

**The University of Evansville
Intramural Sports
Handbook**



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Spirit of Competition

Modern team sport activities find their origin in the basic human need for play. Winning and losing are mere outcomes of this play spirit. Abusive language, poor attitude, and manipulation of the rules to further winning are not **"just part of the game."** What is part of the game is the simple satisfaction of playing and the interdependence of teamwork, improving fitness, and enhancing friendships. Without your opponent, you have no game, no contest, and absolutely no fun. You are indebted to them as they are to you. In a fundamental way, then, competing against an opponent is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. An intentional violation of the rules, no matter how small, is considered cheating and a direct offense against these principles. Thus, "Play Hard, Play Fair and Have Fun".

UNIVERSITY OF EVANSVILLE
INTRAMURAL SPORTS
Policies & Procedures

Program Administration

Staff

The Director and Assistant Director shall be responsible for the proper conduct of the University of Evansville Intramural Sports Program. The student staff shall function with the Intramural Sports Staff in the organization and administration of the Intramural Sports program.

Eligibility

Each participant and/or team captain is responsible for verifying the eligibility of all participants. The Intramural Sports Staff does not automatically check eligibility. Questionable cases of eligibility should be referred to the Intramural Sports Department before that person participates.

Enrollment

Undergraduate Students: All undergraduate, full-time students are eligible to participate in the Intramural Sports Program.

Part-Time/Graduate Students: All part-time undergraduate and graduate students who have paid the Fitness Center Membership Fee are eligible to participate in the Intramural Sports Program.

Faculty/Staff: All faculty and staff are eligible to participate in the Intramural Sports Program.

Miscellaneous: No Alumni or Community members may participate in the Intramural Sports Program, even if they have paid the membership fee.

Club Sports Athletes

Active members of a club sport (i.e. on the travel roster), will be limited in their participation within Intramural Sports. There shall be no more than two club athletes on a team for their respective sport. (See Parallel Sports for complete list)

Varsity / Professional Athletes

Professional Athletes: Any participant who is ineligible for varsity competition because of loss of amateur status is prohibited from competing in the intramural sport in which he or she has obtained professional status.

Varsity Athletes: Any participant who was a member of a varsity or junior varsity squad at The University of Evansville, or any other college or university, is thereafter ineligible for intramural competition in that sport, or similar sport, for a period of one full academic year. **EXAMPLE:** If the athlete was a member of the 2000 – 2001 Volleyball team, their year out would be 2001 – 2002. That athlete may participate in 2002 – 2003. A red-shirt is considered a year of eligibility and therefore the player is ineligible to participate in Intramural Sports.

*NOTE: No team may have more than two players that have played as a varsity athlete in that sport. This includes faculty or staff who played as students.

Number of Teams

A player who is otherwise eligible may participate on one Co-Rec team and one men's or women's team respectively for the same sport per season. A participant establishes eligibility with a team by having their name on the activity scorecard.

Gender Restrictions

No female shall be eligible for participation in a male division. Likewise, no male shall be eligible for participation in a female division. *Exception:* An individual may participate in a division of the opposite sex if Intramural Sports does not offer a coed division or a division of the appropriate sex during the Registration Period. Transgender participants will be

addressed on an individual basis at the start of each Intramural Sports season. Please contact the Assistant Director of Intramural & Club Sports for further information.

Transfer of Player

Any individual who participates on a team may not transfer to another team in that sport during that season. Participate is defined as having checked in to at least one event for that team. An individual whose team has forfeited out **MAY NOT** transfer to another team. Players may be transferred off of a team on the waitlist once registration has ended.

Ineligible Participant Penalties

- Any person participating in an Intramural Sports activity who is found to be ineligible shall be suspended from that team or activity for the remainder of the season.
- Any person participating in an Intramural Sports activity under an assumed name shall be ejected from the game and will be ineligible until the completion of the reinstatement process. Students will also be referred to the Dean of Students Office for further disciplinary action.
- Any team using an ineligible player shall forfeit the contest(s) in which the ineligible player participated for that team.
- Any team using a player who uses an assumed name shall be suspended from that activity for the remainder of the season and placed on probation for the remainder of the academic school year. Violation of probation may result in expulsion from the Intramural Sports program.
- Organizations that use an ineligible player may face further penalties.

