

# Intramural Sports

## Policies & Procedures

The Intramural Sports Policies and Procedures document is a resource providing an outline to the operation of the Intramural Sports Program and is fundamental in reaching the long-term goals of the Intramural Sports Program and Kirmayer Fitness Center.

The Intramural Sports program offers opportunities to actively participate in sports by providing an arena in which participants can compete against one another in a safe, friendly environment. Competition is organized according to the type of activity: team sports, singles/doubles sports, and team tournaments.

### Section I - Eligibility

- In order to be eligible to participate in intramural activities, players must be currently enrolled KUMC students, Kirmayer Fitness Center members, or have a valid guest pass.
  - Non-student members cannot make up more than 49% of a team.
  - If a player does not have a membership and attempts to play, a penalty will be assessed to the team at the intramural manager's discretion and the player will not be allowed to play until a current membership is obtained.
  - If a player plays without a membership the game will be a forfeit, regardless of the outcome. The forfeiture fee will be assessed.
- A roster of every teams' current players will be provided at each of the teams' regular season games.
  - Players may be added to the roster at the game site.
  - Teams can add an unlimited number of players via the online registration website (IMleagues.com) throughout the regular season.
    - Playoff additions **WILL NOT** be allowed.
- Each team must pay the registration fee to participate in the league. The fee must be paid **BEFORE** the close date of sport registration.
- Each player may only be on one men's/women's team and one co-ed team per season.

## Section II – Leagues, Divisions, and Scheduling

### **Leagues & Divisions:**

- Co-Ed/Co-Rec
  - Certain % of males and females per team
- Men's
  - 100% male teams
- Women's
  - 100% female teams
- Open
  - No definite % of males and females per team

### **Scheduling:**

- Games will be played based on the schedule posted on [www.imleagues.com](http://www.imleagues.com).
- It is the team captain's responsibility to communicate with your team about scheduled game times.
- If a team does not have the required number and/or combination of players, play has not begun within 5-minutes of start time, or there are missing players from the roster a forfeit fee will be assigned and must be paid before the teams next game.

### **Racquetball Scheduling:**

- The schedule will be posted on [www.imleagues.com](http://www.imleagues.com).
- It is the individual/team's responsibility to communicate about scheduling game times.
- All games must be played by the deadline, which is the date on the bracket.
- If you or your opponent is unable to play by the established time, a forfeit will be issued to one or both teams with bonus points added.

## Section III – Online Registration

1. Participants must register via the Intramural Sports online registration website (IMLeagues.com) or via the REC\*IT app in order to participate in an event, unless otherwise noted.
2. For some events, teams are placed in the Pre-Registration Pool after team creation. Teams cannot leave the Pre-Registration Pool until the prescribed requirements for that event are met. Teams in the Pre-Registration Pool are not considered to have completed the registration process and may not be scheduled.
3. The Intramural Sports program reserves the right to censor any team name that is vulgar, offensive, derogatory, or otherwise deemed inappropriate.
4. For events with entry fees, all payments are due in the front membership desk of Kirmayer Fitness Center by the prescribed deadline, unless otherwise noted. Failure to pay a registration fee may result in being removed from the event.

## Section IV – Team Rosters

1. The roster capacity for all Intramural Sports events is 15 players, unless otherwise noted for a specific event.
2. Teams may add an unlimited number of players to their roster on site during the entirety of the regular season or pool play. Teams may not add players to their roster at game site during the playoffs. Players joining the team at the game site will not be added to the official roster by the Intramural Sports Staff. It is the responsibility of the player to add himself/herself to the team’s official roster.
3. Teams may add players to their official team roster via IMLeagues.com or via the REC\*IT mobile app at any point in the regular season or at any point in the playoffs.
4. It is the player’s responsibility to demonstrate proof of day-of roster addition for a playoff contest after the roster deadline as stated in Section IV, Article 4. This may be done via IMLeagues.com or the REC\*IT mobile app.

