



# WHITWORTH UNIVERSITY IM POLICY

“COMMITTED TO DEVELOPING LEADERS, ENCOURAGING LIFE-LONG HEALTHY  
LIFESTYLES, AND FOSTERING MEANINGFUL REALTIONSHIPS”

NT2

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## Section 1: Eligibility

### Article 1: Eligibility

A participant must be enrolled in a Whitworth University program, be it undergraduate or postgraduate, or employed by the university. Undergrad students taking 12 or more credits automatically pay the ASWU student fee that pays for facilities and intramural access. Grad students must pay a fee of 50 percent of the undergrad day student fee in order to be eligible. Once those fees are paid by the participant, they are eligible to participate in Intramural sports activities, as long as they pay any required personal/team participation fees or payment packages.

#### *Subsection 1: Payment*

Whitworth intramurals is currently operating a per-player payment system. This means that all participants must purchase one of the pay packages offered. Players must purchase one of the options below in order to participate in any Whitworth intramural activity.

#### *Subsection 2: Offerings*

*Recreational and competitive leagues are separate! In order to play one sport (ex: basketball) but in both leagues (competitive and rec), **at least a two-sport package is required.***

- One sport Package.
  - Purchase of this package allows for the player to compete in one league during the semester. EX: Rec basketball ONLY
- Two-sport package.
  - Purchase of this package allows for the player to compete in two leagues during the semester. EX: Rec basketball AND competitive volleyball
- Semester unlimited package
  - Purchase of this package allows for the player to compete in any and all leagues during the semester. EX: Flag football, rec soccer, basketball
- Yearlong unlimited package **Best Bargain\***
  - Purchase of this package allows for the player to compete in any and all leagues during the school year

***Always make sure you check your eligibility! Current and former Intercollegiate and club athletes are prohibited from participating in rec leagues of their respective or alike intramural sport.***

### Article 2: Professional Athlete Rule

Professional athletes, current or former, may not participate in their respective or alike intramural sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

### Article 3: Intercollegiate Athlete Rule

Intercollegiate athletes are not eligible to participate in their respective or alike intramural sport/ activity. **THIS IS A VIOLATION OF NCAA, AS WELL AS WHITWORTH ATHLETIC RULES.** *Former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.* Intercollegiate athletes are defined as individuals who are practicing with or competing with a team recognized by the Department of Athletics as a varsity sport. Included in this rule are practicing

proposition 48 athletes. Intercollegiate athletes may participate in intramural sports programs other than their intercollegiate sport.

#### **Article 4: Sport Club Athlete Rule**

Sport club members must participate at the highest level of competition offered in their respective sport. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

#### **Article 5: Whitworth ID Policy**

To participate in any intramural sport, event or activity, all participants must show a valid Whitworth-issued photograph identification card. A Whitworth identification card must include the following information-and be clearly visible to be considered valid: the individual's name, photograph and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play. Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the Whitworth University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a staff member to regain possession of their identification card. This misuse of an identification card will lower their sportsmanship rating. If two players attempt to misuse an identification card, the game will result in a forfeit.

#### **Article 6: Number of Teams**

Male participants may play on:

- 1 Competitive Team AND
- 1 Recreational Team **PER SPORT\***

Female participants may play on:

- 1 Competitive Level Team AND
- 1 Recreational Team **PER SPORT\***

**\*Paid players may play with other teams up to two weeks before playoffs, then all players must be playing on the team they originally signed up on. This is to prevent roster dumping: teams not making the playoffs release their players to team that are in the playoffs, to give those teams a distinct advantage.**

#### **Article 7: Illegal Participation**

Teams found to have participants not following the above eligibility policies may have games forfeited to its opponent regardless of the actual outcome. The participants in question may be suspended from that specific team or all intramural activities and Recreational Sports facilities for any length of time deemed appropriate. Participation is defined as the individual's name appearing on the roster, signing the Release of All Claims Form, and/or stepping onto the field of play for any period of time during game play. The intramural staff office reserves the right to investigate the

eligibility of any participant at any time. It is not necessary for a team to file a formal protest for a player to be ruled ineligible.

