

UCF Recreation and Wellness Center
Intramural Sports
Team Captain's Guide
2025-2026

*This guide has been revised as of **Fall 2025** and the guidelines contained herein will remain in effect until a subsequent edition of the Captain's Guide is published for distribution. Addendums to this guide may be found at rec.ucf.edu/im. Any situations not specified in the Captain's Guide are at the discretion of the Assistant Director of Intramural Sports.*

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I. LIABILITY, ASSUMPTION OF RISK AND HOLD HARMLESS STATEMENT

1. Liability

The University of Central Florida (UCF) does not provide accident insurance coverage for injuries received by Intramural participants. Each participant should make sure that they have coverage either through family policies or the student insurance plan, available through UCF Student Health Services.

2. Assumption of Risk

By registering a team, team captains assume the responsibility of making their teammates aware of the various risks of participating in this activity. Captains must share this statement with their teammates prior to their participation. Captains that do not agree to this responsibility will not be entered into intramural leagues. Participation in sporting and athletic activities involves certain inherent risks. This includes, without limitation, the significant risk of serious personal injury or death and the significant risk of personal property damage or destruction

3. Hold Harmless Statement

Participants assume all risks and consequences associated with or arising in connection with such participation. Participants agree to indemnify and hold harmless the State of Florida, the Board of Trustees of UCF, and the University of Central Florida (UCF), and their employees and students, and all organizations involved in the coordination, hosting, staffing and contribution of equipment and supplies, and their agents, servants and employees from and against any and all claims, damages, actions, liability and expenses in connection with loss of life, personal injury and/or damage to property arising out of my participation in the above-referenced activity.

II. WELCOME, PURPOSE OF THE CAPTAIN'S GUIDE AND INTRAMURAL SPORTS

1. Welcome

Welcome to your role as a UCF Intramural Sports Team Captain. You have made a great choice to get involved in one of our many exciting and rewarding events. We hope that your experience is beneficial to you as a student leader and to your teammates as participants. Please use this guide as a resource to assist you in maximizing your experience at the UCF Recreation and Wellness Center (RWC) experience.

2. Purpose of the Captain's Guide

This guide is designed to serve as an informative and procedural reference for people involved or interested in the organization of an intramural sports team. The Intramural Sports program urges you to become familiar with the information contained in this guide and to consult it when the need arises. Team Captains are required to disseminate all information contained within this guide to all members of their team.

3. Intramural Sports

Intramural Sports offers all Activity and Service Fee paying UCF Students (and UCF Faculty and Staff who purchase Recreation and Wellness Center Memberships) the opportunity to participate in a variety of team, dual, individual sports and esports. Participating is a great chance to get involved. Several divisions of play are offered for most activities to accommodate various skill levels for both recreational and competitive participation.

All Intramural Sports teams at UCF are considered coed (per FL Statute 1006.205), defined as "including both males and females". This permits all eligible students to participate on any team.

Within sports leagues and tournaments, several divisions of play may be offered to allow students to align with fellow participants based on externally sanctioned sports playing rules, which may distinguish rule differences based on gender (see section VII, Playing Rules). Divisions may also be offered to accommodate various skill levels for both recreational and competitive participation (see section VI-9, Eligibility Rules).

4. Staff

Intramural Sports administrative staff consists of the Assistant Director, Intramural Coordinator, Graduate Assistants, Interns and Program Assistants (League Coordinators). No other individuals or employees are authorized to provide decisions or rulings based upon this guide. Any questions can be referred to the Intramural Sports office at 407-823-2408.

The Intramural Sports Professional Staff reserve the right to make a decision on any situation, policy or procedure not explicitly defined in this captain's guide.

III. UCF RECREATION AND WELLNESS CENTER

1. Mission

The mission of the UCF Recreation and Wellness Center is to foster healthy lifestyle choices and wellness through efficient services, comprehensive programs and high-quality facilities. The Recreation and Wellness Center is designed to enrich campus life and advance the University's educational mission.