## Section V - Safety

1. The Intramural Sports program and Kirmayer Fitness Center assume no responsibilities for injuries received during Intramural Sports events. Participants are reminded that their participation is entirely voluntary.
2. The Intramural Sports Staff reserves the right to stop any contest for safety reasons, or they feel it is in the best interest of the Intramural Sports program or Kirmayer Fitness Center.
3. Any participant who exhibits signs, symptoms, or behaviors consistent with a concussion, such as loss of consciousness, headache, dizziness, confusion, or balance problems shall be prohibited from further participation in any Intramural Sports contest or activity at a supervised facility for the remainder of the day and are advised to seek professional medical attention.
4. The approval of a medical professional to return on the same day shall not override this provision. Appeals of concussion-related decisions made by Kirmayer Fitness Center staff or Intramural Sports staff shall be considered eligibility appeals and will be reviewed by the Intramural Sports Administrative Staff on the next business day.
5. Participants must remove all jewelry deemed dangerous or inappropriate prior to competing. The request to remove jewelry is at the discretion of the Intramural Sports Supervisor. Glasses used for corrective or protective purposes may be worn at any time.

6. Intramural Sport athletes are required to leave play until any bleeding is stopped, open wounds are covered, and blood-soiled uniforms/clothing are removed or treated with a bleach disinfectant.
7. After a game has started, should a team drop below the minimum number of players needed to play due to an injury, the game shall continue.
8. Knee and ankle braces which are unaltered from the manufacturer's original design/production are permitted and do not require any additional padding or covering. Sharp edges from wear and tear or any other defection would be considered as an alteration even if unintentional.
9. A guard, cast or brace made of a hard and unyielding substance, such as, but not limited to, leather, plaster, plastic or metal shall not be worn on the elbow, hand, finger/thumb, wrist or forearm; even though covered with soft padding.
10. Pets are prohibited from all Intramural Sports playing facilities.

## Section VI – Forfeits and Defaults

- Game time is NOT forfeit time. There will be a 5-minute grace period.
  - If a team is scheduled to play at 7PM, they must be signed in, jerseys on and ready to BEGIN playing at 7:05PM or a forfeit will be declared. It is recommended that teams arrive at least fifteen (15)-minutes prior to the start time to ensure they are ready to play on time.
- In team sports, a Forfeit Fee of \$15.00 will be charged for any forfeited contest.
- Team Forfeit Fees must be paid before their next game. Otherwise, that game will be declared a forfeit too.
  - 2 forfeits will result in removal from the league.
- All forfeits, regardless of cause, will result in the Forfeit Fee being assessed (i.e. sportsmanship or illegal player).
- In order to claim a forfeit, the opposing team must have the minimum players present and ready to play at game time.
- **Defaulting:** A team captain may concede a game/contest (no Forfeit Fee will be charged) by notification through an Intramural Default Form submission to the appropriate location by the specified time.
- All teams scheduled to play a team that forfeits will automatically receive a victory unless another team is inserted in its place.
- Members of a team, which have forfeited are not eligible to participate for another team.

- Teams claiming a forfeit must have the required number of players (4 or more) present and ready to play and each player must be listed on the scoresheet at the scheduled game time.
  - If neither team has the required number of players present and ready to play, a double forfeit will be declared by the site supervisor.

## Section VII - Protests

1. The team captain must file all protests with the intramural referee at the time a question occurs, **before** the next live ball.
2. Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.
3. Rule interpretation protests:
  - a. **PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.**
  - b. Rule protests must be filed at the time a question occurs and will be settled at that time by the Referee (before the next play).
  - c. NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question, please ASK it.
  - d. All protests that challenge rule interpretation will be recorded by the Scorekeeper.
4. Player eligibility protests
  - a. Eligibility protests will be decided at the time the question is raised whenever possible.
  - b. Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.

## Section VIII – Playoff Qualifications

To determine playoff qualification, the following guidelines will be used, in order:

1. Win/Loss record will determine final regular season standings. Please see individual sport Informational Sheets to determine the number of teams that qualify from each division.
  - a. Any game that is defaulted by a team will count worse than a loss for that defaulting team's record.
  - b. Any game that is forfeited by a team will count worse than a default for that forfeiting team's record.
2. In the case of a tie between two teams, head-to-head record will be the tie-breaker.