**NOTE:** Captains believing that the opposing team has ineligible players are highly encouraged to file a formal protest. *Refer to Section 10: Protests.* Your help in making our intramural sports program as fair as possible is greatly appreciated, and your formal protest assists the competitive sports staff in providing fair and safe opportunities.

## **Section 2: Captain's Responsibilities**

### **Article 1: Team Captain**

When registering for a team sport, a captain must be designated to the intramural staff.

This person will be the main contact between the intramural sports program and the team.

### **Article 2: Responsibilities**

The team captain is a vital link between the individuals participating in a sport and the competitive sports staff. For this reason, any person assuming the role of a team captain has a number of responsibilities he or she is obligated to. The captain is responsible for:

- Attend all Mandatory Captains meetings
  - Failure to do so will result in a one game suspension.
- Routinely checking email to ensure that vital information passed on by IM coordinators is circulated to players. \*
  - \* If email is not a viable form of information dissemination, it is the responsibility of the captain to alert IM coordinators to this information, as well as provide a preferred alternative form of communication.
- Make sure all team members are eligible to play in an intramural contest.
  - This not only includes whether or not they are an eligible student or faculty/staff member at Whitworth, but also having full knowledge that each member is playing on a legal number of teams and has paid their fees.
- Inviting all teammates to join their team through the intramural sports online registration and management system at IMLeagues.com.
- Ensuring that all teammates are registered on IMLeagues.com before game time on the day of the event.
  - Informing all players of the game time and location, including checking the playoff schedules the first day of posting and every day following competition.
- IDs are required at all intramural events and must be presented each time an individual plans to participate in an event.
  - Representing each member of their team and being the only participant to discuss rule interpretations and calls with game officials.
  - Filing all protests, officials' evaluations, etc. with the intramural sports staff on time.
  - Knowing all scheduled meetings, rules, policies and procedures of the intramural sports program and passing this information along to all team members.

- ***Assisting The Intramural Staff with Implementing the Sportsmanship Policy to All Team Members.***
  - Arriving at the game site at least 10-15 minutes prior to the start of every contest to be sure all teammates are checked in and that any necessary equipment is checked out.
  - Communicating with the Intramural staff throughout the season about any problems or concerns that may be occurring at the site.
  - Cooperating with the intramural staff at the game site concerning any protests, incidents or accidents that may occur and with the intramural staff 1-2 days following such occurrences and communicating team preferences via IMLeagues.com when requested for playoffs.

### **Article 3: Mandatory Captain Quiz**

Each captain will be required to complete a captain's quiz prior to registering his/her team online at the Whitworth IMLeagues site. The captain will be prompted to complete the quiz when creating a team. The captain must score 100 percent on the quiz to register the team. All questions will come from the Intramural Sports Handbook and/or the specific rulebook of the sport.

### **Article 4: Inclement Weather Situations**

Intramural activities are subject to cancellation due to poor weather and/or field conditions. The decision to cancel games will not be relayed to intramural staff until 4 p.m. on the day in question. In the event of inclement weather (rain, snow, etc.), all information regarding the status of events due to weather cancellations, will be distributed through the message center on IMleagues.com as these events occur. These messages will be sent directly to your email. It is the responsibility of each team captain to check the website/email/text, and to relay this information to your teammates. Whitworth IM staff *will not* contact individual participants to inform them that games are canceled due to weather.

### **Article 5: Team Evaluation of Officials**

Teams are always afforded the chance to evaluate the officiating crew after each contest/event. A ref evaluation sheet is posted on IM leagues under sport rules, to be filled out as needed. These evaluations will be reviewed by a professional staff member and used as a learning tool for our officials. Please take time to evaluate performance that you consider excellent, poor or anywhere in between. These evaluations are to be taken seriously. Anonymous evaluations will not be accepted, however the name of the evaluator, depending on circumstance will not necessarily be given to the official in question.

Evaluations will be on a scale of 1 to 5. One being poor performance, 5 being excellent performance. Any evaluation with less than a 4 must be accompanied by a detailed note explaining your reason for the rating in question.