2. Values

The Recreation and Wellness Center's core values are Safety, Cleanliness, Dependability, Quality, and Fun.

3. Awareness and Belonging

The University of Central Florida (UCF) Recreation and Wellness Center (RWC) aspires to create an environment in which students feel a strong sense of connection to the university community. Belonging is vital to an individual's holistic development and the social fabric of the university. We are committed to creating an environment of belonging through hiring and developing competent staff members, awareness and outreach to all student groups and populations and providing facilities and programs that support all members of the UCF community. Our expectation of the RWC community is to embrace a respectful attitude toward individuals.

4. Policies

Students that participate in Intramural Sports program activities are expected to observe all policies of the Recreation and Wellness Center, RWC Park and all off-campus sites where activities take place.

5. Purpose of Intramural Sports

The purpose of the Intramural Sports program is to promote sports participation and enjoyment by all students of the University. The byproducts of this participation, including high-level competition, league standings, and awards, are considered secondary aspects of the program.

IV. THE CAPTAIN'S RESPONSIBILITIES

1. The Captain

A captain is the individual that registers themselves or who organizes an intramural team and registers it to be placed in a league. The team captain shall make all decisions on participation for their team. The role of team captain can be transferred provided that the following criteria are met.

- a. The current captain completes the captain change form on the IM Sports website and is confirmed by the new captain
- b. Change is approved by the league coordinator via email
 - a. Captain changes made without approval will result in the original captain being reassigned captain designation

2. Responsibilities

A captain is **responsible** for:

- a. Watching all videos and completing all quizzes required at the time the team is created.
- b. Making sure their team knows its scheduled game time and day, and arrives at the proper time
- c. Confirming the eligibility of each of their teammates prior to allowing them to participate on their team
- d. Making sure each of its teams players participate on only one single gender and open or co-recreational team during the season, and if a player wants to change teams, making sure it is done within the rules. (Players can participate on one single gender and one co-recreational or open team for the same sport but not for two teams in any of those leagues.)
- e. Paying the \$30 fine if their team forfeits a game
- f. Ensuring their team or anyone affiliated with the team **has appropriate conduct at all times**
- g. Making teammates aware that students must provide their own accident insurance for injuries that occur during Intramural Sports activities
- h. Ensuring, where appropriate by rule, that team members all provide their own uniforms with matching colors and legal numbering. Teams are prohibited from wearing red jerseys
- i. Ensuring that each member of their team has been provided an electronic copy of this Captain's Guide and that all contents contained within this publication have been communicated in their entirety

V. REGISTRATION PROCEDURE

1 . How to Enter a Team or for an Individual Event

The following steps should be followed:

- a. **STEP ONE:** Log onto the Intramural Sports website (imleagues.com/ucf) and find an event that you like.
- b. **STEP TWO:** All individuals must first register an account with IM Leagues by entering the necessary information: First and last name, UCF email address, password, status with the university, graduation year, birthdate and gender.
 - a. Click the orange button that says sign in with UCF NID
- c. **STEP THREE:** You will be sent an activation email, click the link in the email to login and activate your account.
 - a. You should be automatically joined to the University of Central Florida's account – if not you can search for UCF by clicking the schools link.
- d. **STEP FOUR:** Once you are logged in, click University of Central Florida at the top left of the page to get to our registration page. The current sports will be displayed, click on the sport that you wish to join, choose the league you wish to play in (Open, Men's, Women, Co-Recreational) and then the division i.e. Monday, 5-7pm. **Note: By agreeing to sign up for that division, you are agreeing that you can play at any time that division is offered.**

Note: Intramural Sports reserves the right to cancel registration for any reason or alter team names/logos that are deemed inappropriate, make drug or alcohol references, are demeaning, have sexual innuendos, or are otherwise unapproved. Team names should be no longer than 15 characters. The captain should then read the Terms & Conditions, including the liability statement that must be communicated to teammates, and agree to the statement.

