



**Academic &  
Student Affairs**

Wellness and Recreation Center

**2022-2023**

**INTRAMURAL SPORTS**

**PARTICIPANT HANDBOOK**

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*Please note that new changes for the 2022-2023 year will appear inside a grey highlight.*

## 2022-2023 Summary of Major Updates

### Spectators at Intramural Sports

- I. Spectators are a valued part of Intramural Sports! For the 2022-2023 school year a couple of changes are being implemented.
  - a. All spectators will need to access the facility in which the game they are intending to spectate the sport or activity. Access is granted by showing Photo ID or Panther ID before entering the facility. This process differs from facility to facility and is detailed below:
    - i. Indoor Sport & Activities- WRC Membership Desks
    - ii. Outdoor Sports & Activities- Field Operations Staff
  - b. Any individual **who does not have a current WRC Membership** but who wants to spectate an IM Sports game will need to purchase a Guest Pass for \$6. This pass is valid for the date of purchase only. The Guest Pass can be purchased at either Membership Desk inside the WRC or online at [wrc.fiu.edu](http://wrc.fiu.edu).

### Intramural Roster Sizes

- I. Intramural Roster Sizes for the 2022-2023 will no longer operate with a cap (unless space constraints of the playing space necessitate it). All other roster requirements will remain in place. Please note that each sport has a maximum number of Champ Shirts that can be providing to the winner of each league (Section 18)

## **SECTION 1. MISSION STATEMENT**

In support of the mission of the University and the Division of Student Affairs, the Wellness and Recreation Center promotes active, healthy lifestyles for FIU's vibrant and diverse community through quality, inclusive participation opportunities, educational experiences, and support services.

## **SECTION 2. PROGRAM OVERVIEW**

The Florida International University Intramural (IM) Sports program consists of a comprehensive and diverse offering of sports in a variety of seasonal league and tournament formats, designed to meet the recreational needs of the Florida International University community.

Through participation in IM Sports, individuals are encouraged to enjoy sports, reduce stress, keep physically fit, meet people, and have fun! IM Sports emphasizes and acknowledges values such as sportsmanship, leadership, and teamwork.

## **SECTION 3. SPORT PROGRAMS OFFICE**

**Office Location:** Wellness and Recreation Center- MMC, Rooms WRC 103 & WRC 104. Visitors will need to check in at a front desk to gain access to the Administrative Suite.

**Office Hours:** Monday-Thursday 2:00PM – 5:00PM

**Email:** [imsports@fiu.edu](mailto:imsports@fiu.edu)

### **Web Pages:**

- Registration & Team Management - <https://wrc.fiu.edu/>
- Program Information & Helpful Documents - <http://studentaffairs.fiu.edu/health-and-fitness/recreation/mmc/intramural-sports/index.php>

## **SECTION 4. INTRAMURAL SPORTS STAFF**

### **ARTICLE 1. Administrative Staff**

#### **Assistant Director, Sport Programs**

*Vacant*

Email:

Phone:

#### **Graduate Assistant, Sport Programs**

*Vacant*

Email:

#### **Coordinator, Sport Programs**

Thomas Giles

Email: [thgiles@fiu.edu](mailto:thgiles@fiu.edu)

Phone: 305-348-6835

#### **Program Assistant, Sport Programs**

Amanda Vuelta

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#### **Program Assistant, Sport Programs**

Osbel Hernandez

Email: [osbherna@fiu.edu](mailto:osbherna@fiu.edu)

### **ARTICLE 2. Athletic Training Services & Staff**

#### **Athletic Training Services**

Email: [atservices@fiu.edu](mailto:atservices@fiu.edu)

Phone: 305-348-3656

#### **Coordinator of Athletic Training Services**

Dr. Daniella Eiroa

Email: [deiroa@fiu.edu](mailto:deiroa@fiu.edu)

Assistant Athletic Trainer

Dr. Adriana Pena

Assistant Athletic Trainer

Andre Gonzalez

## **SECTION 5. PROGRAM ADMINISTRATION**

### **ARTICLE 1. Administrative Staff**

The Sport Programs Assistant Director, Coordinator, and Graduate Assistant shall be responsible for the proper conduct of the FIU IM Sports program. The student staff of supervisors and officials shall function with the Sport Programs Coordinator and Graduate Assistant in the organization and administration of the IM Sports program.

### **ARTICLE 2. Athletic Training Staff**

In collaboration with Athletic Training Services, Sport Programs offers athletic trainers at high contact IM Sports activities. The athletic trainers also provide services in the Athletic Training Clinic located in the FIU Wellness and Recreation Center. Athletic trainers are available to:

1. Work with coaches, athletes, and medical professionals to evaluate the participant condition.
2. Create exercise and nutrition plans.
3. Speak to coaches and athletes to set health and fitness goals.
4. Design training and rehabilitation programs for athletes.
5. Use knowledge of sports-related injuries to diagnose and treat athletes.
6. Refer athletes to another physician or other medical staff members.
7. Assist and monitoring injured players as they heal and progress towards recovery.
8. Maintain records relating to athletes' condition and training, diet, and treatment plans.
9. Handle clerical tasks, such as maintaining inventory, assisting with budgets, or restocking supplies.

## **SECTION 6. PARTICIPANT ELIGIBILITY**

### **ARTICLE 1. Participants Defined**

Participants of Intramural Sports are comprised of participant players, spectators, and coaches:

1. Participant Player – individual who meets eligibility criteria as outlined in Articles 2-7 and is someone who is checked into the game with the intent to play the sport or activity.
2. Coach – individual who meets eligibility criteria as outlined in Articles 2, 3, and 11, and is some one who is checked into the game with the intent to coach the participant players who are playing the sport or activity.
3. Spectator – individual who may or may not meet the eligibility criteria as outlined in Section 6, and is someone who is present at the game site with the intent to spectate the sport or activity. Spectators who do not meet the eligibility criteria as outlined in Articles 2-7 must follow the procedure as outlined in Section 7, Article 4 to gain access to the WRC and associated facilities to spectate Intramural Sports.

### **ARTICLE 2. Students**

All students currently enrolled in at least one Activity and Service Fee paying class at any FIU campus shall be eligible for IM Sports participation during that semester which they are enrolled.

During the summer semesters, if a student was enrolled in an Activity and Service fee paying class at any FIU campus in the previous spring semester and will be enrolled in an Activity and Service fee paying class at any FIU campus in the upcoming fall semester, they may be eligible for IM Sports participation, provided they purchase a WRC Membership

### **ARTICLE 3. Faculty & Staff**

All current FIU faculty and staff are eligible to participate in IM Sports provided they purchase a Gold Wellness and Recreation Center Membership and complete waiver prior to participating. Memberships are available for purchase at the Wellness and Recreation Center Membership Desks. Any non FIU student or non-full time faculty or staff members WILL NOT be eligible to participate in IM Sports.