### **Article 6: Rules and Eligibility Protests**

All protests must be filed at the time, or within one day of the incident in question by the team captain. Sports may have a specific set of rules regarding when a protest may be filed. *Please refer to Section 10: Protests.*

### **Section 3: Participant Responsibilities**

#### **Article 1: Responsibilities**

The intramural staff is very proud to offer a variety of activities for the Whitworth community.

However, each person participating in an intramural event assumes responsibilities as an individual participant. Participants are responsible for:

- Creating an account for the intramural online registration system, via the U-rec website and IM leagues.com
- Joining your team roster on IMLeagues.com before game time on the day of the event.
- Knowing their team's game time and location.
- Signing the Release of All Claims Form prior to any participation
- Arriving at the site at least 10-15 minutes prior to the start of every contest to make sure that his or her name is properly recorded on the scorecard and that any necessary equipment is checked out.
- Bringing a valid Whitworth ID to all intramural sport competitions. IDs are required at all intramural events and must be presented each time an individual plans to participate in an event.
- Being familiar with all rules, schedules, policies and procedures including the sportsmanship and eligibility policies of the intramural sports program.
- Cooperating before, during and after competition with the Intramural staff on site. Failure to do so will result in a low sportsmanship rating.

#### **Article 2: Participant Safety and Injuries**

The possibility of injury exists in all sports. The intramural staff assumes no responsibility for injuries. However, basic first aid will be available at game sites. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. All participants must sign the Release of All Claims Form on IMLeagues prior to participating in any intramural activity. When a participant is bleeding, has an open wound, or has blood on his or her uniform, play will be stopped and the player will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound covered, and/or the bloody uniform is changed. The game may continue play without the injured player at the discretion of the Intramural staff. Knee and ankle braces unaltered from the manufacturer's original design/production shall be permitted and do not require additional padding. Please review sport specific rules for additional equipment restrictions and requirements.

### **Section 4: League Definitions**

#### **Article 1: Team Sports**

Intramural sports provide premier and recreational levels of participation. The levels of play vary with each sport. All leagues play regular-season games and teams must qualify for playoffs. The levels commonly offered by the intramural sports program include:

#### *Competitive Level*

This level is the most competitive level of play and offered most typically in soccer, and basketball. Teams are comprised of participants who identify as highly skilled, competitive individuals, often with significant playing experience.

#### *Recreational Level*

Teams participating at this level are often less competitive than the competitive Level. Player ability is not as important as having fun and socializing. Recreational levels are offered for a range of interests including competitive play, social gathering and/or individuals learning a new sport.

### **Section 5: Registration Information**

#### **Article 1: General Information**

Intramural sports registration will take place throughout the semester based on when each sport begins. Register by visiting the Whitworth IM leagues Homepage. Participants can find complete details on how to register your team and create an IMLeagues.com account at [the intramurals page on the Whitworth website](#) Participants are responsible for checking the intramural sports website for complete details, including times and locations.

#### **Article 2: How to Register for Intramural Sports**

All participants are required to create an account with IMLeagues.com. Note: IMLeagues offers a live support button on the right of all pages. Use this button if you encounter any difficulties. Intramural staff as well as UREC front desk staff are available to answer any questions to the best of their ability.

1. Go to Whitworth.edu and search Intramurals in the search bar
2. Click on the link titled [Intramurals U-Rec Whitworth University - Spokane](#)
3. Click on the IM leagues Image with the caption [Whitworth U-rec portal](#)
  - a. This will take you to the Fusion page (U-Rec facilities software)
4. Fill in the boxes under already have an account, with your school ID and password information, and hit enter
5. Welcome to IM leagues

#### Option 2:

1. Google search IMleagues.com and click [Login](#)
2. Search for Whitworth university in the drop down menu
  - a. You will be redirected to the Whitworth Fusion Portal page
3. Log in with your School ID and password, you will be redirected to your account page.
4. Click on the IM Leagues image at the top of the screen



- a. If prompted, Log in with Whitworth ID and password

#### To Create/ Join a Team

1. To Create, click the green “**register**” button in the middle of the screen
2. Next, select the sport/league you wish to compete in
3. Tap the green button labeled “**create**”
4. Complete the captains Quiz. You **MUST** get 100% in order to continue, however you have as many attempts as you require.
5. Electronically sign the waiver of liability
6. Add a team name/ image
7. Select your desired free agent settings and click “create your team!”
8. When prompted, choose the payment plan that best suits you
9. Enjoy your season!