2. How to Create a Team, Join a Team or Become a Free Agent

- a. Click on the "create a team" button (For team captains) and enter your team name. (Optional: select team logo).
- i. Captains can invite members to their team by clicking "Team Options" and then "Invite Members" link on the team page. Any invited members must accept the invitation to be joined to your team.
 - a. Teams must meet the sports minimum number of players on their roster in order to be added to the division. Teams will be placed on the waitlist until the minimum number is met.

- ii. If they have already registered on IM Leagues: search for their name, and invite them
- iii. If they haven't yet registered on IM Leagues: scroll down to the "Invite by Email Address" box, and input their email address.
- b. Join a team
 - a. Find an existing team on the league page and click the "join team" button to send a request to join a team
 - b. Accept a request from a captain to join their team
 - c. Find a team and captain name on division/league page and request to join
 - d. Go to the captain's player card page, view their team, and request to join
- c. Join as a Free Agent
 - i. Individuals who are not able to form an entire team for a sport may join a team through free agency. There are two ways that an individual can utilize free agency.
 - ii. Once logged on IM Leagues select the desired sport and time you would like to participate in.
 - iii. Click "Join as Free Agent" for desired sport and division. Sign up as a free agent in as many divisions as you would like.
 - iv. Agree to Liability Statement
 - v. Fill out the "Additional Information About Yourself" section. This will help the captain get to know you prior to them messaging or selecting you to participate on their team
 - vi. Teams will also list if they are looking for free agents
 - vii. Attend Free Agent Meeting
 - viii. Attend our meetings that take place near each major league sport's sign-up deadline. If you do not attend a free agent meeting, we cannot guarantee you a spot on a team. We will do our best to assist you!
- d. Waiting List

Due to the popularity of some leagues and divisions, it may be necessary to form a waiting list. Teams can choose to be placed on a filled division's waiting list during registration. Signing up prior to the deadline does not guarantee inclusion into a league. This may occur if a league is capped due to facility constraints.

VI. ELIGIBILITY RULES

1. Student Enrollment

The Intramural Sports Program is open to all **currently enrolled UCF students** who have paid the Activity and Service Fee. Students must be enrolled at the time of participation.

All questions of eligibility should be referred to the Assistant Director of Intramural Sports. Decisions relating to eligibility are at the discretion of the Assistant Director. Each participant is responsible for the verification of their own eligibility. Team captains are responsible for confirming the eligibility of their own players and should refer questionable cases to the Assistant Director of Intramural Sports.

2. Summer Enrollment

During the Summer Semester, students that were enrolled in the preceding semester and will continue enrollment in the succeeding fall semester may purchase an RWC Student Summer Membership in order to participate in Intramural Sports if they are not currently enrolled during the summer semester that they wish to participate in. If you are enrolled in any summer session (A, B, C, D) you are eligible to participate during that session of enrollment through the end of the summer. If registered for Summer B only, you will need to purchase the membership but will be reimbursed once Summer B classes begin.

3. Faculty and Staff

The Intramural Sports Program is also open to full-time A&P or USPS UCF Faculty and Staff who purchase and maintain an active membership to the Recreation and Wellness Center.

4. Varsity or Professional

A varsity or professional team member is not eligible to compete in the Intramural Sport that is considered to be the same sport for which they competed. A varsity or professional team member is defined as anyone participating in one or more scheduled intercollegiate or professional contests or participating in one or more regular season practices after the first scheduled contest of the season or school year. **The player's ineligibility for that Intramural Sport shall be in effect until August 1st.** Any individual that has pitched at the varsity or professional level in baseball is not eligible to pitch in the Intramural Baseball league for a period of 3 years. Below is a chart describing the related sports for varsity or professional players. In the event that a sport is not listed in the chart below the Assistant Director of Intramural Sports will make the final determination on the player's status. If varsity sports are not played, intramural sports staff has the ability to make decisions on individual cases.