**ARTICLE 4. Professional Athletes**

Past or present professional athletes may not participate in their respective or related 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 5. Current/Former Varsity Athletes**

- I. Any current or former member of an intercollegiate varsity sport is ineligible for IM Sports participation in that sport or similar sport and will remain so until 365 days have elapsed from his/her removal from the official university’s team roster.
- II. Intercollegiate athletes may participate in IM Sports programs other than their sport or related sport.

**ARTICLE 6. Sport Club Athlete**

Sport Club athletes are eligible and encouraged to participate in IM Sports (Note: sport clubs athletes must meet all IM Sports participant eligibility guidelines as detailed in Section 6). There are no restrictions when Sport Clubs athletes participate in an IM Sport unrelated to their club’s sport. Sport Clubs athletes participating in IM Sports that are related to their sport club but must abide by the following guidelines:

- I. Team sports with a maximum number of players actively playing on the field/court at one time equaling five (5) or greater, may only have a maximum of two (2) Sport Clubs athletes checked in to one game for their sport or related sport. Team rosters may have an unlimited number of Sport Clubs athletes; however, only two (2) Sport Clubs athletes may be checked in to and play in one game for their related sport.
- II. Team sports with a maximum number of players actively playing on the field/court at one time equaling four (4) or three (3), may only have a maximum of one (1) Sport Clubs athlete checked in to one game for their sport or related sport. Team rosters may have an unlimited number of Sport Clubs athletes; however, only one (1) Sport Clubs athlete may be checked in to and play in one game for their or related sport.
- III. Sport Club athletes of individual (singles) or dual (doubles) sports are not eligible to participate in the related Intramural Sport.

**ARTICLE 7. Number of Teams**

Participants may only participate on one (1) Men’s/Women’s team AND on one (1) Co-Rec/Open team per sport.

- I. Exception: Individuals who play on an IFC or Sorority team are eligible to play on a team within their respective Greek division as well as **ONE (1)** additional team in a Men’s/Women’s division and one (1) Co-rec/Open team.

Varsity/Professional Sport & Clubs	Intramural Sport
------------------------------------	------------------

Football	7v7 Flag Football & 4v4 Flag Football
Basketball	5v5 Basketball & 3v3 Basketball
Soccer	7v7 Soccer & 11v11 Soccer, 3v3 Soccer & Futsal
Volleyball	6v6 Volleyball & 4v4 Volleyball
Sand Volleyball	2v2 Sand Volleyball & 4v4 Sand Volleyball
Racquetball	Racquetball – Singles & Doubles
Table Tennis	Table Tennis - Singles & Doubles
Tennis	Tennis – Singles & Doubles
Badminton	Badminton – Singles & Doubles
Panther Esports	Valorant, Rocket League, Rainbow Six Siege, Call of Duty, Overwatch

### **ARTICLE 8. Team Composition**

IM Sports competition is divided into several divisions: Men’s, Fraternity, Women’s, Sorority, Co-Rec, and Open.

- I. Men’s: Those individuals identifying as male may play on teams in this division. Those individuals identifying as females may play on a team in a Men’s division.
- II. Women’s: Those identifying as female may participate on teams in this division. Those identifying as male may not participate in a Women’s division.
- III. Open: Any number of people may participate on teams in this division with no gender specific rules from men’s or women’s divisions.
- IV. Co-Rec: Team roster compositions must include a number of those who identify as male and those who identify as female, with specific rules when it comes to play.
- V. Fraternity: Organizations part of the Interfraternity Council are eligible to play in this league.
- VI. Sorority: Organizations part of the Panhellenic Council are eligible to play in this league.

FIU Intramural Sports supports NIRSA’s position related to transgender individuals’ participation, which supports transgender participants to play based on their expressed gender identity. For more information, contact the Sport Programs Assistant Director prior to participation.

### **ARTICLE 9. Team Roster**

- I. It is the responsibility of the team captain to ensure each member of their team is eligible. Any questionable case should be brought to the Sport Programs Coordinator or Graduate Assistant so an official ruling can be made prior to the individual's participation.
- II. All participants must be listed on an official team roster prior to their participation in any IM Sports activity. All player additions must be completed in one of the following ways:
  - a. Participants may be added to the team roster on FusionIM by the team captain.
  - b. Participants may be added to rosters at the activity site by a Sport Programs staff member prior to or during any regular season game.



- III. All participants must personally sign the Release Waiver prior to being eligible to play.
- IV. Team Rosters will be frozen and players will no longer be able to be added to team rosters by the completion of a team's last regular season game.
- V. A participant is not permitted to transfer from one team to another after participating in one scheduled game without authorization from the Sport Programs Coordinator. Participation counts as checking in to play for a team.

### **ARTICLE 10. Player Identification**

Prior to participation, all participants and coaches must show a Sport Programs Supervisor a valid form of photo ID. A valid form of photo ID includes:

- I. FIU Panther ID Card
- II. Any government issued photo ID (i.e., driver's license, passport, military ID)
- III. Web Log-In to FIU Mobile App.

If either the name or picture is not legible by the Sport Programs Supervisor, a second form of photo identification will be required. If neither the name nor the picture is legible, the ID will not be accepted, and that participant will not be permitted to participate.

Misuse of identification (transferring, lending, borrowing, or altering) is a violation of the student code of conduct and will result in ejection from the contest in addition to judicial referral. Names which appear on the team roster should match or closely match that of the name on the participant's government-issued photo ID. In the event the ID does not match the participant using it, Sport Programs Supervisors may confiscate the ID and the participant will be suspended from all IM Sports participation, and referred to the Office of Student Conduct and Conflict Resolution.

### **ARTICLE 11. Coaches and Non-Players**

- I. Only players and coaches who are on the team roster are permitted to be in the team designated areas.
- II. All coaches must:
  - a. be a currently enrolled Activity & Service Fee paying FIU student or an FIU Faculty/Staff member with a WRC Membership.
  - b. be added to the team's roster prior to participating as a coach
- III. Each team may have a maximum of one (1) recognized Head Coach.
- IV. Recognized Head Coaches are solely there to coach their team participants. Recognized Head Coaches are the only coaches that may call a Time-Out. Recognized Head Coaches are NOT able to file a formal protest. Only the team captain can file protests
- V. Teams may have Assistant Coaches, as defined by the individual sport rules. Please reference the individual sport rules document for guidelines on Assistant Coaches.
- VI. Coaches must sign in with the Sport Programs Supervisor prior to participation.
- VII. Non-players/Spectators must remain in areas designated for non-players and spectators at all times. Additionally, all non-players must adhere to WRC Facility policies. Failure to comply can result in being removed from the Intramural Sports contest and WRC Facility.