#### To join:

- o Accept an invitation from a captain.
- o Find the team and captain name on division/league page and request to join.

#### No Team, No Problem (Individual Registration)

- You can list yourself as a free agent in as many divisions within a league as you want. 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.

**NOTE:** Check the intramural sports website for registration information for each specific sport.

Some sports such as team tennis follow different procedures.

## **Section 6: Rosters**

### **Article 1: Creating a Team Roster**

All team rosters must be created in the intramural sports online registration system, IMLeagues. The captain must invite eligible individuals to join through the website. All roster additions must be completed by game time on the day of the event. If a participant is not on the roster at the field, they will not be able to participate.

If an individual’s name, ID number or photograph are indecipherable or faded out on their Whitworth ID, that individual will not be eligible to participate, unless prior arrangements with IM staff have been made.

### **Article 2: Playoff Rosters**

All rosters are locked 1 weeks prior to the start if playoffs. No additions to rosters may be made after this time has passed.

**NOTES:** The intramural sports program will review situations on a case-by-case basis if a team requests to add players after the regular season. Only extremely special circumstances will be taken into account. Contact the intramural professional staff a minimum of 24 hours prior to the game affected. The intramural sports program reserves the right to investigate the eligibility of teams and players. These investigations may result in forfeiture, probation and/or suspension. Teams must follow the eligibility requirements stated in this handbook and reviewed during the captain's quiz.

## **Section 7: Defaults and Forfeits and rescheduling**

### **Article 1: Rescheduling opportunity**

When a captain alerts IM staff that they will not be able to attend a game a full 24 hours prior to the scheduled game time. There is no guarantee that these games will be rescheduled. All reschedules must be approved by both captains and the IM coordinator with a reasonable amount of time to schedule referees etc.

### **Article 2: Default**

When a team knowingly communicates to an IM official that their team will be unable to attend their regularly scheduled Intramural game 24 to 6 hours prior to game time. Once you ask for a default, it will be granted and it will be irreversible. Defaults count as a loss, but do not negatively impact sportsmanship. Defaults can not be rescheduled. In the event of a default that is then canceled due to weather the default will be removed and the game will be rescheduled.

### **Article 2: Forfeit**

A forfeited game will be marked as a forfeit in the team standings and the team will receive an "F or a 1" sportsmanship rating for the contest. Four situations will result in a forfeit:

- Failure to communicate with an IM coordinator about missing the game 6 to 1 hours in advance of game time.
- Not Enough Players – Team does not have the required number of players to participate 10 minutes past the scheduled start time.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player misusing an ID, being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
- Sportsmanship – Game is ended by staff for sportsmanship-related issues.

### **Article 3: Forfeit Policy**

There will be a 10-minute grace period for all games. Failure to arrive and check in before 10 minutes past game time will result in the Intramural staff supervisor declaring the game forfeited. If both teams fail to appear, ***a double forfeit*** will be declared; the game will not be rescheduled. Each sport requires a specific number of participants to begin a game. It is the captain's responsibility to be at the game site on time with the minimum number of players required to play.

### **Article 4: No-Shows**

Any team that does not take any actions listed above (forfeit/default) and inform any IM coordinator that they will not make their scheduled game time will be suspended from the league for One game after the no-show occurred. Captains must meet with IM staff within that week to discuss the reasons

for the no-show and how to prevent it from happening again. On the second offense, the team will be automatically removed from the league with no refunds available. Captains may petition this suspension, but the responsibility to set up a petition meeting falls on the captain, not IM staff. This petition email must be sent within two days of the second no-show.