4. Varsity or Professional	INTRAMURAL SPORT
Football/Flag Football	7v7 Flag Football, 4v4 Flag Football
Baseball	Baseball, Softball
Basketball	5v5 Basketball, 3v3 Basketball, Basketball Skills Challenge
Soccer	7v7 Soccer, Indoor Soccer
Softball	Softball, Baseball
Tennis	Tennis
Volleyball	Volleyball, Sitting Volleyball, Sand Volleyball
Pickleball	Pickleball

5. Sport Clubs

A sport club team member is defined as anyone participating in or plan to participate in one or more scheduled contests during the current school year. Sport clubs are defined as registered student organizations that participate in external competitions and are members of the Sports Club Council. **The player's restrictions for that Intramural sport shall be in effect until August 1st.** Below is a chart describing the related sports for sport club teams. If a sport is not listed in the chart below or a Sport Club has yet to participate in their season, the Assistant Director of Intramural Sports will make the final determination on the sports club member's status.

Members of Sport Clubs are eligible to participate in their sport or related intramural sport if they meet the following requirements:

- The Sport Club member must participate on a team that is competing in the most competitive division for that particular sport.
- When sport club divisions are offered, members of the sport club must compete in that division.
- Teams are only permitted to have two Sport Club members on their roster. You cannot remove or replace a player once they are on the active roster.
- If the member of the Sport Club has any conduct or unsporting issues they will be subject to possible intramural sports and sport club disciplinary actions.

SPORT CLUB	INTRAMURAL SPORT
Badminton	Badminton
Baseball	Baseball, Softball
Basketball	Basketball
Disc Golf	Disc Golf

Flag Football	Flag Football
Ice Hockey	Floor Hockey
Pickleball	Pickleball
Roundnet	Spikeball
Soccer	Soccer, Indoor Soccer
Softball	Softball, Baseball
Table Tennis	Table Tennis
Tennis	Tennis
Ultimate Frisbee	Ultimate Frisbee
Volleyball	Volleyball, Sitting Volleyball, Sand Volleyball

6. Valid ID

All participants **must** present a valid UCF student ID. Medical student IDs are also acceptable.

7. Team Roster

Any player intending to participate should be added by the team captain to the official IM Leagues team roster prior to participation. Captains may also add players to the regular season roster during a scheduled contest by informing the intramural supervisor to add the player's name and UCFID to the game score sheet. Eligibility will be verified after participation in that instance. **Eligible players may be added to a roster at any time, before the completion of a team's final regularly scheduled game of the season. Roster additions may not be made during the playoffs.**

8. Assumed Name or ID

Any player participating under an assumed name or identification shall be **barred from intramural participation indefinitely** and the team they are playing for shall forfeit the game. The individual must seek reinstatement to participate. The individual will also be referred to the Office of Student Conduct for further disciplinary action, as deemed appropriate.

9. Divisions of Play

Divisions of play may be offered within a league or tournament for competitive balance and to allow students multiple options to participate in a consistent and convenient manner. Leagues may be divided by:

- a. Playing Rules Based Divisions: Referenced in rule book as "Men's", "Women's", "Open" and "Co-Rec"
 - a. For example, a "women's" division in Volleyball will use the 7'4 1/8 inch net and a men's division will use 7'11 5/8 inch net as prescribed by the National Federation of High School Sports Rules
- b. Competition level: Competitive (A or B) or Recreational (A or B)

10. Playing Rules Gender Divisions

Many sports, particularly one-day tournaments, will not designate the option of divisions of play on a gender basis. These divisions are considered "Open". For example, a league sport such as baseball may have competitive and recreational divisions but will not have gender divisions. A one-day tournament such as kickball, bocce ball or spikeball may have neither gender nor competition level divisions.

When divisions of play are offered, typically for league sports, they are defined as:

- a. **"Men's" divisions:** These divisions will utilize specific rules prescribed for men as codified by external international and national governing bodies
- b. **"Women's" divisions:** These divisions will utilize specific rules prescribed for women as codified by external international and national governing bodies

- c. **“Co-Recreational” (Co-Rec) divisions:** Teams are mixed and are generally split between men and women, with specific rules prescribed governing the ratio. Sport rules may additionally provide advantages for women that are designed to promote participation.
- d. **“Open” divisions:** Teams consist of any combination of students (a team of 5 men and 2 women could play against a team of 2 men and 5 women).