Rosters

All participants must be listed on the Official Team Roster prior to their participation in any Intramural Sports activity. To be included on a team's roster for the playoffs, a player must be added to the team roster and approved on the IMLeagues.com website prior to midnight on the final day of the regular season for that sport. In addition, each participant is required to create an IMLeagues.com account using his/her University of Evansville email address and accept the terms and conditions to legally appear on a roster. The University of Evansville Intramural Sports Staff may periodically send an email to a participant's University of Evansville account regarding pertinent league information. Students are responsible for all information sent through IMLeagues.

Playoff Eligibility

To compete in the playoffs, an individual must be listed on the official team roster prior to midnight on the final day of regular season. Unforeseen circumstances will be handled by the Intramural Sports staff on a case-by-case basis.

Player Identification

All intramural participants must furnish their University of Evansville ID to the Intramural Sports Staff at every intramural activity. If a participant does not have their ID with them, he/she will not be allowed to play in that contest and will be asked to leave the facility. No other form of ID will be accepted. If you have lost your ID you must call or email the Assistant Director of Intramural and Club Sports prior to your game to explain the situation and get approved to participate in that game. Students will only be allowed to participate in games for that one evening without their UE ID. They will not be excused from showing their ID another time that season.

Coaches and Non-Players

Each team is allowed one coach in team area. All other non-players must remain in the spectator area.

Captain's Responsibilities

Team Captain

Participants form their own teams and register during the appropriate dates and times as indicated in the semester calendar. One team member must be designated as captain.

Captain 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: Complete the mandatory captain's quiz prior to the final registration date for each sport. This includes thoroughly reviewing the rules for that sport and the UE Intramural Handbook. Captains will not be allowed to create a team until they have answered all of the questions correctly.

- Represent, or see that the team/organization is represented, at sportsmanship/disciplinary hearings, and/or protest situations.
- Check eligibility of all team members according to Intramural Sports Policies & Procedures. This includes registering the team fully through the IMLeagues.com website or the Rec It App.
- Continually encourage players to be at the game site 15 minutes prior to game time, with a valid University of Evansville ID, to warm up and fill out the scorecard.
*REMEMBER: **5 MINUTES PAST GAME TIME IS FORFEIT TIME!** Inform your team members of this rule. The official clock will be located at the respective game site.
- Notify each team member that they must present a valid University of Evansville ID before they can participate in the scheduled contest. **NO ID, NO PLAY!**
- The team captain is the only team representative that is allowed to discuss rule interpretations and player eligibility with the officials.
- Familiarize your team members with the Sportsmanship Policy. Educate them as to the ramifications of poor sportsmanship both for the individual and the team. All participants and spectators should refrain from verbally or physically abusing the game officials or Intramural Sports staff. This includes proper web etiquette on the IMLeagues.com website and the Rec It App.
- Be familiar with rules, schedules, policies and procedures of the Intramural Sports Program and pass this information along to all team members. Verify team's record prior to the start of playoffs.
- Assist the Intramural Sports Department with the recruitment of individuals interested in and dedicated to sports officiating.
- Work with Intramural Sports staff to ensure a safe, fun intramural sports experience for all participants.

Captain's Quiz

- Most activities have a captain's quiz that must be completed prior to creating a team. Captains of these sports will be prompted to take the quiz during the process of creating a team.
- Please thoroughly review the sports rules before taking the quiz. Questions could include information regarding policies and procedures, conduct, game day logistics, sportsmanship rating system, and general rules.
- Only the team captain may take the quiz and will be responsible for passing the information along to the rest of the team.