Petitions for a second no-show offense: These petitions can be made in the form of an email to an IM Coordinator, within two days of the second no-show. Captains are responsible for setting a meeting within a reasonable amount of time (2-4 days) since the offense. There is no guarantee that your petition will be granted. If captains have not taken the necessary steps outlined in the first meeting with IM Coordinators, the petition will fail, and the suspensions without refunds will be upheld.

### **Article 5: Winning by Default or Forfeit**

If the opposing team has defaulted or forfeited the contest will be marked as a win in the team standings. Winning teams and teams losing by forfeit are still allowed to add players to their roster at the game site even without playing. Any team choosing to default will not be allowed to add players to their roster for that game.

**NOTE:** Refund requests will not be granted for contests not played due to default or forfeit.

## **Section 8: Sportsmanship**

### **Article 1: Captains**

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural sports policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural sports contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural staff at all times.

### **Article 2: Unsportsmanlike Conduct**

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest.

No player or team shall:

- Use foul or derogatory language, threaten or verbally abuse any other participant or intramural employee before, during, or after the game.
- Participate in a game for which he or she is ineligible.
- Pursue and argue or talk back to the intramural staff. Only the captain should address an official regarding a sports-related issue, and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator or IM staff member
- Mistreat the facility, equipment or supplies of Whitworth University and/or the Intramural Office.
- Attempt to sign in using another person's Whitworth ID

### **Article 3: Individual Sportsmanship – DefinitionsPolicy**

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or

ejection by the game officials or competitive sport supervisors. These conduct warnings or ejections are classified differently in each sport. The following are examples:

#### Soccer

- One conduct yellow card – Conduct warning
- Two yellow cards or one red card – Ejection

#### Basketball

- One conduct technical foul – Conduct Warning
- Two technical fouls or one flagrant foul – Ejection

#### Flag Football

- One unsportsmanlike conduct penalty – Conduct warning
- Two unsportsmanlike conduct penalties – Ejection

#### Sports Without Levels of Sportsmanship Penalties

- Verbal warning resulting in incident report – Conduct warning
- Ejection of participant with/out warning – Ejection

### **Article 4: Individual Sportsmanship - Discipline**

The intramural staff program reserves the right to apply any suspension deemed appropriate for each incident that occurs. ***All participants ejected from a game, regardless of the reason, are required to meet with a professional staff member.*** Disciplinary action will be assessed at this time. All participants ejected from a game will be automatically suspended indefinitely from ALL recreational sports facilities and programs until he/she meets with professional staff. The minimum suspension for an ejected participant is seven days from all recreational sports facilities and programs from the time of the meeting with professional staff; however, a longer suspension may be given should the situation dictate. Severe cases will result in referral to the student life office. If a participant receives multiple conduct warnings across a number of games, a disciplinary meeting may be required and a suspension may be administered.

### **Article 5: Team Sportsmanship Rating System**

The intramural sports department has developed the Sportsmanship Rating System with the purpose of making each individual participant responsible for his or her actions while participating in any intramural sport, activity or event. The rating system is similar to a GPA system and based on the following criteria:

“A” - Excellent Conduct and Sportsmanship: Players cooperate fully with the officials and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.

(4 Points)

"B" - Average Conduct and Sportsmanship: Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a conduct warning. Teams receiving one conduct warning will receive no higher than a "B" rating.

(3 Points)

"C" – Poor Conduct and Sportsmanship: Team constantly comments to the officials and/or the opposing team from the field/court and/or sidelines. The team captain exhibits little or no control over teammates or him/herself. Teams receiving one ejection or two conduct warnings will receive no higher than a "C" rating.

(2 Points)

"D" - Deplorable Conduct and Sportsmanship: Team constantly comments to the officials and/or the opposing team from the field/court and/or sidelines. The team captain exhibits little or no control over teammates or him/herself. Teams receiving one ejection and one conduct warning will receive no higher than a "D" rating.

(1 Point)

"F" – Intolerable Conduct and Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives three conduct warnings or two ejections will receive an "F" rating and the game will be forfeited. Any team that receives two "F" ratings will automatically be suspended from playoff contention. In order to be reinstated, the team captain, and egregious offenders must meet with a member of the Intramural staff to determine their team's eligibility.