NOTE: Some areas have a limited seating capacity. Once the areas designated for non-players have reached capacity, entry for non-players will be suspended until there is space to allow entry.

### **ARTICLE 12. Illegal Participation**

- I. If a team uses an ineligible player in league play, all games or contests in which the

ineligible individual participated will be forfeited to the opponent(s), regardless of the outcome.

- II. If a participant who is eligible to participate in IM Sports plays without checking in with the Sport Programs Supervisor prior to participation, whether they are on the team roster or not, will result in a technical foul/unsportsmanlike conduct penalty/yellow card.
- III. The ineligible player may be suspended from IM Sports participation.
- IV. During playoffs, teams will be disqualified from the playoffs if an ineligible player is used.
- V. Captains that believe the opposing team has an ineligible player(s) may file a formal protest (See SECTION 16. PROTESTS).

## **SECTION 7. IM SPORTS FEES**

### **ARTICLE 1. Students**

Intramural Sports is primarily supported by the Activity & Service Fee. Currently enrolled FIU students in Activity & Service Fee paying classes are eligible to participate in Intramural Sports at no additional cost.

### **Summer Participation**

Students who were enrolled in Activity & Service Fee paying classes in the Spring semester, and will be enrolled in Activity & Service Fee paying classes in the Fall semester are eligible to participate in Intramural Sports during the Summer semester, provided they purchase a WRC Membership

- I. A WRC Membership allows students to participate in Intramural Sports leagues, tournaments, and activities during both Summer A and Summer B sessions. Additionally, the WRC Membership allows students access to utilize the Wellness and Recreation Center as well as participate in Group Fitness classes.
  - a. WRC Membership: Contact Our Membership Office for Pricing

### **Non-Activity & Service Fee Paying Students**

FIU students who are enrolled in classes that do not pay the Activity & Service Fee are eligible to participate in Intramural Sports provided they purchase a WRC Membership. Some programs that would fall under this classification include, but are not limited to English Language Institute, Certificate programs, and Global First Year.

### **ARTICLE 2. Faculty & Staff IM Sports Pass**

Faculty/Staff are eligible to participate in IM Sports provided they have an active WRC Gold Membership,

### **ARTICLE 3. Reinstatement Fee**

Should a team be disqualified from an IM Sports league due to forfeitures not related to sportsmanship (i.e., a team does not have enough players at game time), the team has the option of paying a Reinstatement Fee to stay in the league and/or qualify for the playoff bracket. The Reinstatement Fee is **\$25 per team** and must be paid in the WRC with a debit/credit card by the posted deadline.

## **SECTION 8. PARTICIPANT SAFETY**

## **ARTICLE 1. Assumption of Risk**

- I. Participation in all IM Sports activities is voluntary. The health of individuals participating in IM Sports is their own responsibility. Therefore, it is strongly suggested participants be aware of their own limitations. Florida International University and the Wellness and Recreation Center will not be held liable for injuries sustained by individuals participating in IM Sports.
- II. All participants of IM Sports must either create an account through FusionIM and accept the terms and conditions before they participate in any activity or sign the Release Waiver form at the game site prior to their participation in an IM Sports activity.
- III. A Certified Athletic Trainer will be available at high contact IM Sports activities. In order of priority, high contact IM sports include: flag football (7v7), outdoor soccer (11v11 and 7v7), and basketball (5v5).

## **ARTICLE 2. Illegal Equipment**

The following items are prohibited in all intramural activities:

- I. Earrings with hoops
- II. Casts
- III. Combat boots, five-fingered shoes, open-toed shoes, metal cleats
- IV. Participating without footwear (Exception: sand volleyball)
- V. Ridged or pointed jewelry which, in the opinion of the Sport Programs Staff, may cause harm to any participant

Jewelry (rings, necklaces, ankle bracelets, watches, fitness trackers, non-hoop earrings, rubber bands, etc) which is not prohibited by the above rules may be worn in activities which do not contain frequent contact with opponents or teammates. Sports that do not contain frequent contact with opponents or teammates include: sand volleyball, volleyball, badminton, racquetball, table tennis, tennis, and kickball.

In activities which involve frequent contact with opponents or teammates, jewelry is prohibited. Participants may be assessed a penalty and will be removed from the contest at any point if jewelry is discovered and will be allowed to return once the jewelry is removed. Sports that involve frequent contact include but are not limited to flag football, soccer, dodgeball and basketball.

Religious medallions and medical alert bracelets may be worn in any activity and may display proper information. Religious medallions worn during frequent contact sports must be covered. Knee braces are permitted with approved protective covers.

It is up to the discretion of the Sport Programs Staff member to deem jewelry either legal or illegal for play. **Jewelry that is deemed illegal must be removed in order to participate.** Please refer to the individual specific sport rules document for further information on rules regarding jewelry for that sport.

## **ARTICLE 3. Blood Policy**

Participants who are bleeding, have an open wound, or have blood on any part of their uniforms will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound is covered, and the bloody uniform is changed. The game may resume without the injured player at the discretion of the Sport Programs Staff.

#### **ARTICLE 4. Concussion**

A concussion results from traumatic biomechanical forces (e.g. direct blow) inducing a pathophysiological series of events within the brain. These events result in the rapid onset of various cognitive, behavioral, or physical impairments that will resolve spontaneously. Loss of consciousness (LOC) may result but is not necessary for a concussion to exist.

#### **PURPOSE:**

To set forth a standardized protocol for the management of and the requirements for return to participation in regards to concussions or brain injuries; raise awareness of concussion symptoms so that there is an increase in participants reporting symptoms to a healthcare professional; increase participants healthcare access when suffering from concussion or brain injuries; and to therefore eliminate the chance for second impact syndrome and decrease, not necessarily eliminate, the likelihood of chronic traumatic encephalopathy (CTE) in the participants' future.

Prior to participation, participants will receive and abide by the plan, as well as receive any educational materials regarding concussion awareness and policy.

#### **CONCUSSION MANAGEMENT POLICY:**

The NATA position statement, NCAA Manual for Sports Medicine, the previously enacted FIU Athletic Department and their review of the medical literature, are the basis of recommendations for this policy. If a concussion is suspected by the athletic trainer, IM Sport Supervisors, officials, or the participant reports signs and symptoms of a concussion, the participant will be removed from competition immediately until an evaluation for concussion; the participant will be evaluated by the athletic trainer and assessed for presence of a concussion.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion, shall be immediately removed from practice or game and shall not return to play until cleared by an appropriate healthcare professional. Signs and symptoms of a concussion include:

- I. Headache or a feeling of pressure in the head
- II. Temporary loss of consciousness
- III. Confusion or loss of memory surrounding the incident
- IV. Fatigue, nausea or vomiting
- V. Irritability and other personality changes
- VI. Dizziness or ringing of the ears

If a concussion is suspected, the participant will be removed for the remainder of the day. The participant and/or caretaker will be provided a take home guide discussing the general overview of a concussion, “dos and don'ts”, signs and symptoms, and when to seek advanced emergency medical help. In the event there is concern over the physical or mental well-being of the participant they will be referred to a neurologist.