Participant Safety

Assumption of Risk

Many intramural sports activities present the inherent possibility of injury. Participation in the program is voluntary; individuals assume responsibility for their own health and safety. All individuals who intend to participate in vigorous sports should, for their own protection, have a physical examination to determine that they are physically able to participate. Medical insurance, which would cover expenses incurred in the event of injury, is strongly recommended.

Blood Policy

If and when an Intramural Sports staff member or official observes that a player is bleeding, has an open wound, or has blood on his or her uniform, he or she 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 bloody uniform is changed.

Classification

Team Composition

Leagues will be established for men's and women's singles and team competition; as well as co-ed team competitions. Teams must be all one sex unless the activity specifically allows for co-ed teams/doubles or open. Open is classified as an event that can have any number of males or females without any gender minimums or maximums.

Cancellations

Cancellation Policy

If a team cannot attend a scheduled contest and no way exists to reschedule, the Intramural Sports staff can agree to the cancellation of the match. In order to cancel a game and avoid a no-show forfeit charge, the following procedures must be followed:

1. A representative of the team must email a cancellation request to the Assistant Director of Intramural and Club Sports prior to 2:00 pm the day of the contest. For games scheduled for Saturday or Sunday, cancellations must be cleared before 2:00 pm on the preceding Friday.
2. The Intramural Sports Staff will contact the other scheduled team to inform them of the cancellation.

*NOTE: A team that legally cancels will receive a loss in the league standings and a 2.75 sportsmanship rating.

**NOTE: A team must play at least one regular season game to qualify for playoffs unless they have been cancelled/forfeited on for all regular season games.

Cancellation vs. Forfeit

Cancellation vs. Forfeit What's the Difference?	Cancellation?	Forfeit?
My team cannot play a scheduled game and I submitted the cancellation form to the Intramural Sports Office by 2:00pm the day of the contest; I will receive a...	YES	NO
My team simply does not show up for a scheduled game and the officials and other team are waiting to play, I will receive a ...	NO	YES
I will be removed from the league if my team receives 2...	NO	YES
If I do not have enough players to start a game at game time, my team will receive a...	NO	YES
If my team cannot make a game, it is a common courtesy to the Intramural Sports Staff and the opposing team if I...	YES	NO

Rescheduling

Rescheduling Procedures

Reschedules are allowed for **mandatory school events during playoffs only!** The Intramural Sports Office cannot guarantee a game will be rescheduled, but for mandatory school events during playoffs we will do the best we can. In order to reschedule a game the following procedures must be followed:

1. The team needing to reschedule must inform the Intramural Sports Office at least 24 hours before the scheduled game. EXCEPTION: If the game was scheduled less than 24 hours prior to the start of the game.
2. The Intramural Sports Office will email both captains a list of possible reschedule times if any are possible.
3. Both teams must decide amongst themselves what time they can play.
4. A representative from each team must email the Intramural Sports Office by 2pm at the latest on either the day the original game was scheduled, or the day of the newly scheduled game, whichever comes first.
5. The Intramural Sports Office will email both representatives to confirm the rescheduled date and time.
6. The game is not successfully rescheduled until the Intramural Sports Office has confirmed the new date and time.

Forfeits

Types of Forfeits

Forfeits will be classified based on the following:

- **Incomplete Roster**: Team does not have the required minimum number of players on its roster to participate by 2:00PM on the day of the contest or by 2:00PM on Friday for all weekend contests.
 - ***NOTE**: Any team that does not have enough people listed on the roster to field a team in that sport by 2pm on the day of their first game, will be removed from the league.
- **No-show**: Team does not have the required number of players to participate as of 5 minutes past the scheduled game time.
- **Eligibility**: Game results in forfeit due the ineligibility of one or more players. Ineligibility may be due to player appearing on more than one roster, player previously ejected or ruled ineligible for sportsmanship-related issue, etc.
- **Sportsmanship**: Game is ended by staff for sportsmanship-related reasons. Teams/Participants must receive an average of 2.75 sportsmanship rating during regular season play to be eligible for playoffs and must remain at a 2.75 or higher to continue in playoffs. Ratings will be given by officials for officiated sports and ID/Scorekeeper for self-officiated sports, 4 being the highest possible rating and 0 being the lowest.
- **Web Etiquette**: A team posts material to an IMLeagues.com that is deemed to be in violation of The University of Evansville Intramural Sports' web etiquette policy.

