	Any participant, who in the judgment of the intramural sports staff, engages in any attempt to fight (strikes or engages an opponent in a combative manner, throws a punch, kicks an individual, etc.) immediately before, during or after an intramural sports contest shall be suspended from further participation in the Intramural Sports Program for at least one year (365 days) and referred to CSC. <i>Those that retaliate against an aggressive act may be subject to the same sanction/penalty as those that engaged in the attempt to fight.</i>
Leaving the Bench Area to Participate in an Altercation	Any participant, player, coach or bench personnel who leaves the bench or coaching area to participate in an altercation will be ejected. The penalty is an automatic two game suspension. <i>In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports/Campus Recreation Staff" and "Team Disturbances" will take precedence.</i>
Fighting (Physical Conduct) with Intramural Sports/Campus Recreation Staff	Any participant who attempts an aggressive act towards an intramural sports or Campus Recreation staff member will be banned from all Intramural Sports participation for a period of five years and referred to CSC.
UVM Police officers are summoned/requested to respond	A full semester suspension and one year probation will be added to the player's reinstatement process.
Falsification of Identification/Information	Minimum – Season suspension and possible referral to CSC Maximum - Revocation of intramural sports privileges for at least one year and referral to CSC

Appeals for Individual Sanctions:

The individual can only appeal sanctions of more than two (2) games. A written appeal must be submitted via email to the Senior Associate Director: Shelby Hinkle Smith, shinkles@uvm.edu, within 24 hours of the sanction. The appeal must be in a word document or a pdf document and should include the following:

- Your Name
- Your Team's Name
- The Sport/Activity and facility that the incident occurred
- A description of the incident (who, what, where, when)
- Grounds for appeal (Why are you appealing?)
- Suggested sanctions based on your involvement

The appeal does not include a hearing. The process is a review of the record of the incident(s) and reasons for the excessive behavior. **Individuals will remain suspended during the appeal process.** The decision by the Intramural Sports Office to refer individual(s)/team(s) to the CSC may not be appealed. Appeals will only be considered if violation was believed to be inappropriate due to material errors of fact or the sanction is believed to be too severe for the offense. The Associate Director, Programs: Shelby Hinkle Smith and/or a person designated by the Associate Director, Programs will review the appeal. All appeal decisions are final.

Sportsmanship Recognition Award

In an effort to promote sportsmanship with all program participants, the Intramural Sports Program has instituted the “Sportsmanship Recognition Award.” This award is given to the top two (2) teams each session that display outstanding sportsmanship during the course of an intramural season. Award winners will receive a prize and have their exceptional sportsmanship story shared on Campus Recreation social media and video boards.

Conclusion

If you have further questions, please contact our office directly. Enjoy!