3. In the case of a tie between three or more teams, or if a head-to-head matchup did not occur between two tied teams, Sportsmanship Rating will be used as the first tiebreaker criteria.
4. Should the Sportsmanship Rating of the teams be tied, point differential in all regular season games will be used in basketball and futsal. In volleyball and dodgeball, game record differential will be the tie-breaker for three or more teams, or two teams that did not have a head-to-head matchup.
5. If a team wins or loses by forfeit or default, the team will get credit for winning or losing by the following amounts:

Basketball	25-0
Dodgeball	10-0
Futsal	3-0
Volleyball	8-0

6. Should the teams have the same point differential, points against will be the tiebreaker.
7. Should the teams still be tied after all tiebreakers have been exhausted, all tied teams will advance.
8. Once one team has broken from the tie, the tiebreaker process will start over.
9. Please see Section X for Sportsmanship requirements for playoff competition.

**Section X – Sportsmanship**

1. Any unsportsmanlike conduct (verbal abuse to officials or players, unnecessary roughness, etc.) will result in a penalty being assessed and possible ejection from the contest and/or forfeiture.
2. Any individual ejected from a contest will be ineligible for further participation in any intramural activity until the incident is resolved with the Director.
  - a. For reinstatement, the individual must take the following action:
    - i. Bring a petition with him/her to a meeting with Director/Intramural Coordinator, and Intramural Supervisor
      1. Petition (typed or written) must include
        - a. Description of incident(s) leading to ejection
        - b. Rationale for actions of the participants/coach/spectators
        - c. Rationale for why reinstatement should be granted
3. Any player who is ejected must leave the facility immediately.
  - a. The game officials’ decision is final on **ALL** judgement calls.

- b. If there is a question about a rule, the team captain may communicate with the official BEFORE play resumes.
- c. Any game in which a team receives three unsportsmanlike technical fouls will be ended immediately.
  - The team receiving the technical fouls will automatically forfeit the contest, regardless of the current score.
  - Swearing and abusive/obscene comments that either are or are not directed toward opponents, officials, fans, staff, or members will result in a technical foul and possible ejection. These actions will not be tolerated.
  - Each team is responsible for the conduct of its individual members and spectators and will be held accountable for their actions.
  - Any manner of fighting is prohibited and will not be tolerated. Fighting is grounds for immediate ejection from the contest and removal from the facility. This will also result in a suspension from intramurals until the appropriate actions have been taken as in rule 9-g.
  - Any bench personnel who leave the bench area during an incident on the court will be ejected from the contest and will face the possibility of suspension from further play. Technical fouls will be assessed appropriately.

**Sportsmanship Ratings:** Based on a rating system of 0-4

- Each team starts out at a 3 rating.
- Each unsportsmanlike act causes a 1-point deduction.
- Each ejection will be an automatic rating of zero for that game.
- Each team must have an average sportsmanship rating of 2.5 to be eligible for playoffs.

<b>Section XI – Disciplinary and Reinstate Procedures</b>
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1. Contest participants or spectators who choose to follow unsportsmanlike practices before, during, or after a contest, whether directed towards staff, an official, an opponent, or a spectator may be ejected from that contest. The contest official(s), Intramural Sports Supervisor, or a Kirmayer Fitness Center staff member may administer the ejection at any point before, during, or after the contest.
2. Players, coaches, or spectators ejected from any Intramural Sports contest for any reason must leave the playing facility immediately after providing their contact information, and are barred from all Intramural Sports activities until officially reinstated by the Intramural Sports Coordinator or designee.

