



RECSPORTS
UNIVERSITY *of* FLORIDA

2017-2018
Intramural Sports
Participant's Guide

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PURPOSE AND OBJECTIVES

The purpose of the intramural sports program is to provide opportunities for students, faculty, and staff to actively engage in activities involving sport, recreation, and play while providing structure for an experiential education.

- To provide opportunities to actively engage in programs and activities promoting an enhanced quality of life.
- To provide opportunities for personal development through leadership, diversity, and teamwork.
- To provide a forum for an experiential education for students, faculty, and staff.

INTRAMURAL SPORTS BUDGET

The Intramural Sports Program is funded by Student Government Activity & Service Fees.

CAPTAIN'S RESPONSIBILITIES

The captain and/or co-captain are responsible for:

- Forming their teams, registering the team on IMLeagues and completing a captain's quiz.
- Informing his/her team of the rules governing the specific activities, as well as the time and place they will play their games.
- Explaining the team schedule to their teammates. Some sports require captains to sign a team up for rotating time slots (i.e. M01 Mon 5:00/5:50). This means that the regular season contests could occur at EITHER of those times. Captains may not request to only play at one of those times.
- Ensuring proper behavior of teammates and spectators and that no pets are brought to a playing facility by a teammate or spectator (exception: service dog or miniature horse)
- Notifying all players and spectators that alcohol, tobacco and other illegal substances are prohibited at all playing venues and that no one is allowed to participate while under the influence of said substances.
- Completing the Default process through IMLeagues no later than 6 hours prior to the scheduled contest start time the day of a contest if the team is unable to show up. This form may only be utilized once per sport, per team, per semester. Proper submission will cause the team to receive a loss for the game but not be assessed a forfeit.
- Verifying that all players have signed in with the Competitive Sports Supervisor (all players should check in 15 minutes prior to their scheduled game time).
- Confirming that the game result is recorded correctly with the Competitive Sports Supervisor.
- Reminding teammates that parking on service drives and in non-marked parking spaces is prohibited. Vehicles not parked properly will be subject to ticketing and towing by the University Police Department.

Illegal Equipment

The following items are prohibited in all intramural activities:

- Earrings with hoops
- Casts
- Combat boots, five-fingered (Vibram) shoes, open-toed shoes, metal cleats
- Participating without footwear (exception: sand volleyball)

- Ridged or pointed jewelry which, in the opinion of the Competitive Sports 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. Examples include, but are not limited to: sand volleyball, indoor volleyball, softball, dodgeball, kickball and tennis.

In activities which involve frequent contact with opponents or teammates (examples include, but are not limited to: basketball, flag football, soccer, team handball and ultimate frisbee), exposed jewelry is prohibited. Participants will be removed from the contest at any point if jewelry becomes exposed and will be allowed to return once the jewelry is covered.

Religious medallions and medical alert bracelets may be worn in any activity and may display proper information. Knee braces are permitted with approved protective covers (neoprene protective covers).

Coaches

Captains may choose to utilize a coach for the purpose of providing direction to a team. A coach is defined as a non-player who is appointed by team personnel to represent the team in communicating with the Intramural Sports staff. Prior to the game, the team captain should inform the supervisor and/or officials if a coach will be utilized. Coaches in all sports are allowed to call timeouts. Coaches are not allowed to question the officials' judgment of a call and will be penalized for inappropriate conduct in the same manner as any other participant, with the coach's actions affecting the team's sportsmanship rating and playoff eligibility. Should the coach be ejected from a contest, the captain will be responsible for providing the coach's identity to the Competitive Sports Supervisor. Failure to provide that information will result in the ejection of the captain.

MEN'S/WOMEN'S/OPEN LEAGUES

All individuals who meet the eligibility requirements for participation in the intramural sports program are eligible and encouraged to participate. Individuals may participate in accordance with their personal gender identity and expression. **An individual may only participate in one of these listed leagues per each sport and must be eligible to participate in said league.**

Women's

Any female student, faculty, staff or spouse/partner, regardless of their skill level, may participate in this league. Teams playing in this league will have a five-game regular season (three for indoor soccer) followed by a single-elimination playoff. All teams with a .500 or better winning percentage, zero or one forfeit and proper sportsmanship points during the regular season will automatically advance to the playoffs. Teams below .500 that wish to participate in the playoffs must sign up for the playoffs by the specified day and time by emailing the league coordinator with their team name, captain's name, division and intent to play in the playoffs (fall and spring only).

Sorority

Only students who are registered members with Panhellenic are eligible to participate on Sorority teams in this league. Teams playing in this league will have a five-game regular season followed by a single-elimination playoff. The winner

of this league will receive champion t-shirts. The Intramural Sports office does not keep track of the Panhellenic Points Standings. Please contact the Panhellenic Intramural Director for updates on standings.

