

# Defaults and Forfeits and rescheduling

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### 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 cannot 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 I.D., 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

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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.