11. Level of Competition Divisions

The purpose of the Intramural Sports program is to promote sports participation and enjoyment by all students of the University. The byproducts of this participation, including high-level competition, league standings, and awards, are considered secondary aspects of the program. However, for larger leagues, in order to promote competitive balance and a manageable post-season tournament length, divisions may additionally be labeled as the following:

- a. **Competitive (Comp):** Teams that are very organized and prefer to compete at the highest skill level, with experienced players consisting of the majority of the roster. Competition may outweigh recreational benefit of participating.
- b. **Recreational (Rec):** Teams that are not as concerned with the result and more interested in the recreational benefit of participating. Participants are playing more to have fun than to win.

Due to league and tournament sizes, Competitive and Recreational divisions may be further divided into A & B, with the distinction being the skill, talent and experience level of the team. This may be done at the time of registration where teams can select these options, or when the post-season tournament is scheduled at the discretion of the league coordinator.

12. Team Change

In each sport league, a player may play on either one “men’s” or “women’s” division team but may not play for both divisions or in multiple competitive divisions. A player may also play on either one co-rec or one open division team, but may not play for both or in multiple competitive divisions.

In a case where a player’s name is on more than one roster for a particular sport, that player is considered part of the team on which they first participate. The only exception is that a player may change teams by meeting **ALL** of the following criteria:

- a. The Captain of both teams involved complete their portion of the team change form
- b. Player must go to a team in another competitive division or one lower in the standings of the same division
- c. Change must be made before more than half the season is complete for either team (Prior to game three in a five week season & game four in a six week season) and **without any forfeits charged to either team**
- d. The league coordinator approves the change

13. Playing for Multiple Teams

A player may be a member of only one men’s/women’s team, only one Open or Co-Recreational team. If an individual plays for a second team without an approved team change (see 9. Team Change above) by the league coordinator they will be ineligible to compete in intramural sports for their next intramural sports contest once discovered by the IM Sports staff. Furthermore, the participant will only be eligible to participate for the team on which they first participated.

14. Suspended Eligibility

A player removed from any intramural contest by any Intramural Staff member, for any reason, is suspended indefinitely from all intramural sports and must personally seek reinstatement by filling out the reinstatement request form on the website (See Unsporting Behavior and Conduct).

15. Injured Participants

Intramural staff reserve the right to refuse participation to individuals that, in their opinion, are or become injured and are not fit to participate until given expressed clearance by RWC Certified Athletic Training staff members or medical professional. Any participant that exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until they have been medically assessed and cleared by an appropriate health care professional.

VII. PLAYING RULES

The rules in all sports are based on national or international governing body or professional association rules with modifications, when appropriate, to make the activity safe and enjoyable for the players while attempting to maintain the identity of the game. Many external governing bodies may distinguish between “men’s” and “women’s” rules for certain required equipment, ball circumference, playing field or court specifications, timing differences, etc. These differences will be noted and used to help describe playing divisions as noted previously in VI-10, Eligibility Rules. These rules will be discussed at the captain’s meeting for each sport and are also available for download on IMLeagues.com/UCF.

VIII. ALCOHOL, DRUGS AND TOBACCO

Alcohol, drugs and tobacco are prohibited on or near fields and courts during all activities. Players or spectators who show evidence of current or previous alcoholic consumption or drug use will be required to leave the playing area and are subject to ejection. Any teams, including identified spectators, having alcoholic beverages at an intramural game site are subject to being charged with a forfeit, and referred to the Office of Student Conduct. Additionally, the Artificial Turf fields at the RWC Park have further posted restrictions on certain prohibited products.

IX. FOOTWEAR, PETS AND JEWELRY**1. Footwear**

Participants must wear legal shoes in all activities as defined by the rules in the sport which they are participating. Exceptions to this requirement include sand volleyball and activities that take place in the pool. Shoes with metal cleats and shoes where the toes are individually covered are not allowed in any intramural sports activities.