Game Time

5 MINUTES PAST GAME TIME IS FORFEIT TIME! Any team failing to report, “**ready-to-play**”, at 5 minutes past the scheduled starting time shall forfeit to their opponent. All teams should arrive **15 minutes prior** to the scheduled start of the game to check in, complete the scorecard, and get the necessary equipment for the game. The Intramural Sports staff maintains the official time at each activity area and determines forfeit time.

The “**ready-to-play**” rule for intramural activities calls for each team to have a minimum number of players present, and to have its lineup properly recorded on the official scorecard and fully dressed and ready to play (EXAMPLE: wearing cleats for soccer). The minimum number of players required is given in the rules for each team activity.

Winning by Forfeit

A team claiming a forfeit win must be present at the scheduled game time and ready-to-play. The team must check in on the scorecard and sign the scorecard. Win by forfeits must be claimed at the time of the scheduled contest. Win by forfeit may not be claimed after that time (EXAMPLE: claiming to have known the opponent was not planning on showing up).

League Play: If neither of the teams arrive by the scheduled game time, the game will be recorded as a double forfeit and each team will be given a loss and a no-show forfeit on their record.

Playoffs/Single or Double Elimination Play: If neither of the teams arrives by the scheduled game time, the game will be recorded as a double forfeit and neither team will advance to the next round.

Forfeits and Sportsmanship

Sportsmanship ratings will be assigned to both teams for games resulting in forfeits. The team that is ready to play with enough players will receive a 4 sportsmanship rating and a win. The team that forfeited the game will receive a 2 sportsmanship rating, a loss, and will no longer be eligible for playoffs. (See Sportsmanship Rating for more details)

Limit of Forfeits

Any team that forfeits a scheduled game in league play shall automatically be ineligible for playoffs. They may participate in the remainder of the already scheduled regular season games. Any team that forfeits 2 games will be removed from the league.

Inclement Weather

Cancellation of Outdoor Activities

Intramural Sports activities are subject to cancellation due to poor weather conditions and/or unplayable field/court conditions. In the event of inclement weather, Intramural Sports Staff will message all participants involved regarding the status of their activity. Additionally, the Intramural Sports Supervisor may cancel games, if necessary, after 2:00 pm. The Intramural Sports Staff will make every effort to reschedule games cancelled due to weather, but this is not guaranteed.

Cancellation of All Activities

If at any time the University is closed due to weather or other related emergencies, all intramural activities will be cancelled.

Postponements

Weather Postponements

Departmental Staff will make all decisions regarding the playability and safety of athletic facilities and the postponement or cancellation of games.

1. Special Events (one-day events) that are postponed may be rescheduled by University of Evansville Intramural Sports when possible and feasible.
2. University of Evansville Intramural Sports will reschedule postponements of playoff games if at all possible. It is the responsibility of the Team Captain to contact the Intramural Office or check the Intramural Sports Web site (www.evansville.edu/fitnesscenter/intramurals.cfm) to learn of the rescheduled dates.
3. 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.
4. In the event of lightning, the following will occur:
 - Games in progress are stopped and cancelled (unless they have reached the official game point).
 - If the lightning prolongs longer than one game, then games will be cancelled for the night.

Unsafe Facility Conditions Postponements

Unforeseen circumstances sometimes arise with both indoor and outdoor facilities that create unsafe playing conditions (i.e. roof leaking on basketball floor). Intramural Sports Staff will message all participants affected.

Sportsmanship

Team Names and Uniforms

The Intramural Sports Department reserves the right to change any team name that is deemed inappropriate or offensive to participants (including, but not limited to, names involving profanity or of 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 Intramural Sports Office and ask.

