

GRAND VALLEY STATE UNIVERSITY
RECREATION

MISSION STATEMENT

Enhance and engage the GVSU community by providing inclusive and diverse recreational opportunities that inspire participation, promote health and wellbeing, and encourage student development and success.

PROGRAM OVERVIEW

Intramural Sports offers a variety of sports and events for participants of all skill levels in a fun and recreational environment. Sports are offered in leagues, tournaments or contests. We have offerings for co-rec, men's, open and women's competition. Cost varies based on the sport and length of the event, including free events!

Do you love sports and want to work with the best department on campus? Apply to be a sports official for intramural sports today. Go to our website and look for the employment page to fill out an application.

CAMPUS RECREATION CONTACT INFORMATION

OFFICE PHONE: 616-331-1732

E-MAIL: gvintra@gvsu.edu

FACEBOOK: GVSU Recreation

INSTAGRAM: GVSURecreation

WEB PAGES: www.gvsu.edu/rec/imsports
www.imleagues.com

TWITTER: @GVSURecreation

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COMPETITIVE SPORTS ADMINISTRATION

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RECREATION

INTRAMURAL SPORTS

POLICIES AND PROCEDURES

Note: Anything not specifically outlined in these policies will be ruled on by Competitive Sports Administration in the best interest of the program. All decisions are final.

SECTION 1: Eligibility

Article 1: Student Enrollment

1. Fall and Winter Semester: All students currently enrolled at Grand Valley State University are eligible for Intramural Sports participation.
2. Spring/Summer: All students who were enrolled the previous winter semester, enrolled in the present spring/summer session, or will be enrolled in the following fall semester at Grand Valley State University are eligible for Intramural Sports participation.

Article 2: Faculty & Staff

1. All terms: All faculty and staff members employed at Grand Valley State University are eligible for Intramural Sports participation.

Article 3: Club Sports Athletes

1. An Intramural Sports team may contain TWO Club Sports athletes for the respective sport* in all leagues. For the purposes of Intramural Sports eligibility, a person is considered a Club Sports athlete if they were on the active roster for that sport on or after the first day of classes for the current academic year (Aug-July). In addition, Club Sport coaches are considered Club Sports athletes for Intramural Sports participation purposes.

***NOTE:** Respective sport includes, but is not limited to, similar sports, such as:

INTRAMURAL SPORTS	CLUB SPORTS
Basketball	Basketball
Floor Hockey	Ice Hockey & Roller Hockey
Outdoor Soccer and Indoor Soccer	Soccer
Softball	Baseball & Softball
Volleyball and Sand Volleyball	Volleyball

2. For intramural sports eligibility, the total number of athletes is from coed, men's and women's club sport teams combined, not each individual teams.

Article 4: Varsity/Professional Athletes

1. Any current or former member of an Intercollegiate Sport at Grand Valley State University is ineligible for Intramural Sports participation in that sport or similar sport and will remain so until 365 days have elapsed from his/her removal from the official University's team roster.

***NOTE:** Respective sport includes, but is not limited to, similar sports, such as:

INTRAMURAL SPORTS	VARSITY/PROFESSIONAL SPORTS
Basketball	Basketball
Flag Football	Football
Outdoor and Indoor Soccer	Soccer
Softball	Baseball & Softball
Volleyball and Sand Volleyball	Volleyball

2. Any current or former intercollegiate athletes at any junior college, college or university shall be ineligible for Intramural Sports participation in that sport or similar activity, until 365 days has elapsed from his/her removal from the official University's team roster.
3. Varsity scout team members, practice squads, and coaches will be counted as club sport athletes for Intramural Sports participation purposes.
4. A student or faculty/staff who is considered a professional athlete is permanently ineligible for Grand Valley State University Intramural Sports participation in that sport or similar sport in which he/she lost his/her amateur status.

Article 5: Coaches & Non-Players

Intramural Sports coaches are subject to the same eligibility as participants and must check in and be listed on the team roster prior to participation. Only squad members who are in uniform, ready to play, and on a team's roster are permitted in the team areas. Non-players are NOT permitted in the team player areas and must be in designated spectator areas for the facility.