2. Pets

Pets are not permitted on RWC facilities. Service animals that provide assistance to individuals with disabilities are permitted when in compliance with [University Policy](#)

3. Jewelry

Jewelry such as bracelets, necklaces, piercings and other items deemed potentially harmful by Intramural Supervisors are not permitted during any sport. Jewelry is not permitted regardless of its significance or personal meaning, except medical alert bracelets or necklaces. Jewelry may not be covered or hidden.

X. LEAGUES AND SEASONS**1. League and Season Duration**

Most leagues will run for 3-5 weeks with teams receiving one game per week. Divisions with an odd number of teams may have a bye week without a game.

2. Results and Standings

Results and standings for all leagues will be located on IM Leagues via the Intramural Sports website. Winning percentage is used to determine the order of standings. Teams that default or forfeit games will receive a loss in the standings.

XI. FORFEITS AND DEFAULTS

1. Forfeits

A forfeit fine is assessed to a team captain when one of the below occurrences happens. This fine is designed to stabilize our leagues, reduce the number of forfeits by holding team captains accountable for committing to participate in our programs and recuperate staffing funds used during forfeited contests. A person undertaking the role of team captain assumes responsibility for that team and agrees that if the team forfeits a contest for any of the reasons below, **the captain will be assessed a \$30 forfeit fee**. Failure to pay this fine at the conclusion of the season will cause a hold to be placed on the captain's RWC account, restricting access to all RWC Facilities and Programs.

A team may continue to play the remainder of its scheduled regular season games after its first forfeit, however if a team forfeits a second time it will be removed from the league. The team will not be assessed a second forfeit fee for the second forfeit in that sport.

A team will forfeit a contest when any of the following occur:

- a. It does not have 3 players signed in by scheduled game time. Teams must seek out the Intramural Supervisor prior to game time to sign in.
- b. It does not have the minimum required number of players to play within 10 minutes of the scheduled starting time (see chart below) or if a team falls below the minimum at any point thereafter due to ejection.
- c. It leaves the playing area before the contest is completed unless both captains mutually agree to end game. Teams cannot mutually agree to end a game unless 10 minutes have passed and both teams meet the minimal number of players required to finish the contest.
- d. It uses an ineligible player. (see Section VI)
- e. Any of its substitutes or spectators enters the playing area and gets involved in a fight. Involvement shall be defined as an unsporting interaction with a player of the opposing team or an official.
- f. Team conduct is inappropriate, and the Intramural Supervisor ends the game

Sport	Min.
Baseball / Softball	8
Kickball	7
Co-Rec Flag Football / Soccer	5
7 on 7 Flag Football / Basketball / Floor Hockey / Dodgeball / Indoor Soccer / 6 on 6 Volleyball	4
4 on 4 Flag Football / 4 on 4 Volleyball	3
<i>All other sports require a full lineup.</i>	

2. Defaults

A team may default a contest by submitting the default form located at the [intramural sports website](#).

- a. The form must be submitted 24 hours before the game is scheduled to be played.
- b. The team that defaults the game will be charged with the loss in the league standings with their opponent receiving a win.
- c. The team captain can make this request by completing the form on the intramural sports website.
- d. Teams may only default one game per season.
- e. **Tournament games may not be defaulted.**
- f. Defaults are not officially approved until the league coordinator or other intramural sports staff sends an approval email to the team captain.

XII. LEAGUE TOURNAMENTS

1. Tournaments

For most league sports, a tournament will be conducted at the end of league play. These tournaments, open to teams that participated in the regular season and on the waitlist, will determine the champions in each level.

2. Tournament Brackets

Tournament brackets for all leagues will also be located on IM Leagues via the Intramural Sports website approximately 3-5 days prior to the start of the tournament.