(0 Points)

**NOTES:** The intramural staff reserves the right to lower a team's sportsmanship rating based on the severity of the conduct warning or ejection. Any team receiving an "F" rating must have its team captain meet with a member of the Intramural staff prior to their next contest to determine their team's eligibility to play their next contest. Each individual participating on a team should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the competitive sports program against a team or individual for violation of the rules. The team captain is responsible for actions by an individual member of the team and for spectators directly related to that team. This includes conduct of all players and spectators before, during and after a game. If a team does not maintain a "B" average throughout the regular season, that team will not be eligible for the playoffs at the end of the season.

#### **Article 6: Defaults and Forfeits**

- Any team Winning by default will receive an "A" sportsmanship rating.
- Any team losing by forfeit will receive an "F" sportsmanship rating.
- Any team winning by default or "no show" forfeit will receive an "A" sportsmanship rating.
- Any team winning by "eligibility" or "sportsmanship" forfeit will receive the grade deemed appropriate by game officials at the time of the forfeit.

#### **Section 9: Alcohol, Drug, and Tobacco Policy**

## **Article 1: Alcohol and/or Drug Use**

In accordance with Whitworth policy, alcohol consumption and drug use prior to or during an intramural sports contest is not only unsafe, but also a violation of university rules, and, if you are underage, it is illegal. The intramural sports staff enforces a zero tolerance policy regarding alcohol and drugs during all intramural sport contests. Consequences for the violation of this rule may include, but are not limited to: being prohibited to continue participating in intramural sports activities, ejection from recreational sports facilities, judicial referral, and, in egregious situations, arrest.

## **Article 2: Tobacco**

Use of all tobacco products (cigarettes, chewing tobacco, cigars, etc.) is strictly prohibited on all of Whitworth's property. The intramural sports staff strictly enforces a zero tolerance policy regarding the use of tobacco to allow all participants a pleasant experience during contests and events.

## **Section 10: Protests**

### **Article 1: Rules Protests**

Questions pertaining to interpretation of rules on the part of game officials must be addressed to the intramural staff at the time the interpretation occurs and prior to the next live ball or play. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a "time out" and inform the official that he or she wishes to have a ruling on the interpretation by the ranking Intramural staff members present. This ruling is final.
2. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a "time out" and inform the official that he or she wishes to have a ruling on the interpretation by the ranking Intramural staff members present. This ruling is final.
3. If corrections are necessary, the Intramural staff supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official's interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a business card of professional staff should be obtained from the intramural staff supervisor on-site and completed. The contest will continue from this point "under protest."

**Case 1:** An official rules a pass incomplete because the "player did not have two feet inbounds." This is a rule misinterpretation, AND the team captain may protest.

**Case 2:** An official rules a pass incomplete because the "player's first foot landed on the sideline." This is a **judgment call**, AND the team captain may NOT protest.

### **Article 2: Eligibility Protests**

Protests involving player eligibility must be called to the immediate attention of the intramural official prior to the completion of the contest while the protested individual is present. Officials will be equipped with rosters taken directly from IMLeagues. The officials roster will be the final say in all eligibility issues, unless prior arrangements have been made by the intramural staff. Participants **may not** make eligibility protests after the completion of the contest. A protest form should be obtained from the intramural staff supervisor and completed. The contest will continue from this point "under

protest.” The intramural staff office reserves the right to investigate the eligibility of any participant at any time. It is not necessary for a team to file a formal protest in order for a player to be ruled ineligible.

### **Article 3: Protest Forms**

Protests that require a protest form to be filled out must be completed and turned in *THE SAME DAY* as the contest in question. These forms will be reviewed by the intramural staff professional the following business day. The captains of both teams involved will be notified of the decision. Once the professional staff has made a decision, it is final.