Participants with suspected concussion will be placed on an injury-related suspension in FusionIM. Following injury, participants will be required to complete a step-wise protocol which includes: evaluation by an athletic trainer, resolution of symptoms, and a gradual return to physical and cognitive activities. For further information on the graduated return to activity, please refer to the

[Sport Concussion Assessment Tool](#). Return to participation will occur once the injury-related suspension has been lifted by Athletic Training Services.

#### **ARTICLE 5. Unauthorized Items**

- I. Bicycles are not allowed in any WRC Facility. Bicycles must be secured on bike racks located outside of WRC Facilities.
- II. Skateboards, scooters, hoverboards are all not allowed on the WRC basketball courts or on the WRC Turf Fields.
- III. Alcohol, drugs, tobacco, and tobacco products, including vape pens, are strictly prohibited, not only at Intramural Sports games and events, but also on FIU campus.
- IV. Pets are not allowed in any WRC Facility.
- V. Emotional Support Animals are not allowed in any WRC Facility.
- VI. Service Animals will be allowed in any WRC Facility.
- VII. For additional information on Pets and Service Animals at FIU, please refer to FIU's [DRC Website](#)

### **SECTION 9. PARTICIPANT CONDUCT**

#### **ARTICLE 1. Conduct**

Sportsmanship is expected and required from all participants and spectators. All participants and spectators are required to adhere to the IM Sports Participant Handbook as well as to the [FIU Student Conduct and Honor Code](#). Violations of the [FIU Student Conduct and Honor Code](#) can result in charges being filed with the Office of Student Conduct and Conflict Resolution, as well as with FIU Police. The following are guidelines for participant behavior:

- I. FIU IM Sports expects a high level of sportsmanship. Sportsmanship is an expectation that activities will be enjoyed with proper consideration for fairness, ethics, respect, and a sense of fellowship with teammates and opponents.
- II. Verbal and physical abuse of FIU Sport Programs Supervisors and Officials will not be tolerated. Any individual striking an official, or verbally threatening an official will be suspended indefinitely. Abusing an official, verbally or physically, will result in the filing of an incident report with Campus Police and referral to the Office of Student Conduct and Conflict Resolution. Furthermore, under Florida State Law, assault and battery of an Official before, during, and after a game is considered a felony.
- III. Each team is responsible for the actions of its members and spectators before, during, and after any game or event. Failure of a team to cooperate with Supervisors or Officials, or to control and restrain any individual member or spectator is cause for a team to forfeit their game and be removed from the league.
- IV. Sport Programs Supervisors and Officials have the authority to remove from a game, without warning, any participant who is playing in a dangerous manner, displaying unsportsmanlike conduct, or shows evidence of drug or alcohol use. Furthermore, depending on the severity of unsportsmanlike behavior, Supervisors and Officials have the authority to forfeit a game.
- V. Sport Programs Supervisors, Officials, and Field Operations Assistants have the authority to remove, without warning, any spectator who is displaying unsportsmanlike conduct or shows evidence of drug or alcohol use.
- VI. All conduct penalties will result in the Sportsmanship Rating of the offending team being impacted, so that the maximum rating a team could receive is a 2 (See SECTION 15. Sportsmanship).

## **ARTICLE 2. Team Names and Uniforms**

The FIU Sport Programs program reserves the right to change duplicate team names to avoid confusion. Also, the Sport Programs program reserves the right to change any team name that is deemed inappropriate or offensive to participants (including names involving profanity or of a sexually implicit nature, and names that make reference to alcohol, drugs, paraphernalia and tobacco). Please use proper judgment when selecting names and uniform artwork. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Sport Programs Coordinator.

## **ARTICLE 3. Unsportsmanlike Behavior Defined**

Unsportsmanlike behavior and related ejections are classified as follows:

- I. Unsportsmanlike Conduct – includes but is not limited to:
  - a. Attempting to influence a decision by an Official or Supervisor.
  - b. Disrespectfully addressing an official or supervisor.
  - c. Indicating objections to an official or supervisor’s decision.
  - d. Misusing another individual’s photo ID.
  - e. Participate in a game for which they are ineligible.
  - f. Mistreatment of WRC facilities, equipment, or supplies.
  - g. Using profanity, insulting, demeaning or vulgar language or gestures.
  - h. Any form of baiting or taunting, including any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race, religion, gender, sexual orientation or national origin.
  - i. Spitting on or at an opponent or Official.
  - j. Intentionally contacting an Official or Supervisor.
- II. Unsportsmanlike Contact – is defined within the rules of each sport, to include excessive, unnecessary, or flagrant contact with an opponent, which repeatedly occurs or by rule requires ejection upon occurrence (i.e., tackling an opponent in flag football).
- III. Fighting – is any attempt by a participant to strike or engage an opponent in a combative manner unrelated to the sport. Such acts include, but are not limited to, attempts to strike an opponent with the arm, hand, leg, or foot, whether or not contact occurs. The act of inciting a fight is also considered fighting. Additionally, players and spectators who enter the playing area during a game to become involved in an altercation will be ejected from the facility, and suspended indefinitely from participating or spectating in any IM Sports activity. If players or spectators cannot be identified, the entire team and individual players on that team may be suspended.

## **ARTICLE 4. Alcohol & Drug Policy**

In accordance with FIU policy, possession and consumption of alcohol and drugs prior to or during participation in or spectating of IM Sports is not only unsafe, but also a violation of the [FIU Student Conduct and Honor Code](#), and if underage, illegal. As a reminder, the Sport Programs Staff strictly enforces a zero tolerance alcohol and drugs policy during all IM Sports contests. Consequences for this violation of the rules may include but are not limited to: being prohibited to continue participation in the game, ejection from the game, suspended from future Intramural Sports activities, as well as referral to the Office of Student Conduct and Conflict Resolution, and arrest.

## **ARTICLE 5. FIU – Smoke & Tobacco Free Campus**

Use of all tobacco or smoke products (electronic cigarettes, vapor pens, etc) is strictly prohibited on all Wellness & Recreation Center property. Florida International University is a Smoke Free

Campus and the Sport Programs staff will strictly enforce this policy. Consequences for this violation of the rules may include but are not limited to: being removed from Wellness and Recreation Center facilities, suspension from future Intramural Sports activities, as well as referral to the Office of Student Conduct and Conflict Resolution, and arrest.