3. Tournament Eligibility

All teams that complete the regular season without a forfeit, or are not otherwise sanctioned due to disciplinary reasons, are automatically scheduled into the tournament. **Intramural Sports reserves the right, due to facility constraints or for competitive balance, to use alternate methods of scheduling teams into the tournament including moving teams into a different division of play.**

3. Regular Season Forfeits

Teams that forfeit one time during the regular season and pay the forfeit fine 7 days prior to the end of the regular season will be entered into the tournament. Teams that forfeit after the payment deadline have until **5pm** the following day to pay the fine to be reinstated into the tournament.

4. Tournament Withdrawal

Due to the number of teams in each tournament, **it will be necessary for Intramural Sports to schedule teams to play on different days and different time slots than which they played their regular season games.** Teams wishing to withdraw from the tournament or change leagues must do so in writing to the league coordinator by 7 days prior to the end of the regular season to avoid the forfeit fine. After this date, teams may not withdraw, cancel or default games without penalty of forfeit.

5. Changing Divisions

Teams may change divisions of play for the tournament by requesting in writing to the league coordinator 7 days prior to the end of the regular season. A team that changes from the regular season to the tournament will be seeded with a .500 record. **Final decisions on league changes are at the sole discretion of the league coordinator and may be made without consultation with the captain.**

6. Tournament Seeding

Teams are seeded into a single elimination tournament bracket based on regular season results. Standings are used as a guideline for seeding. The league coordinator reserves the right to adjust seeding based on other factors.

7. Tournament Conflicts

If captains are aware of potential conflicts for team members that participate in more than one simultaneous league tournament, the captains of each team are responsible for bringing schedule conflicts to the attention of Intramural Sports

at least 48 hours in advance. **In such cases, the minimum number of players required to prevent a forfeit (see chart on page 8) for both sports will be compared. If both teams have the minimum number of players to play in both games, an accommodation will not be made. Only conflicts with other Intramural Sports games are eligible for rescheduling.**

XIII. CANCELLED GAMES AND RESCHEDULING

1. Weather

The Recreation and Wellness Center utilizes the **Thorguard** lightning warning system. When one horn, located at both the RWC and RWC Park, is sounded all participants must clear outdoor facilities immediately and seek lightning-safe shelter. (Shade structures at the RWC Park are **NOT** lightning safe structures. We recommend going to your cars or the RWC). No Intramural Sports activities will resume until “all-clear” status has been signified, with three shorter audible horn blasts. The intramural sports staff also has the authority to suspend play if they feel that weather is creating unsafe conditions.

2. Rescheduling of Games

Intramural Sports will not reschedule regular season games cancelled due to inclement weather, loss of facilities, or special circumstances. Tournament games that are cancelled due to unexpected circumstances will be rescheduled without consultation with teams and posted on the IMLeagues.

3. Weather Updates

The status of intramural games and activities will be updated on social media. **This is the only place where the final determination of the status of games will be communicated.**

4. Delays

Intramural sports may delay games if weather conditions are expected to improve. The amount of time that games are delayed for is at the discretion of the intramural sports supervisor. If games are delayed and resumed, teams with delayed games must arrive back at the new advertised start times. Teams with games that have yet to be started must arrive at the originally scheduled game times in the event that contests become back on schedule.

XIV. AWARDS

1. Championships

Championship t-shirts are awarded for all members of a team's official roster that are present during the championship game. Photos of each team are also located on IM Sports and/or RWC social media.

XV. PROTESTS

1. Protests

Intramural sports will **NOT** recognize any protest based on the decision of an official or an intramural sports supervisor after the fact. All matters of dispute must be settled at the time of the incident in question, and the decision of the Intramural Supervisor is **FINAL**.

2. Team Captain Responsibility

It is the responsibility of the team captain to ensure that matters of dispute are properly brought to the intramural sports supervisor's attention before the game continues so that a proper ruling is made. Only decisions based on an incorrect rule application may be discussed. The protest of an official's judgment decision will not be considered.

3. Eligibility

Any protest concerning the use of an ineligible player must be reported to the intramural sports supervisor or league coordinator as soon as the infraction is discovered and will be ruled on according to the established procedures.