Article 6: Number of Teams

1. An individual may participate on one single gender team, one open team and one co-rec team per sport. Being accepted by a team captain on the IMLeagues.com website, or signing the assumption of risk waiver at the game site, places the participant on the respective team's roster. It is the responsibility of the captain to determine eligibility of players on his/her team.

2. Housing and Greek team participation: individuals are eligible to participate on one housing and Greek sanctioned team in addition to the number of teams outlined in 1-6-1.

Article 7: Gender Eligibility

1. No female shall be eligible for participation in a male division. Likewise, no male shall be eligible for participation in a female division.
2. Gender identification: individuals shall be permitted to participate in Intramural Sports events in accordance with that person's asserted gender identity.

Article 8: Illegal Participation

If a team uses an ineligible player in league play, all games or contests in which the ineligible individual participated will be forfeited to the opponents, regardless of the outcome. The illegal player may be suspended for the remainder of the activity season and/or the academic year. In elimination tournament play, the team will be disqualified from the respective position in the bracket at the time the ineligibility is discovered.

NOTE: Any claim of ineligible participation will be investigated when brought to the attention, via official protest or other means, of the Intramural Sports administration or student staff, regardless of the number of games that the ineligible participation occurred. For specific questions on eligibility, please contact Intramural Sports administration.

Article 9: Rosters

All participants must be listed on the Official Team Roster prior to their participation in any Intramural Sports activity. All player additions must be completed in one of the following ways:

1. Participants may be added to the team roster and approved on the IMLeagues.com website any time prior to their final regular season contest. This requires each participant to create an IMLeagues.com account using their GVSU email address and accept the terms and conditions to legally appear on a roster. Names which appear on IMLeagues.com and subsequently on the roster should match or closely match that of the name on the participant's government-issued photo ID (GVSU ID, Driver's License, Passport, etc.), which must be presented at the game site prior to participation.
2. Participants may be added to rosters at the activity site prior to or during any regular season game. In this circumstance, each participant is required to sign the Assumption of Risk, provide his/her GVSU e-mail address, and display a government-issued photo ID to legally appear on a roster.

Article 10: Housing Rosters

Participants must be currently living in the housing community of the team to be eligible.

Article 11: Greek Rosters

Participants must be currently in good standing with the Greek organization of the team to be eligible.

Article 12: Forms of Identification

All participants must show an Intramural Sports Staff member a government-issued photo ID (GVSU ID, Driver's License, Passport, etc.) prior to participation. If either the name or picture is not legible by the staff member, a second form of identification will be required. Misuse of identification (transferring, lending, borrowing, or altering university identification) is a violation of the student code of conduct and will result in ejection from the game, in addition to conduct referral. Names which appear on the roster should match or closely match that of the name on the participant's government-issued photo ID. In the event the ID does not match the participant using it, Intramural Sports staff may confiscate the ID and the participant may have a Conduct Referral sent to the Dean of Students office.

SECTION 2: Captain's Responsibilities

Article 1: Team Captain

Students, faculty and staff form their own teams and register prior to the registration deadline as indicated in the semester calendar. One team member must be designated as Captain. Please refer to Section 4 for information regarding registering an Intramural Sports Team.

Article 2: Responsibilities

The team captain is a key link between the participants (team members) and the Intramural Sports Staff, and is expected to assume the following responsibilities:

- Manage and complete team registration and payment, including any required quizzes or pregame meetings.
- Become familiar with all rules, policies & procedures, schedules and any additional information necessary.
- Check eligibility of all team members according to Intramural Sports Policies & Procedures.
- Continually encourage players to be at the game site 15 minutes prior to game time with a valid government-issued photo ID in order to warm up and sign in for the contest. Intramural Sports staff will have the official forfeit time.
- Familiarize team members and spectators with the Sportsmanship Policy. Educate them as to the ramifications of poor sportsmanship both for the individual and the team. This includes proper web etiquette on the IMLeagues.com website.
- Verify your team's roster, record, and sportsmanship rating and contact the Intramural Sports Office with any discrepancies by 4pm the day before playoff selection.
- Maintain communication with Intramural Sports Administration and staff throughout the season in regard to schedules, entries, playoffs, sportsmanship and constructive feedback.
- Respectfully speak with the staff in reference to any team related issue.