Unless otherwise specified, jerseys are not required. All individuals participating must wear a shirt or t-shirt. It is recommended that each team's shirts be of the same color. Please see the respective sport's rules for clarification on when shirts must be tucked in, pinnys must be worn, etc.

Web Etiquette

The University of Evansville Intramural Sports Program will be monitoring content on the IMLeagues.com website and Rec It app. Any comments, pictures, postings or anything thereto deemed inappropriate by the administration of the University of Evansville Intramural Sports Program are subject to the following:

- Deletion of posted materials
- Removal from the league of the offending player or team
- Deletion of the offending individual's IMLeagues.com account
- Judicial referral of the offending individual and/or team captain

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.

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 Policies and Procedures contained in this document. Copies of the rules are available in the Intramural Sports Office, on the University of Evansville IMLeagues Sports Web page (www.evansville.edu/fitnesscenter/intramurals.cfm).

Unsportsmanlike Conduct

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

- **Use foul or derogatory language**, threaten, or verbally abuse any other participant or Intramural employee before, during or after the game. This includes trash talk.
- Participate in a game for which he/she is ineligible.
- Argue or talk back to the game official. Only the captain may address the official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another player.
- Mistreat the facility, equipment or supplies of The University of Evansville.

Zero Tolerance Policy

The Intramural Sports Department in conjunction with The University of Evansville has adopted a ZERO TOLERANCE policy for unsportsmanlike or abusive behaviors by players or participants.

Disqualified Players

Any player, coach, or fan ejected from an intramural game for any reason must leave the playing area immediately after information is obtained by an Intramural staff member. Failure to leave the area may result in forfeiture of the game by the team associated with the ejected person.

Any participant, coach, or fan that is ejected from a University of Evansville Intramural Sports Program contest is **immediately ineligible** from further competition in all Intramural Sports Programs until he/she meets with the administrative staff member in charge of that activity. It is the individual's responsibility to schedule an appointment promptly with the Intramural Sports Office to review his/her behavior. Individual suspensions are effective only after meeting with the administrative staff (i.e., no self-imposed penalties). Contact the Intramural Sports Office at (812) 488-2794 between 2:00 pm and 7:00 pm on Monday through Friday to set up an appointment.

Cases involving physical abuse of or between participants and/or spectators and Fitness Center staff may be referred to the Office of the Dean of Students for possible action.

Red and Yellow Cards

The University of Evansville Intramural Sports uses a RED CARD and a YELLOW CARD Sportsmanship Rating System to control unsportsmanlike conduct of the players, substitutes, and spectators. A RED or YELLOW Card will be assessed when a participant commits an act of unsportsmanlike conduct.

1. A participant that is issued a yellow card must report his/her name to the Intramural Sports Staff member present at that game site. If the carded player refuses, the team captain must report the name. If there is no compliance by the team, the contest will be considered a forfeit and the entire team will be suspended from all Intramural Sports activities until the participant's identity is revealed.
2. A participant who receives TWO (2) YELLOW CARDS in the same game/match is automatically ejected from the game, must vacate the complex immediately, and is suspended from all Intramural Sports Activities.

3. A participant may be ejected immediately (RED CARD) without first being issued a yellow card if the foul or act is flagrant in nature. A participant who is issued a RED CARD and is ejected must leave the complex immediately and is suspended from all Intramural Sports Activities.

***NOTE:** Any player ejected from a contest via a Red Card or two Yellow cards must abide by the policies outlined in the previous section.