**ARTICLE 6. Participant and Spectator Ejection**

When an ejection happens:

- I. the player(s), coach(es), and spectator(s) must speak with the Sport Programs Supervisor and complete the IM Sports Ejection Report Form.
- II. the player(s), coach(es), and spectator(s) who is ejected from an IM Sports contest must leave the WRC or Turf Field and is unable to re-enter for the remainder of that day. Leaving the facility constitutes as exiting the facility and being outside of sight and sound from the IM Sports activity area. Failure to comply will result in a team forfeit.
- III. All ejected players, coaches or spectators will be placed on an initial suspension immediately upon their ejection. This suspension carries through all IM Sports activity. (Example: A player who gets ejected in a flag football game, but also plays on an indoor soccer team, is suspended from both flag football and indoor soccer.)

In order for a participant, coach, or spectator to be able to resume participation and involvement in the IM Sports program, they must schedule a Reinstatement Meeting with the Sport Programs Coordinator and Graduate Assistant. Participants and Spectators may not serve their own suspension without first meeting with the Sport Programs Coordinator and Graduate Assistant.

**ARTICLE 7. Reinstatement & Appeal Process**

In order for a participant or spectator to be able to resume participation and involvement in the IM Sports program, they must schedule a Reinstatement Meeting with the Sport Programs Coordinator and Graduate Assistant. Participants, coaches, spectators may not serve their own suspension without first meeting with the Sport Programs Coordinator. To schedule a meeting, the ejected participant must contact the coordinator of Sport Programs via email. Meetings will be confirmed via email.

All suspensions are indefinite in length until the player seeks, and is granted, reinstatement from the Sport Programs Coordinator and Graduate Assistant. The following suspensions listed below are minimum and may be extended at the discretion of the Sport Programs Coordinator and Graduate Assistant.

<i>Ejection Category</i>	<i>Minimum Suspension</i>
Unsportsmanlike Conduct	2 weeks
Unsportsmanlike Contact	3 weeks
Fighting	4 weeks

Based on the severity of the incident and the reinstatement meeting proceedings, a decision will be rendered generally within one working day. If a team would like to appeal the decision of the Coordinator and Graduate Assistant, the IM Sports [Protest Form](#) must be submitted within 1 week to the Assistant Director for a final review. **Note:** The Assistant Director reserves the exclusive right to overrule, extend, dismiss or uphold any decision made by the Coordinator and Graduate Assistant during the course of an official appeal. The Assistant Director’s decision is final and not subject to further appeal.

## **SECTION 10. SPORTSMANSHIP RATINGS AND PENALTIES**

### **ARTICLE 1. Red & Yellow Cards, Technical Fouls, and Unsportsmanlike Conduct Penalty**

FIU Sport Programs uses red and yellow cards, technical fouls, and unsportsmanlike conduct penalties to manage unsportsmanlike conduct of the participants, coaches, and spectators, as defined by the specific sport rules. Any of these will be assessed when a participant commits an act of unsportsmanlike conduct in the opinion of a Sport Programs staff member.

- I. A participant that is issued a yellow card, technical foul, or unsportsmanlike conduct penalty must report his or her name to the Sport Programs Supervisor present at the game site. If the offending participant 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 and individual participants will be suspended from all IM Sports until the participant's identity is revealed.
- II. A participant who receives 2 yellow cards, 2 technical fouls, or 2 unsportsmanlike conduct penalties in the same contest is automatically ejected from the game, must vacate the complex immediately, and is initially suspended from all IM Sports. They will then need to schedule a Reinstatement Meeting with the Sport Programs Coordinator to resume participation in the IM Sports program (See Ejected Player).
- III. A participant may be ejected immediately (red card or flagrant foul) without first being issued a yellow card, technical foul or unsportsmanlike conduct penalty if the foul or act is flagrant in nature. A participant who is issued a red card or flagrant foul is ejected and must leave the WRC or Turf Field immediately and is initially suspended from all IM Sports.

### **ARTICLE 2. Sportsmanship Rating System**

IM Sports expects all participants, coaches, and spectators to conduct themselves in a sportsmanlike manner. Following each game, Officials and Supervisors evaluate team and spectator behavior and issue sportsmanship ratings. Team captains are able to review their grade with the Supervisor on site and can also view their team sportsmanship grade on FusionIM. Acts and conduct by participants and spectators before, during and after the game will be considered. In order to be eligible for the playoffs, a team must have a minimum average sportsmanship rating of 2.5 for a 5 week regular season and a rating of 2 for a 3 week regular season.

- I. Outstanding sportsmanship will earn a team a "4" rating for that contest.
- II. Poor sportsmanship will result in a rating of "2", "1", or "0" depending on the level of sportsmanship.
- III. Teams winning by no-show or incomplete roster forfeit will receive a "4" rating for sportsmanship.
- IV. Teams losing by no-show or incomplete roster forfeit will receive a "0" rating for sportsmanship.
- V. A game that is defaulted will result in the winning team receiving a "4" rating and the losing team receiving a "2" rating for sportsmanship.
- VI. Any team that is assessed a sportsmanship related penalty cannot receive a



Sportsmanship Rating higher than a “2” for that contest.

VII. No partial points will be assigned to teams.

**4. Great Sportsmanship:** All players cooperate fully with staff and the opposing team throughout the course of competition. The captain respectfully converses with staff when needed and has full control of their team, coach or spectators. The team, coach, and spectators display a high level of sportsmanship, promoting fairness, ethics, respect, and a sense of fellowship with teammates and opponents. Great sportsmanship should be the standard that all teams strive for.

**3. Average Sportsmanship:** Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team. Staff may have had to issue a verbal warning, but no sportsmanship related disciplinary action is taken against any team member, coach or spectator.

**2. Fair Sportsmanship:** Minor dissent towards staff or opponents that result in a conduct penalty. Teams that receive a sportsmanship related conduct penalty (yellow card, technical foul, or unsportsmanlike conduct) cannot earn higher than a “2” rating for that contest.

**1. Poor Sportsmanship:** Team members continually exhibit dissent towards staff or opponents either on or off the playing field/court or sidelines. The team captain shows little control over the actions of their teammates or themselves. Teams that receive multiple sportsmanship related conduct penalties, or an ejection cannot earn higher than a “1” rating for that contest.

**0. Unacceptable Sportsmanship:** The team is completely uncooperative, out of control or shows no respect for staff or opponents. The team captain shows no control over the actions of their teammates or themselves. Any team that receives multiple red cards, flagrant fouls, two or more ejections, or fighting can only earn a “0” rating for that contest.