XVI. UNSPORTING BEHAVIOR AND CONDUCT

1. Team Captain

The team captain is the sole spokesperson for their team in conferring with the officials and must assume the responsibility for the conduct of their players and spectators.

2. Sporting Behavior

Intramural Sports expects a high level of sporting behavior from its participants. Verbal and/or physical abuse of its student employees **will not be tolerated**. Activities will be enjoyed with proper consideration for fairness, ethics, respect, and a sense of fellowship with teammates and opponents

3. Authority of Staff

Intramural Officials and Supervisors have the authority to remove from a game, without warning, any player who is playing in a dangerous manner, displaying unsporting conduct, or shows evidence of drug or alcohol use. When a player has been ejected from a game, they must leave the facility immediately and will not be permitted on RWC grounds for the rest of that day.

4. Unsporting Conduct

Unsporting conduct includes but is not limited to:

- a. Attempting to influence a decision by an official or supervisor.
- b. Disrespectfully addressing an official or supervisor.
- c. Indicating objections to an official or supervisor's decision.
- d. Using profanity, insulting, demeaning or vulgar language or gestures.
- e. Any form of baiting or taunting, including any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender, sexual orientation or national origin.
- f. Intentionally contacting a game official or supervisor. Florida State Law increases aggravated assault and battery punishments to the felony level for sports officials before, during and after a game.
- g. This also includes conduct during virtual/online events.

5. Unsporting Contact

Unsporting contact is defined within the rules of each sport, to include excessive, unnecessary, or flagrant contact with an opponent, which repeatedly occurs or by rule requires ejection upon occurrence.

6. Fighting

Fighting is any attempt by a participant to strike or engage an opponent in a combative manner unrelated to the sport. Such acts include, but are not limited to, attempts to strike an opponent with the arm, hand, leg, or foot, whether or not contact occurs. The act of inciting a fight is also considered fighting.

7. Indefinite Suspensions and Reinstatement

Players removed from a game by an official or supervisor are suspended indefinitely for ALL Intramural Sports and must personally seek reinstatement from the Intramural Coordinator by filling out the online reinstatement request form at the Intramural Website. When deemed appropriate or when injury or property damage results from the misconduct, the matter will be reported to the Office of Student Conduct for possible disciplinary action.

8. Minimum Suspensions

All suspensions are indefinite in length and apply to all intramural sports activities until the player seeks, and is granted, reinstatement from the Intramural Coordinator. Suspensions listed below are minimum and may be extended at the discretion of the Intramural Coordinator.

EJECTION CATEGORY	MINIMUM SUSPENSION (First Offense)	MINIMUM SUSPENSION (Second Offense)
1. Unsporting Conduct (UC I) or using an assumed ID	1 week and 1 game	3 weeks and 3 games
2. Unsporting Contact (UC II)	2 weeks and 2 games	6 weeks and 6 games
3. Fighting or threatening or making contact with an official	3 weeks and 3 games	Semester

9. Suspension Length

The number of weeks and games applies to all intramural activities and is counted when intramural team sports leagues are played and the individual is on a team roster. Additionally, **the suspension does not begin until the meeting date.**

Participants may be placed on RWC hold at the discretion of the Intramural Coordinator, and suspensions may also include the loss of access to all RWC Facilities, Sport Clubs and Programs.

10. Post-Season Ineligibility

Any player ejected from a game is ineligible for the post-season tournament for that sport (all leagues/all divisions), regardless of whether they have been reinstated prior to the end of the regular season. If there is a second incident of player ejection by the same team in a season, the team is ineligible for the All-University Tournament. Tournament games

will be forfeited if a team's second ejection occurs during it. Intramural Sports reserves the right to remove a team from post season eligibility as a disciplinary sanction due to unsporting infringements of any member of the roster.

11. Subject to Ejection

Participants are subject to ejection from intramural events from the time they arrive at the game site to the time they leave. Participants may be additionally sanctioned for any harassment of staff or other participants that takes place off RWC premises if reported by staff members, including electronic or internet forms of harassment.