RED/YELLOW SPORT SPECIFIC EQUIVALENTS

SPORT	YELLOW	RED
FALL		
Flag Football	Unsportsmanlike Conduct Penalty	Second Unsportsmanlike Conduct Penalty
Volleyball	Yellow Card	Red Card
SPRING		
Basketball	Technical Foul	Second Technical Foul
Soccer	Yellow Card	Red Card, or Second Yellow Card

****In sports run by the Supervisors or other officials, the Supervisor has the authority to make conduct related decisions regarding the participation of the participant.**

Sportsmanship Ratings

Our purpose is to provide exercise, recreation, and fun to our participants in a relaxed, yet structured environment. Everyone is encouraged to play to the best of their abilities, but cheating, verbal and physical abuse, and a win-at-all-cost attitude is considered inappropriate. Having these principles of sportsmanship in our foundation is necessary to facilitate the spirit of competition. Therefore a team sportsmanship rating system has been developed to encourage ethical conduct at all Intramural Sports contests. The following rating system will be used as a guideline:

“4” Excellent Conduct and Sportsmanship – Team members cooperate fully with the officials and opposing team members. The captain calmly converses with officials about rule interpretation and calls. The captain also has full control of his/her teammates.

“3” Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor dissension but overall, the captain has control over his/her teammates. Teams that receive a penalty for conduct will receive no higher than a “3” rating.

“2” Average Conduct and Sportsmanship – Team displays verbal dissent towards officials and/or the opposing team. Captain exhibits minor control over his/her teammates. Teams receiving multiple conduct penalties will receive no higher than a “2” rating.

“1” Poor Conduct and Sportsmanship – Teams constantly comment to the officials and/or opposing team from the court and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. A team that has one player ejected will receive no higher than a “1” rating.

“0” Unacceptable Conduct and Sportsmanship – Team is completely uncooperative. Captain has no control over teammates and/or himself/herself. Any team causing a game to be forfeited by unsportsmanlike behavior, or receives multiple player ejections shall receive a “0” rating. The captain of any team receiving a “0” rating must make an appointment with an Intramural Administrative Staff Member before further play will be permitted.

Unsportsmanlike Conduct and Forfeiture of Games

Any team that receives 4 yellow cards (or the equivalent) during a single contest will forfeit the match to its opponent.

- Repeated display 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 referral to the Judiciaries and/or Dean of Students.

Cancellation or Forfeiture of Game

- Any team that cancels their Intramural game by 2pm on the day of the game or 2pm on Friday for weekend events will receive a loss and a 2.75 sportsmanship rating
- Any team that forfeits their Intramural game for any reason (see Forfeits section) will receive a loss, a 2 sportsmanship rating, and will no longer be eligible for playoffs.

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 Intramural 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, judicial referral; and, in egregious situations, arrest. Tobacco use during Intramural Sports participation is also prohibited. Participants and spectators are prohibited from using tobacco at The University of Evansville Campus 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.

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 rating by writing a letter containing all relevant information to the Program Staff. This letter must be submitted to the Intramural Sports Office by 2:00PM the day following the game in question. NO APPEALS will be heard after that time.

Playoff Eligibility

A team must have a 2.75 or better sportsmanship rating during regular season to be eligible for the playoffs. The following are general examples:

Ineligible for Playoffs			Eligible for Playoffs		
Contests	Ratings	Values	Contests	Ratings	Values
First	3	3 points	First	4	4 points
Second	4	4 points	Second	3	3 points
Third	1	1 points	Third	2	2 points
Fourth	2	2 points	Fourth	3	3 points
10 points/4 games		2.5	12 points/4 games		3.0

Any team that receives a “0” rating during the regular season will not be eligible for playoffs* **Any team that did not play at least one regular season game will not be eligible for playoffs unless they were cancelled/forfeited on for all regular season games*

Playoff Sportsmanship Ratings

If a team receives a “0” Sportsmanship rating they will be eliminated from the playoffs. Any team that receives a “1” Sportsmanship rating must meet with the administrative staff member in charge of the program to discuss the rating before further play in the playoffs will be permitted. Failure to meet will result in an automatic forfeit from further play. Any team receiving a second “1” rating will be eliminated from the playoffs. Teams must receive a 2.75 or above to be eligible for playoffs.