3. If the ejected player, coach, or spectator does not provide their contact information, it is the captain's responsibility to provide the necessary information. Failure to do so may result in a forfeiture of the contest and a possible player, captain, or team suspension.
4. A player who receives two unsportsmanlike penalties in football, two unsportsmanlike technical fouls or one flagrant foul in basketball, two yellow-cards or one red-card in futsal or volleyball, or the equivalent in any other event will be ejected from that contest.
5. Any player, coach, or spectator who is ejected from a contest will immediately have their Kirmayer Fitness Center membership suspended until he/she meets with the Intramural Sports Coordinator or designee.
6. After a game has started, should a team drop below the minimum number of players needed to play due to an ejection, the game shall be terminated and a forfeit shall be declared.
7. The Intramural Sports Coordinator will determine the period of any suspension after hearing from all parties involved. Appeals on disciplinary rulings may be made in writing to the Senior Coordinator within 48 hours of original disciplinary ruling. The Senior Coordinator will determine in what fashion he/she will hear the appeal.
8. A contest will automatically be stopped in the event that team members or spectators enter the playing surface without the consent of the Intramural Sports staff. Penalties include, but are not limited to forfeiture of the contest, an unacceptable Sportsmanship Rating, or suspensions.
9. The Intramural Sports staff reserves the right to suspend play during a contest at any time due to unsportsmanlike events. When a contest is stopped due to the unsportsmanlike actions of one team, the contest will be recorded as a forfeit win for the opposing team. When a contest is stopped due to unsportsmanlike actions of both teams, the contest will be recorded as a forfeit loss for both teams.
10. Participants and spectators are expected to follow the Code of Student Rights and Responsibilities before, during, and after participation in the Intramural Sports Program.
11. Any participant who is believed to be under the influence of alcohol or drugs will not be permitted to participate or remain at the Intramural Sports event or site of event. Participants or spectators consuming alcohol and/or drugs, or who have consumed alcohol and/or drugs before a contest will risk forfeiture of the game and may be expelled from further play.
12. In accordance with The University of Kansas Alcohol & Drug Policy, Intramural Sports will forward all complaints of alcohol or drug use to the Vice Provost for Student Affairs.
13. In accordance with the Code of Student Rights and Responsibilities, Intramural Sports will forward all complaints of fighting to the Vice Provost for Student Affairs.
  - a. **Ejections:** At the game officials' discretion
    - o Any individual ejected from a contest will be ineligible for further



participation in any intramural activity until the incident is resolved with the Director.

1. For reinstatement, the individual must take the following action:
  - a. Bring a petition with him/her to the meeting with Intramural Coordinator, and Intramural Supervisor(s), and/or Kirmayer's Manager/Director.
    - i. Petition (typed or written) must include
      1. Description of incident(s) leading to ejection
      2. Rationale for actions of the participants/coach/spectators
      3. Rationale for why reinstatement should be granted.
    - ii. A meeting must be set within 3 business days of the incident.
      1. Failure to schedule the meeting in time will result in ejection from the league and participation in other intramural activities denied until a meeting is completed.

## Section XII – Awards

- Winners of each event will have the option of choosing either an Intramural Sports Champion t-shirt or gift card.
  - Winning teams will receive one t-shirt per team member on the official roster up to a maximum of 10 shirts. Winning teams will receive one gift card per team member on the official roster up to 10 cards.
- Team members not in attendance at distribution must schedule a time to meet with the Senior Coordinator to receive their Intramural Sports Champion t-shirt.
  - Gift cards WILL NOT be distributed to players not in attendance for the Championship game.

## Section XIII – Inclement Weather

1. In case of inclement weather, a determination on play will be made by 2:00PM the day of the contest Monday through Friday and by 10:30AM on Saturday and Sunday. If a decision has not been made by the designated times, all decisions will be made by the Intramural Sports Supervisor at the playing site.

2. Contests stopped at the game site due to lightning will not restart until 30-minutes after the last lightning strike.
3. Information concerning cancelations and postponements will be posted on the Kirmayer Fitness Center social media sites and on the Intramural Sports website (IMLeagues.com).
4. Every effort will be made to reschedule canceled contests; however, it may not be possible to reschedule contests. At times, rescheduled contests may be played on a different day of the week or time than originally scheduled.