SECTION 3: Participant Safety

Article 1: Assumption of Risk

1. The possibility of injury exists in all sports. The Department of Campus Recreation and the Intramural Sports Program assumes no responsibility for injuries. However, basic first aid will be available at game sites.
2. All participants acknowledge an assumption of risk by their voluntary participation in the Intramural Sports Program.
3. All participants in the Grand Valley State University Intramural Sports Program must create an account through the IMLeagues.com website, which includes accepting the terms and conditions, before they participate in any supervised activity. There will be **NO EXCEPTIONS** to this rule.
4. Any participant who has sustained a head, neck, or back injury will be ineligible to play in ALL Intramural Sports until they provide the Intramural Sports program with a certified medical personnel's (M.D., D.O. or A.T.) release. Trained intramural sports staff will determine if a player needs to be removed from a contest.

Article 2: Blood Policy

If and when an Intramural Sports Staff member observes that a player is bleeding, has an open wound, or has blood on his or her uniform, the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the open wound is covered, and the bloody uniform is changed or cleaned. The game may resume without the injured player at the discretion of the Intramural Sports Staff.

Article 3: Bicycles/Pets/Service Animal Policy

No bicycles or pets are allowed on or within close proximity to the playing surfaces. This will be addressed at the discretion of the Intramural Sports Staff. The allowance of pets at the facilities is at the discretion facility management, not Intramural Sports Administration.

EXCEPTION: Service animals will be allowed near the playing surfaces.

SECTION 4: Registration

Article 1: Online Registration

Registration for all Intramural Sports will be completed through IMLeagues. Captains must register teams on IMLeagues AND pay the team fee during the allotted registration periods. A team is not guaranteed a spot in the league or division if payment is not received prior to the registration deadline. Teams are expected to pay for their team immediately after registration.

Article 2: Registration Periods

Registration periods are for each individual sport or event. Go to www.gvsu.edu/rec/imsports for the current offerings.

Article 3: Confirming Your Team

A team is not confirmed until payment has been posted and approved by Intramural Sports Registration. Not paying for your team by the deadline puts your team at risk of being removed from the league. If you decide not to play in the sport you registered, please contact the Campus Recreation office.

Article 4: Payment

During the registration periods mentioned in Article 2, captains can pay for their teams in one of the following ways:

- Online – go to www.gvsu.edu/rec/imsports and click the payment button. Fill out the form and pay using a credit or debit card.
- In person – D135 Recreation Center

SECTION 5: League Structures and Requirements

Article 1: League Types

1. For specific sports, leagues will be broken into A and B leagues in an effort to create a more inclusive, fun and competitive environment for all participants. See below for the definition of A and B leagues.

***A-leagues:** teams that believe they are skilled and competitive. Sign up for this league if your team wants to play in a more competitive environment with other skilled teams.*

***B-leagues:** teams that want to play in a less competitive environment against other teams with the same attitude. Sign up for this league if your team is looking for a more recreational environment.*

2. Not all sports will register leagues based on competition level. Determination of this is at the discretion of the Intramural Sports administration.

Article 2: Scheduling

1. For specific sports, league scheduling will be broken into divisions. These divisions are the day and time each week a team will play its games. This will be made clear at the time of registration.

2. For specific sports, league scheduling will be based on time preferences. All attempts will be made to accommodate preferences.

3. Playoff schedules will be single- elimination brackets. Teams will have the ability to select their spot on the bracket based on league finish. Teams should make sure to map out their “path to the championship” when selecting their time. There will be no rescheduling of playoff games based on team availability.

Article 3: Tournaments and Special Events

Participation in Tournaments and Special Events are open to all participants who meet the eligibility requirements and wish to participate in a different type of program. Tournaments and Special Events may be subject to a fee. Tournament and Special Event league structures will be determined by the Intramural Sports administration.