Special Situations

Teams winning a contest by forfeit or because opponent forfeited out of the league will receive a “4” rating. A team losing a contest by forfeit will receive a “2” rating.

!!SPORTSMANSHIP IS CONTAGIOUS...BE A GOOD SPORT!!

Protests

Rule Interpretation Protests

Questions pertaining to interpretation of rules on the part of activity officials must be resolved by the Intramural Sports Supervisor in charge at the time the interpretation occurs and prior to the next live ball. If the team continues to play, the protest will **NOT** receive consideration. No protest will be accepted which involves the judgment of the officials. 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 protest.
2. The game official shall explain his/her ruling. If the team captain is dissatisfied with the explanation of the ruling, the Intramural Sports Supervisor should be called to the game site.
3. If corrections are necessary, the Intramural Sports Supervisor in charge shall rule immediately. Error in interpretation by the Intramural Sports Supervisor in charge is subject to a formal written protest.
4. If the team captain still does not agree with the decision of the Intramural Supervisor, a Protest Form should be obtained and completed according to the “Filing a Formal Written Protest” section. The supervisor will then assist the team in filling out the form with all pertinent game information (score, time, possession, etc).
5. The game will continue from this point forward “under protest” and the opposing team shall be notified.

Eligibility Protests

Any protest concerning player eligibility in a contest in which the protesting team participated must be filed according to the “Filing a Formal Protest” section. A Protest Form should be obtained at the game site. When protesting eligibility, a team must protest a specific individual(s). Entire teams cannot be “blanketed” by protest. If a player is found to be ineligible, his or her team will forfeit all matches in which the ineligible player was signed in on the scoresheet. If a player is determined to be ineligible after the protest deadline, that player will be unable to participate in future contests. The team, however, will not incur a forfeit.

Filing a Formal Protest

A team captain who wishes to file a formal protest must first obtain a Protest Form from the Intramural Sports Supervisor at the game site. A protest is not considered official unless it is submitted (by the protesting team) to the Intramural Sports Staff at the game site.

The Intramural Sports Office will rule on protests the following business day by 7:00 pm. The ruling will be sent, in writing, to the team captain. If a game is to be replayed or restarted from the protest point, the Intramural Sports Department will schedule the make-up.

Jewelry

Jewelry Policy

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 all jewelry with the exception of a wedding band, medical bracelets, or religious jewelry. Any jewelry permitted to staff on must be completely covered by tape. Please contact the Intramural Office to discuss any issues with this safety rule at least 3 days prior to your contest. *NOTE: See the specific rules of the sport for apparel and equipment requirements.

Sanctions / Penalties

Any player that refuses to remove jewelry during a contest will be given a yellow card 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 yellow card 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.

Medical Bracelets/Medical Medals

Any participants required to wear medical bracelets or medical medals will be permitted to do so. However, they must be taped to the body with only the medical data visible.

Playoff Information

Playoff Eligibility

Eligible teams wishing to compete in the playoffs must meet all of the following criteria based on their league structure:

1. Any team that forfeits a game will not be eligible for playoff competition.
2. Teams must earn and maintain a (2.75) or better Sportsmanship Rating 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 grade, then no team will advance in the playoffs.
3. Games that are cancelled by the Intramural Sports Office will not count towards a team's Sportsmanship Rating Average.

Verification Responsibility

It is the responsibility of the team captain to verify team record, sportsmanship, and roster *after* their last regular season game and *before* the playoffs.

Playoff Brackets

All playoff brackets in each division will be posted on the IMLeagues website (www.evansville.edu/fitnesscenter/intramurals.cfm). They should be updated by 5:00PM each day. Please refer to these Web-based schedules if you have questions regarding rainouts or postponements.

- If a cancelled playoff game is rained out, the default will be voided and the game will be rescheduled and played to the best of our ability. If either team cannot make the new game time, a new default form must be submitted.

Official Information

Information from Staff

Only information obtained from a member of the professional administrative staff or received in written form is official. The Intramural Sports office staff can also answer most questions and provide written information.