Sportsmanship will be monitored throughout the regular season and playoffs. A team will not advance to the playoffs if their Sportsmanship Rating falls below a 2.5 in a 5 week regular season, or 2 in a 3 week regular season. Sportsmanship will continue to be monitored throughout the playoffs. If at any point during the playoffs a team’s sportsmanship rating falls below a 2.5 in a 5 week regular season, or 2 in a 3 week regular season, they will be immediately removed from the playoffs. In the event the winning team is removed from the playoffs for sportsmanship related reasons, no team will advance to the next round.

### **ARTICLE 3. Unsportsmanlike Conduct and Forfeiture of Games**

Any team that receives the equivalent of 4 yellow cards, 4 technical fouls or 4 unsportsmanlike conduct penalties during a single contest will automatically forfeit the match to its opponent, regardless of the score.

4 yellow cards, technical fouls and unsportsmanlike conduct can be compromised of 1 red card and 2 yellow cards, or 2 red cards.

Repeated displays of this type of behavior and “unacceptable sportsmanship” (players from the same team repeatedly receiving yellow and/or red cards, technical fouls, or unsportsmanlike conducts) will result in the whole team being ruled ineligible for future participation. For the team to be reinstated, the team must meet with the Sport Programs Coordinator and Graduate Assistant. Players that have had continuous occurrences of unacceptable sportsmanship are subject to a possible referral to the Office of Student Conduct and Conflict Resolution for Disruptive Behavior.

If any player(s) or team(s) participate in a fight, the game may be forfeited or double forfeited.

#### **ARTICLE 4. Review of Sportsmanship Ratings/Appeal Process**

It is the captain's right and responsibility to view their Sportsmanship Rating after each contest. The Sport Programs Staff will be able to provide the captain with this information immediately after the contest or the captain may view it on FusionIM.

A team may appeal a Sportsmanship Rating by submitting the IM Sports [Protest Form](#). The [Protest Form](#) must be submitted within one week of the game in question.

### **SECTION 11. CAPTAIN'S RESPONSIBILITIES**

#### **ARTICLE 1. Team Captain**

When registering for a team sport, a captain must be designated. This person will be the main contact between the Sport Programs Office and the team. The team captain is a vital link between the individuals participating in a sport and the Sport Programs Office and Staff. For this reason, any person assuming the role of a team captain has a number of responsibilities they are obligated to. The captain is responsible for:

- I. Promoting and developing good sportsmanship among teammates and fans before, during, and after all IM Sports contests.
- II. Completing the captain's quiz on FusionIM.
- III. Ensuring that all team members are eligible for participation (See Section 6)
- IV. Adding players to their roster on FusionIM.
- V. Knowing deadline dates, the rules governing the sport, as well as being familiar with the IM Sports Participant Handbook.
- VI. Regularly checking e-mail messages and FusionIM announcements for pertinent information.
- VII. Keeping the team informed as to the rules, game site, time, opponent, and other pertinent game information.
- VIII. Submitting protests, if necessary.
- IX. Assisting the IM Staff with an ejected teammate and referring that teammate to the Sport Programs Coordinator after the incident. Should the original captain be ejected from the game, a new captain will be designated by the on-site officials and/or supervisors. This designee will then assume all captain responsibilities.

#### **ARTICLE 2. Participant Quizzes**

##### **Captain Quizzes**

Prior to the designated deadline, team captains must take and pass with a score of 100% the Captain's Quiz for each sport they are a captain for. Knowledge of important information, rules, and policies will be tested on this quiz. The Captain's Quiz is located on FusionIM and the answers to the quiz may be found in the IM Sports Handbook and the respective sport's rules.

Only the captain is eligible to take the Captain's Quiz, and the captain is expected to communicate the information on the quiz to their teammates. Teams of captains who do not complete the designated quiz will not be scheduled for their respective league.

##### **Participant Quizzes**

Prior to a participants first game, all participants must take and pass with a score of 100% the Participant Quiz for each sport they intend to participate in. Knowledge of important information, rules, and policies will be tested on this quiz. The Participant Quiz is located on FusionIM and the answers to the quiz may be found in the IM Sports Handbook and the respective sport's rules.

### **ARTICLE 3. Rules and Eligibility Protests**

All protests must be filed at the time of the incident in question by the team captain. Sports may have a specific set of rules regarding when a protest may be filed (See SECTION 16: PROTESTS).

## **SECTION 12. TEAM REGISTRATION**

### **ARTICLE 1. Online Registration & Confirming Your Team in the League**

Registration for all IM Sports will be completed through FusionIM. Captains must register their team(s) on FusionIM and meet all requirements during the allotted registration period in order to secure their spot in the division and be scheduled to play. Once a Captain has registered their team, they need to do the following by 12pm the day after the registration deadline (i.e. registration deadline is on Wednesday at 11:59pm, requirements need to be completed by 12pm on Thursday to be scheduled):

- I. Complete and pass the Captain's Quiz on FusionIM
- II. Add the minimum number of players required to be on a roster to play. Reference the chart below for roster minimums per sport.

Should a Captain not meet the requirements by the deadline, the team will be moved to the waitlist. If there are teams registered in the waitlist who have completed their team requirements, the waitlist team next in line will receive the now vacant spot in the division.

<i>Sport</i>	<i>Minimum Number Required on Roster</i>
7v7 Flag Football	4
8v8 Flag Football	5
4v4 Flag Football	3
Indoor Soccer	4
7v7 Soccer	5
3v3 Soccer	2
11v11 Soccer	8
Kickball	6
2v2 Sand Volleyball	2
4v4 Sand Volleyball	3
6v6 Volleyball	4
3v3 Basketball	2
5v5 Basketball	4
Dodgeball	4

### **ARTICLE 2. Free Agency**

Those individuals wishing to participate in a team sport and would like to find a team to participate with are considered Free Agents. IM Sports offers some opportunities for Free Agents to be placed on a team:

- I. Free Agents are recommended to go to FusionIM and create an account. On FusionIM, Free Agents are able to indicate that they are a Free Agent looking to be picked up by a team by signing up for specific divisions. Team Captain's with a team registered can see this and can add the Free Agent(s) to their team roster. Additionally, teams are able to indicate on FusionIM that they are looking for Free Agents. Free Agents are able to see this and request to be added to that team roster. Free Agents can join a team at any point during the regular season.