SECTION 6: Defaults

Article 1: Default Policy

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default (not play this contest). In order for the contest to be considered a default, a team member must contact the Campus Recreation Office by 4:00PM the day of the contest. Weekend requests must be made by 4:00PM the Friday before. Team captain's may call or email to default their game. Please include the team name, captain name and sport when contacting us about a default.

- Defaults during the regular season will not count as a loss if the contest would have been canceled due to inclement weather or unsafe playing conditions.

- Defaults during the playoffs will not count as a loss if the contest would have been canceled due to inclement weather or unsafe playing conditions and rescheduled. If either team cannot make the rescheduled contest, they will need to submit a new default form.

Article 2: Default vs. Forfeit

A team that legally defaults will receive a loss in the league standings, not a forfeit.

SECTION 7: Forfeits

Article 1: Types of Forfeits

Forfeits will be classified based on the following:

- No-show: Team does not have the required number of players to participate as of the scheduled game time.
- Eligibility: Game results in forfeit due the ineligibility of one or more players. Ineligibility may be due to a player having been previously ejected or ruled ineligible for sportsmanship-related issue, etc. at time of game.
- Sportsmanship: Game is ended by staff for sportsmanship-related reasons. Teams dropping below 2.75 Sportsmanship rating in the playoffs will also forfeit any contest.

NOTE: Forfeits do not just affect your team. They also affect the other team who showed up and was ready to play, as well as the staff that is on site for your game. Please default your games if you know you will not have enough people to participate, out of respect of the GVSU community that is impacted. This is why we charge a forfeit fee.

Article 2: Game Time

Game time is listed on the IMLeagues.com website. The location of the official clock will be kept by the student supervisor staff for that evening. Any team failing to report to participate at the scheduled starting time may forfeit to their opponent. If both teams fail to report to participate, each team shall be credited with a no-show forfeit and the game shall not be rescheduled.

Article 3: Grace Period

All teams will be given a 5 minute grace period after game time to get enough players checked in to play. If a team does not have enough players at the end of that five minutes, the game will be declared a forfeit.

Article 4: Limit of Forfeits and Forfeit Fee

A team that receives a forfeit for any reason will be charged a \$30 forfeit fee that must be paid one day prior to playoff selection. A team may elect not to pay the fee and will be disqualified from participation in the playoff tournament.

A team that receives two forfeits will be removed from the league and is ineligible for playoff participation.

SECTION 8: Game Cancellations and Postponements

Article 1: Cancellation of Activities

Intramural Sports activities are subject to cancellation due to unsafe facility conditions. This may include inclement weather (rain, snow, etc.) and subsequent poor field conditions, or unforeseen circumstances which may occur in both indoor and outdoor facilities that create unsafe playing conditions (i.e. roof leaking on basketball floor, a major injury). The Intramural Sports Staff will make all decisions regarding playability and safety of facilities.

Always assume that games will be played as scheduled. In the event of cancellations, there will be a message on the IMLeagues.com website indicating what events for that day have been canceled. It is the responsibility of each team/participant to check the IMLeagues.com website. Intramural Sports will **NOT CALL** individual participants to inform them that games are canceled due to weather.

Regular season games cancelled due to facility conditions will not be rescheduled. Playoff games will be rescheduled for facility condition related postponements.

Article 2: Cancellation of Activities in Progress

1. In cases when weather forces the halt of a game in progress, the specific rules of that sport will determine if the game is considered official. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.
2. In the event of lightning or thunder, the following will occur:

- Games in progress are stopped and canceled (unless they have reached the official game point) if the Intramural Sports Staff sees lightning or hears thunder.
- If after the required 30 minute wait time there has not been another sighting of lightning or sound of thunder, the next games will begin as scheduled.
- If more lightning is seen or thunder heard after the start of the next game, all outdoor events for the evening will be cancelled.

Article 3: Playoff Postponements

Grand Valley State University Intramural Sports will reschedule postponements of playoff games. **You will NOT be called with the updated time.** It is the responsibility of the team captain to check IMLeagues.com website after 4:00PM to learn of the rescheduled dates and times.