## **Section 11: Postseason Eligibility and Scheduling**

### **Article 1: Postseason Eligibility – Team Points**

To be eligible for the playoffs, teams must have a positive playoff point total, assuming their sportsmanship qualifies. Teams will accumulate playoff points for their performance throughout the regular season based on the following point designations:

- Win – Two (2) playoff points
- Tie – One (1) playoff point
- Loss – Zero (0) playoff points
- **Forfeit – Playoff disqualification**
- Default – Zero (0) playoff points

Example: A team loses one game and wins two games. The team would receive zero points for the loss and four points for the two wins. Because they have a positive playoff point total, they are eligible for the playoffs, assuming their sportsmanship qualifies.

### **Article 2: Postseason Eligibility – Team Sportsmanship**

In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points
- “D” – One (1) point
- “F” – Zero (0) points

The grades for each regular season contest will be added together and divided by the total number of contests scheduled to equal the team’s sportsmanship average.

Example: A team receives two “A” grades and one “C” grade. The “A” grades are worth eight

points, and the "C" grade is worth two points, totaling 10. Ten divided by three equals an average of 3.33; therefore, the team qualifies for the postseason, assuming they have a positive playoff point total.

Teams who forfeited one regular season contest but won all other regular season contests and received an "A" sportsmanship rating in each of those wins are also eligible for the postseason pending a review by the Intramural staff professional staff.

### **Article 3: Postseason Rosters**

All rosters will be frozen at the conclusion of the regular season. Players may not be added to the team during the postseason. To be eligible to participate in the postseason, an individual must have legally signed in for one regular season contest.

### **Article 4: Postseason Scheduling**

When prompted, captains should complete their team's time preferences on IMLeagues. Since teams will not be playing on its regularly scheduled night during the playoffs, time preferences allow a captain to request to not play during times when their team is unable to participate. Time preferences must be filled out properly and on time to be used by the intramural staff office. The staff will do their best to honor the sheets, but it is not guaranteed that we will be able to avoid all conflicts. If a team fails to turn in their times, fails to properly mark a conflict or does not comply to time preference regulations set forth by the Intramural staff, no adjustments will be made to the game schedules.

### **Article 5: Postseason Scheduling cont.**

Due to the high volume of games that must be played in a short amount of time, captains should check their online schedule after every completed contest to see if/when the next contest has been scheduled. It is the captain's responsibility to check their postseason schedule. An email will not be sent after every game. The intramural staff will attempt to give teams 24 hours' notice before their next game, but this is not guaranteed.

**NOTE:** Contests will not be rescheduled for any reason other than a valid time preference. Do not call the intramural staff office to get a contest rescheduled.

### **Article 6: Maintaining Sportsmanship during the Postseason**

Teams must achieve at minimum a "B" sportsmanship rating in all postseason contests to continue moving on through the bracket. If a team wins a postseason contest but does not receive an "A" or "B" sportsmanship rating, they automatically forfeit their game and their opponent advances, assuming they received a rating of "A" or "B." If neither team achieves an "A" or "B" sportsmanship rating, neither team will advance. Teams are reminded that one official conduct warning automatically drops them down to a "B" sportsmanship rating and an ejection will automatically drop them down to a "C" sportsmanship rating. Once a team automatically drops below a "B", the game shall be called and a victory given to the opponent.

**Section 12: Game Officials** Intramural officials may be requested for non-intramural contests such as tournaments and sport club Events. If you want to rent equipment, group equipment rentals can be done through the University Recreation Center.



## **Section 12: Playoff Awards**

### **Article 1: Championship T-shirts**

Intramural sports champion T-shirts will be given as awards for the champions in every intramural sport, activity and event offered throughout the school year (except ultimate Frisbee). The T-shirts will be handed out on-site immediately following the championship contest. The number of T-shirts awarded is based on each individual sport and the number of participants who are needed to participate in that sport.

- Flag Football – 12
- Volleyball (Competitive/Rec) – 12
- Dodgeball – 12
- Kickball – 15
- Spike ball- 2
- Ping- Pong – 1
- Basketball (Competitive/Rec) – 15
- Indoor Soccer (Competitive/Rec) – 15
- Softball – 15
- Outdoor Soccer (Competitive/Rec) – 15
- Ultimate Frisbee – 15
- Team Tennis – All Participants