## **SECTION 13. LEAGUE STRUCTURES AND REQUIREMENTS**

### **ARTICLE 1. Leagues Scheduled by Day and Time Slots**

- I. Leagues are scheduled in a regular season format followed by a playoff tournament.
- II. The regular season length varies by sport but consists of either a total of three (3) games played once a week over a course of three (3) weeks or a total of five (5) games played once a week over a course of five (5) weeks. Games during the regular season will typically be played on the same designated day.
- III. The playoff tournament will be played in a single elimination format. IM Sports cannot guarantee teams will play on the same designated day as the regular season during the playoff tournament. Additionally, teams are not guaranteed entry.
- IV. Teams are eligible to participate in playoffs provided:
  - a. their Sportsmanship Grade is at or above a 2.5 for a 5 week regular season or 2 for a 3 week regular season, and
  - b. they did not forfeit 2 of their regular season games in a 5 week regular season or 1 game in a 3 week regular season.
- V. If a team forfeits 2 regular season games in a 5 week regular season or 1 game in a 3 week regular season and wishes to participate in the playoff tournament, they must pay a Reinstatement Fee of \$25.
  - a. *NOTE: The Reinstatement Fee is not available for teams who do not meet the Sportsmanship Grade requirement.*

### **ARTICLE 2. Leagues Scheduled by Match Ups**

These leagues follow similar regular season & playoff formats as leagues scheduled by day and time slots; however, leagues scheduled by match ups assign opponents to play one another during a designated time frame. The opponents schedule a match day and time during the allowed time frame to complete their match.

### **ARTICLE 3. Tournaments and Special Events**

Tournaments and Special Events are typically run on one (1) day and can occur in-person or virtually. Formats can vary event from event. Please refer to the specific tournament or event rules for additional information on Tournaments and Special Events.

### **ARTICLE 4. Esports**

The Esports program offers a variety of game offerings and formats of play, both virtual and in-person. Esports offering formats include Leagues Scheduled by Date & Time, Leagues Scheduled by Match Up, and Tournaments and Special Events. Additionally, Esports offers Community Game Nights – a non-competitive space for participants to get together and play the game that is being offered that night. To learn more and become involved, join our [Discord!](#)

### **ARTICLE 5. Greek Leagues**

In collaboration with FIU Fraternity and Sorority Life, the Sport Programs program offers IM Sports leagues to those students affiliated with IFC and Sorority organizations. Participating organizations must adhere to policies and procedures in this handbook, as well as IFC, Panhellenic constitutions, policies, and rulings. Eligible Greek organizations are those approved as such by the Office of Fraternity and Sorority Life.

## **SECTION 14. DEFAULTS AND FORFEITS**

### **ARTICLE 1. Defaults**

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default. To default means to give advance notice to Sport Programs that the team will not be showing up to play a game. Defaulting results in the team receiving a loss and a Sportsmanship Grade of 2 (as opposed to Forfeiting and receiving a Sportsmanship Grade of 0). Defaults during the regular season will not count as a loss if the contest would have been canceled. In order for the contest to be considered a default, the captain must submit the Default Form located on FusionIM, or by– by 4:00PM the day of the contest (4:00PM the Thursday before a weekend contest).

## **ARTICLE 2. Forfeits**

Forfeits will be classified based on the following:

- I. No-Show: A team does not show up to their scheduled game.
- II. Team Roster Minimum: Team does not have the required number of players to participate as of the scheduled game time. Check sport specific rules for sport roster minimums.
- III. Eligibility: Game results in forfeit due to the ineligibility of one or more players who participates in a contest. **(See Section 6)**
- IV. Sportsmanship: Game is ended by staff for sportsmanship-related reason(s).

All forfeited games will result in a loss and a Sportsmanship Rating of 0.

## **ARTICLE 3. Captain's Choice**

**GAME TIME IS FORFEIT TIME.** All games shall be played on the date and time scheduled on FusionIM (including playoff games). Games lost by forfeit for any reason will not be rescheduled. Teams must have the minimum number of players required to play present and ready to play as indicated by the specific rules for that sport to avoid a forfeit. If, at the scheduled game time, a team does not have the minimum number of players required as indicated by the specific rules for that sport, the captain of the opposing team will have two choices.

- I. The captain may choose to take the win, or
- II. Allow for a 10-minute grace period to be granted in an attempt to ensure that the game is played. The 10-minute grace period will be deducted from actual game time. During this grace period, the team with the minimum number of players present will be awarded a specified number of points for each minute or portion of the minute of the grace period that elapses. The point total will be outlined in the sport-specific rules. If, at the end of the grace period, the team still does not have the minimum number of players as indicated by the specific rules for that sport, then the game will be declared a forfeit. Any timeouts allowed by the specific rules of a sport may not be used during the 10-minute grace period. If both teams do not have the minimum number of players present by game time, neither team has Captain's Choice and both teams forfeit.

## **ARTICLE 4. Playoff Tournament Policy**

A default/forfeit in a playoff tournament is recorded as a loss and results in the team being removed from the tournament.

## **SECTION 15. GAME CANCELLATIONS AND POSTPONEMENTS**

### **ARTICLE 1. Cancellation of Activities Not in Progress**

Each Team Captain is responsible for checking FusionIM to ensure their game is still scheduled to be played. In the event that activities need to be cancelled ahead of time, the Sport Programs Office will utilize FusionIM and Instagram, to communicate information regarding cancellations and the

rescheduling of postponed games. Sport Programs will not call participants to individually inform them that games are canceled due to weather.

IM Sports are subject to cancellation due to unsafe facility conditions. This may include inclement weather (heavy rain, lightning, etc.) and subsequent poor field conditions, or unforeseen circumstances which may occur in both indoor and outdoor facilities that create unsafe playing conditions (i.e. roof leaking on basketball floor, etc.). The Sport Programs Staff will make all decisions regarding playability and safety of facilities. The safety of participants, spectators, and IM Staff will be the main concern.

## **ARTICLE 2. Cancellation of Activities in Progress**

- I. The Sport Programs Staff has sole responsibility for postponements/cancellations in case of inclement weather. The safety of participants, spectators, and IM Staff will be the main concern. Two factors will be taken into consideration: field and weather conditions.
- II. In cases when weather forces a game in progress to be stopped, 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.
- III. In the event of inclement weather, or lightning being 6 miles away or under, the following will occur:
  - a. Games in progress are stopped and all affected IM Sports are put on a mandatory 30-minute delay. Participants and spectators must leave the field with their belongings and
    - i. If at the North Turf Field, seek shelter in Panther Garage 3, or their vehicles.
    - ii. If at the South Turf Field, seek shelter in the Wellness and Recreation Center, or their vehicles.
  - b. If the inclement weather has not cleared the area by the start of the next game time, then the previous game will be canceled (unless they have reached the official game point, then the game will be considered completed).
  - c. If the inclement weather has not cleared up by the start of two (2) game times, then all affected activities will be canceled for the night.
- IV. Participants should check the FIU Sport Programs Instagram for updates during inclement weather.

## **ARTICLE 3. Postponements and Rescheduling**

Regular season IM Sports will not be automatically rescheduled. FIU Sport Programs will make every effort to reschedule postponements of playoff games.