SECTION 9: Sportsmanship

Article 1: Team Names and Uniforms

The Grand Valley State University Intramural Sports Program reserves the right to change duplicate team names to avoid confusion. Also, the Intramural Sports Program reserves the right to change any team name that is deemed inappropriate or offensive to participants (including names involving profanity or of a sexually implicit nature). Please use the proper judgment when selecting names and uniform artwork... our goal is a pleasant, fun atmosphere for everyone competing. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Campus Recreation office and ask.

Article 2: Web Etiquette

The Grand Valley State University Intramural Sports Program will be monitoring content on all social media platforms. Any comments, pictures, postings or anything deemed inappropriate by the administration of the Grand Valley State University Intramural Sports Program are subject to the following:

- Removal from the league of the offending player or team
- Conduct Referral of the offending individual and/or team captain to the Dean of Student's Office

There will be a zero-tolerance policy for anything that is demeaning, degrading, derogatory or sexually explicit in nature. This includes, but is not limited to, posted materials referring to topics such as race, gender, religion, age, sexual orientation, ethnicity or socioeconomic status, and social or political beliefs. Any harassment of staff or participants will not be tolerated.

Article 3: Captains

The team captain is responsible for the actions of his/her team. Additionally, the captain will ensure that his/her team is familiar with the rules of play and Intramural Sports policies and procedures contained in this document. Copies of the rules are available the Grand Valley State University Intramural Sports web page.

Article 4: Unsportsmanlike Conduct

Players shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff by any player, team, or spectator (flagrant fouling, fighting, etc. before, during or after a contest). No player or team shall:

1. Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Sports Staff before, during or after the game. This includes trash talk.
2. Participate in a game for which he/she is ineligible.
3. Intentionally strike, push, trip or flagrantly foul another player.
4. Mistreat the facility, equipment, or supplies of Grand Valley State University.

Unsportsmanlike conduct fouls and penalties vary between sports. Please refer to specific sport rules for exact penalties.

Article 5: Disqualified Players

A player disqualified from the game for unsportsmanlike conduct must see the Intramural Sports Supervisor. The Intramural Sports staff reserves the right to require an ejected participant to leave the field/complex. He/she will be declared ineligible for play in ANY Intramural Sports activity until he/she has submitted a letter requesting reinstatement and has met with Intramural Sports administration. The player's suspension duration will be determined by Intramural Sports administration. Failure to leave the area/complex when directed may result in forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season. Failure of a participant to complete the above requirements within 10 business days of his/her ejection may result in a judicial referral.

Article 6: Sportsmanship Ratings

At the completion of each game the Intramural Sports Staff will assign your team a sportsmanship rating using a 0-4 scale.

- 4 points: Team members cooperate fully with the officials and staff about rule interpretations and judgement calls. The captain has full control over teammates. Team members and spectators are respectful of opponents and officials, and are encouraging of each other's efforts. At no time was the team disrespectful toward participants or officials.
- 3.5 points: Team members display positive sporting behavior overall for the game. Team members are generally respectful toward opponents and officials, with exception of few minor incidents which may not warrant a warning from the game officials or supervisor. Team members may occasionally show dissent to officials' calls.
- 3 points: Team members and spectators have not been assessed any penalties for unsporting behavior, but teams are more persistent in dissent towards calls or show occasional unsporting behavior toward opponents. Any team receiving verbal warnings from officials or staff shall receive no higher than a 3. Teams that default will receive a 3. Any time a team is given a rating of 3 or lower, the IM Staff giving the rating will document reasoning.
- 2 points: Team members or spectators are consistently disrespectful toward officials or opponents throughout contest. Captain exhibits minor control over self or teammates and spectators. Teams receiving any ejections, excessive warnings or any penalties for unsporting behavior shall receive no higher than a 2. Teams that forfeit will receive a 2.
- 1 point: Team receives multiple warnings and/or penalties for unsporting behavior. Despite warnings from staff, team shows little or no control or regards for sporting behavior. Repeated acts of unsporting behavior toward staff and/or opponents. Unsporting behavior is consistent throughout game. Ejected player(s) are uncooperative in leaving the playing area in a timely manner. Teams that receive 3 unsportsmanlike conduct penalties or are involved in a physical altercation or threatening behavior leading to an ejection shall receive no higher than a 1. Teams that receive a 1 rating in tournament play are subject to immediate removal from league or tournament.
- 0 points: Team is completely uncooperative and uncontrollable before, during or after contest. Team captain exhibits poor control over self, team, and/or spectators. Multiple ejections and blatant unsportsmanlike conduct that endangered participants, fans, officials or other staff members. Intentionally violent physical conduct beyond scope of game. Inappropriate conduct or threatening remarks toward staff. Team fails to comply with intramural sports administrative staff/facility staff while performing their duties. False representation or withholding any requested information. Teams receiving a 0 ratings are subject to immediate dismissal from league or tournament play.

Article 7: Unsportsmanlike Conduct and Forfeiture of Games

Any team that receives 3 unsportsmanlike penalties for that sport during a single contest will forfeit the match to its opponent.

- Repeated displays of "poor sportsmanship" (players from the same team repeatedly receiving "yellow cards" and "red cards") will result in the team being ruled ineligible for participation and possible Conduct Referral to the Dean of Students Office.

Article 8: Alcohol & Tobacco Policy

In accordance with University Policy, alcohol consumption prior to or during participation in Intramural Sports is not only unsafe, but also a violation of University rules, and, if you are underage, illegal. As a reminder, the Intramural Sports Staff strictly enforces the zero tolerance alcohol policy during all intramural sports contests. Consequences for this violation of the rules may include but are not limited to: being prohibited to continue participating in the intramural game, conduct referral; and, in egregious situations, arrest.

Tobacco use during Intramural Sports participation is also prohibited. Participants and spectators are prohibited from using tobacco at Grand Valley State University recreation facilities. Consequences for this violation of the rules may include but are not limited to being prohibited from continuing to participate in the Intramural Sports game.

Article 9: Review of Sportsmanship Ratings/Appeal Process

1. It is the captain's right and responsibility to view his/her team's sportsmanship rating after each contest. The game staff will be able to provide the captain with this information immediately after the contest.
2. A team may appeal a Sportsmanship Rating by writing a letter containing all relevant information to the Intramural Sports Administration. This letter must be submitted by 4:00PM the day following the game in question. NO APPEALS will be heard after that time.

Article 10: Suspension from Intramural Sports

1. Individuals who have been ejected and who wish to again become eligible to participate in Intramural Sports at Grand Valley State University must a petition in writing, to Intramural Sports administration for a reinstatement hearing. Upon receipt of the petition for reinstatement a hearing will be scheduled. Based on the petition and reinstatement hearing a decision will be rendered generally within one working day. In extreme circumstances (violations of University policy, state law, or federal law), Intramural Sports administration may submit a Conduct Referral to the Dean of Students office.

SECTION 10: Protests

Article 1: Rule Related Protests

Questions pertaining to interpretation of rules on the part of activity officials must be resolved by the Intramural Sports Supervisor in charge of that field/court at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team/participant feels the official has made a misinterpretation of a rule, the Team Captain shall calmly and immediately request a "time out" and inform the official that he/she wishes to have a ruling on the interpretation by the Intramural Sports Supervisor in charge.
2. No protest which involves the judgment of the activity official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural Staff when necessary.
Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.
Case 1: An official rules a pass incomplete because the "player did not have two feet in-bounds." This is a rule misinterpretation, which IS protestable.
Case 2: An official rules a pass incomplete because the "player's first foot landed on the sideline." This is a judgment call, which is NOT protestable.
3. If corrections are necessary, the Competitive Sports Supervisor in charge shall rule immediately and the team/participant shall not be charged with a time out; however, if the official's interpretation was correct, the team/participant will be charged with a time out. The interpretation of the rule by the Competitive Sports Supervisor is final.