Teams have the option of rescheduling a regular season game by mutual agreement of team captains (or individuals for singles and doubles) and the FIU Sport Programs Office. This agreement must be submitted to the Sport Programs Coordinator in written form by 4:00PM the day before the game and by paying any expenses involved in the rescheduled activity. If terms for rescheduling cannot be agreed upon, the game is to be played as originally scheduled.

## **SECTION 16. PROTESTS**

### **ARTICLE 1. Rule Related Protests**

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

- I. 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 they wish to have a ruling on the interpretation. The Sport Programs Supervisor in charge of that field/court and the Officials shall then discuss the protest. If the team is out of timeouts, no protest will be heard.
- II. If corrections are necessary, the Sport Programs Supervisor in charge shall rule immediately and the team/participant shall not be charged with a time out; however, if the official’s interpretation was correct, the team/participant will be charged with a time out. An error in interpretation by the Sport Programs Supervisor is subject to written protest.
- III. Recognized Coaches are not eligible to request a time out to protest a rule. Only Team Captains are able to initiate a rule related protest. In the event that a Coach calls a time out in order to pursue a protest of a rule, the team will be charged with a time-out but the protest will not be acknowledged. At this point, if the Team Captain still wishes to pursue a protest, an additional time-out will need to be called to protest. If corrections are necessary as indicated above, the first called time out by the Coach will still be charged to the team, but the second time out called by the Team Captain will not be charged. If the Official’s interpretation was correct, both time outs will be charged to the team.
- IV. The Sport Programs Supervisor and Officials will use the FIU Intramural Sports Rules to determine a ruling. If a rule is not covered in the FIU Intramural Sports Rules, the National Federation of High School and NIRSA rules books will be used to determine a ruling.
- V. No protests which involves the judgment of the Official(s) shall be upheld. The judgment of the Official(s) is final.
  - a. Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.
    - i. Case 1: An official rules a pass incomplete because the “player did not have two feet in-bounds.” This is a rule misinterpretation, which may be protested.
    - ii. Case 2: An official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is a judgment call, which may not be protested.
- VI. If the Team Captain still does not agree with the decision, a [Protest Form](#) should be filed with the Supervisor on site. The game will continue from this point “under protest.”
- VII. The [Protest Form](#) will be reviewed by the Sport Programs Administrative Staff the next business day after the game and determine a ruling on the protested rule interpretation. If corrections need to be made, the game will be replayed from the point at which the protest happened at a later scheduled date.

## **ARTICLE 2. Eligibility Protest**

When a team feels a member or members of the opposing team is using an ineligible player (a participant played on a NCAA Varsity team within the past year, a participant plays on multiple teams, etc), they may file a [Protest Form](#). In the event of this type of protest the player(s) whose eligibility is being questioned will be permitted to play, with the understanding that if they are found to be ineligible to participate the game will be a forfeit. This type of protest can either be filed with the Sport Programs Supervisor at the game site, or with the Sport Programs Administrative Staff as soon as an ineligible player is recognized.

## **SECTION 17. PLAYOFF TOURNAMENT INFORMATION**

### **ARTICLE 1. Team Eligibility**

Eligible teams wishing to compete in the playoff tournament must meet all of the following criteria:

- I. Any team that forfeits two (2) games in a 5 week regular season or one (1) game in a 3 week regular season will not be eligible for playoff competition.
- II. Teams must pay any forfeit reinstatement fees by the posted deadline (if applicable) to be eligible for playoff competition.
- III. Teams must earn and maintain a 2.5 in a 5 week regular season or 2 in a 3 week regular season or better Sportsmanship Rating Average to advance to and continue in the playoffs.
  - a. A team not meeting this requirement will not advance, regardless of the regular-season format or record. During the playoff tournament, if a team falls below a 2.5 sportsmanship rating in a 5 week regular season sport or a 2 sportsmanship rating in a 3 week regular season sport, then that team will not advance in the playoff tournament.
- IV. Games that are canceled will not count towards a team's Sportsmanship Rating Average.

### **ARTICLE 2. Roster Additions**

Captains have until the end of their last regular season game to add players to their team roster.

### **ARTICLE 3. Seeding**

Seeding depends on the specific type of activity that is being played. For leagues scheduled by day and time and leagues scheduled by match up, seeding into the playoff tournament will be based upon on the following criteria:

- I. Number of Wins
- II. Winning Percentage
- III. Sportsmanship Rating
- IV. Number of Forfeits
- V. Total Points Allowed
- VI. Point Differential (total points scored – total points allowed)

For ladder leagues, seeding into the playoff tournament will be based upon the final ladder standings at the posted deadline for that specific sport. Initial positions on the ladder are assigned at random.

Seeding for one day tournaments and events can vary from activity to activity. Please refer to those individual activity rules for details on seeding for tournament play.

### **ARTICLE 4. Verification Responsibility**

It is the responsibility of the Team Captain to verify team record, sportsmanship, and roster after every regular season and playoff game and contact the Sport Programs Office with any discrepancies before the end of the regular season.

## **SECTION 18. AWARDS**

An Intramural Sports Championship T-Shirt will be presented to the team winning the



championship game for their sport at the conclusion of the championship game. Each sport has a differing maximum number of shirts allotted to the winning team as shown in the table below. In order for individuals of a team to receive an IM Sports Champion T-shirt, they must:

- I. be on the team roster, including players and coaches. (Spectators are not eligible.)
- II. have played in at least one game.
- III. have not been ejected during the regular season or playoff tournament.
- IV. have not received a yellow card, unsportsmanlike conduct penalty, or technical foul in the championship game.

If a player or coach who is eligible to receive an IM Sports Champion T-shirt is not able to be present during the Championship game, they may contact the Sport Programs Office within one week of the Championship having been played to schedule a time to pick-up their IM Sports Champion T-shirt.

<i>Sport</i>	<i>Maximum Number of Shirts Allotted</i>
7v7 Flag Football	19
8v8 Flag Football	21
4v4 Flag Football	13
Indoor Soccer	15
7v7 Soccer	19
3v3 Soccer	11
11v11 Soccer	27
Kickball	21
2v2 Sand Volleyball	9
4v4 Sand Volleyball	13
6v6 Volleyball	17
3v3 Basketball	11
5v5 Basketball	15
Dodgeball	17
Singles – Tennis, Table Tennis, Racquetball, and Badminton	1
Doubles – Tennis, Table Tennis, Racquetball, and Badminton	4

#### **SECTION 19: PROFESSIONAL DISCRETION**

The Sport Programs Administration will use professional discretion when necessary to make adjustments and exceptions to any IM Sports policy, procedure, and/or rule in the best interest of the entire program.