Article 2: Eligibility Protests

1. Illegal Player Protest – This type of protest is for a team that feels a member or members of the opposing team is participating illegally (ie. a participant played on a NCAA Varsity team within the past year). In the event of this type of protest the player(s) whose legality is being questioned will be permitted to play, with the understanding that if they are found to be participating illegally the game will be forfeit. This type of protest must be filed with an Intramural Sports supervisor on site or with Competitive Sports Administration.

SECTION 11: Equipment and Uniform

Article 1: Uniform Shirts

All team members are required to bring with them a shirt that is the color selected by the team captain at the time of registration. This team will wear this color for the entire season. If during playoffs, teams have identical colors, one team will be required to wear jerseys provided by Intramural Sports staff. All shirts must meet the sportsmanship guidelines outlined above.

EXCEPTION: Intramural Sports will provide jerseys for basketball and floor hockey. A t-shirt is required to be worn underneath any jersey provided by Intramural Sports. If a team's own jerseys or shirts are numbered, the team will not be required to wear the jerseys provided during basketball and floor hockey.

Article 2: Illegal Equipment

No jewelry may be worn during an Intramural Sports activity. All participants are expected to remove all jewelry prior to the start of the contest. This is a SAFETY rule, and applies to ANY and ALL JEWELRY! NO EXCEPTIONS will be made for any jewelry that is intended to be permanent or not removable for any reason.

Article 3: Medical Alert Jewelry/Religious Jewelry

Any participants required to wear medical bracelets or medical medals will be permitted to do so. Participants who wear jewelry for religious reasons will be permitted to do so. However, in both cases, the jewelry must be taped to the body.

Article 4: Sanctions/Penalties

Any player that refuses to remove illegal equipment during a contest will be given an unsportsmanlike penalty for the violation. All penalties associated with the violation will be assessed (e.g. 10-yard unsportsmanlike, Technical Foul, etc.). The player to whom the

unsportsmanlike penalty is given must leave the game, remove the jewelry, and may not return until the next opportunity to substitute according to the rules governing the sport.

Article 5: Equipment

Equipment will be provided for all Intramural Sports events. Participants may use their own equipment, if approved by the Intramural Sports Staff.

SECTION 12: Playoff Information

Article 1: Team Eligibility

To be eligible for the playoffs, teams must meet the following criteria.

1. Teams must earn and maintain a 2.75 or better Sportsmanship Rating Average to advance to and continue in the playoffs. A team not meeting this requirement will not advance, regardless of the regular-season format or record. If the winning team falls below a 2.75 sportsmanship rating, then no team will advance in the playoffs.
2. Teams must have a .500 or better regular season record.
3. Teams must have less than 2 forfeits. Teams that forfeited once will be required to pay a \$30 reinstatement fee to be eligible.
4. Teams must have defaulted less than 3 regular season games.

Article 2: Player Eligibility

Only players who are listed on the IMleagues.com roster will be eligible to play in the playoffs. No additions for any reason will be allowed after bracket selection. A player may only play on one team during the playoffs.

Article 3: Seeding

Eligible teams will be seeded prior to bracket selection based on the following criteria and tiebreakers:

1. Winning percentage
2. Head to head
3. Sportsmanship ratings
4. Total point's allowed

Article 4: Verification Responsibility

It is the responsibility of the team captain to verify team record, sportsmanship, and roster after their last regular season game and contact the Campus Recreation Office with any discrepancies by 4:00PM the day of bracket selection.

Article 5: Playoff Brackets

Teams will be allowed to pick their spot on the playoff bracket that best meets the times they can play. The day and time of playoff selection will be emailed out ahead of time. To view the exact time teams can pick their spot, based on the seeding outlines above, team captains should log onto IMleagues.com to view their team page.

SECTION 13: Awards

Article 1: Team Sports

A championship award will be presented to each member of a league team winning an All Campus Championship who participates in the championship game. Each sport has a fixed number of championship shirts that will be awarded per team. Shirts will be awarded to players only on the roster and at the discretion of the team captain. If the captain would like to award a t-shirt to a player on the roster who is not checked in for the championship game, they participant must come to the Campus Recreation office to pick up their award.

Article 2: Tournaments and Special Events

A championship award will be presented to each member of a team or individual events winning a Tournament or Special Events.