Men's/Men's Competitive

The Competitive league is designed for teams whose primary objective is to win games. Players in this league generally have played high school varsity sports and remain active in that sport, and their Intramural Sports teams may even hold practices. These teams have frequently qualified for and advanced past the first round of the playoffs. Competitive leagues will offer a five-game regular season (three for indoor soccer) and a single elimination playoff tournament for all qualifying teams (see playoff eligibility requirements). The winner of this league will receive champion t-shirts. All teams with a .500 or better winning percentage, zero or one forfeit and proper sportsmanship points during the regular season will automatically advance to the playoffs. Teams below .500 that wish to participate in the playoffs must sign up for the playoffs by the specified day and time by emailing the league coordinator with their team name, captain's name, division and intent to play in the playoffs (fall and spring only).

Men's Recreational

Some of our sports will differentiate between competitive and recreational leagues. The Recreational league is designed for teams whose primary objective is to enjoy Intramural Sports and to have fun; winning is secondary. Most players on these teams have not played at the varsity level and may be slightly active in the sport. Most teams that have never played together before or are first-time participants are better suited to play in the recreational league. Teams will play a five-game regular season (three for indoor soccer) with no playoffs. No winner will be named in this league nor receive champion t-shirts. Individuals participating in this league will not be permitted to play in any other men's league in that sport. Men's Recreational teams that finish their regular season with a maximum of one loss, no forfeits and an average sportsmanship rating of at least 4.0 may petition to join the Competitive League playoffs by emailing the league coordinator by the specified day and time (see Playoff Selection for more information).

Fraternity

Fraternity leagues will be made up of the Orange and Blue divisions. Teams will be placed appropriately at the conclusion of the fall semester based on the previous year's achievement. Only students who are registered members with the IFC are eligible to participate on fraternity teams. Teams playing in this league will have a five-game regular season followed by a single-elimination playoff. All Fraternity teams with a sportsmanship rating of 4.0 or better will qualify for playoffs. Teams below a 4.0 rating may petition to be included in the playoffs via email no later than the day and time specified by the League Coordinator. The winner of the Fraternity league will receive champion t-shirts. The Intramural Sports office does not keep track of IFC Points Standings or place teams in the Orange and Blue divisions. Please contact the IFC Intramural Director for updates and standings.

Open/Open Competitive

Any student, faculty, staff, or their spouse/partner, regardless of their skill level, may participate in this league. This league is only offered when a gender-specific league is not available for a specific activity. Open leagues do not have any gender-specific playing rules, including but not limited to team composition, participation and scoring. Teams playing in this league will have a five-game regular season (three for indoor soccer) followed by a single-elimination playoff. The winner of this league will receive champion t-shirts. All teams with a .500 or better winning percentage, zero or one forfeit and proper sportsmanship points during the regular season will automatically advance to the playoffs. Teams below .500 that wish to participate in the playoffs must sign up for the playoffs no later than the specified day

and time by emailing the league coordinator with their team name, captain's name, division and intent to play in the playoffs (fall and spring only).

Open Recreational

Any student, faculty, staff, or their spouse/partner, regardless of their skill level, may participate in this league. This league is only offered when a gender-specific league is not available for a specific activity. Open leagues do not have any gender-specific playing rules, including but not limited to team composition, participation and scoring. The Recreational league is designed for teams whose primary objective is to enjoy Intramural Sports and to have fun; winning is secondary. Most players on these teams have not played at the varsity level and may be slightly active in the sport. Most teams that have never played together before or are first-time participants are better suited to play in the recreational league. Teams will play a five-game regular season with no playoffs (three for indoor soccer). No winner will be named in this league nor receive champion t-shirts. Open Recreational teams that finish their regular season with a maximum of one loss, no forfeits and an average sportsmanship rating of at least 4.0 may petition to join the Competitive League playoffs by emailing the league coordinator by the specified day and time (see Playoff Selection for more information).

Playing With Multiple Teams

Once an individual has checked in for a Men's/Women's/Open team with the Competitive Sports Supervisor, he/she may not play for another Men's/Women's/Open team for the remainder of the season (exception - see roster changes). A player found to be playing on two Men's/Women's/Open teams in the same sport will be suspended from all intramural sports play. This participant will receive instructions via email on becoming reinstated. If a player has played on two teams without properly going through the drop procedure (see roster changes), the second team that the individual plays for will default all games that that person played in.

CO-REC LEAGUES

All individuals who meet the eligibility requirements for participation in the intramural sports program are eligible and encouraged to participate. Individuals may participate in accordance with their personal gender identity and expression. **An individual may only participate in one of these listed leagues per each sport.**

Co-Rec Competitive

The Competitive league is designed for teams whose primary objective is to win games. Players in this league generally have played high school varsity sports and remain active in that sport, and their teams may even hold practices. These teams have frequently qualified for and advanced past the first round of the playoffs. Competitive leagues will offer a five-game regular season (three for indoor soccer) and a single elimination playoff tournament for all qualifying teams (see playoff eligibility requirements). All teams with a .500 or better winning percentage, zero or one forfeit and proper sportsmanship points during the regular season will automatically advance to the playoffs. Teams below .500 that wish to participate in the playoffs must sign up for the playoffs no later than the specified day and time by emailing the league coordinator with their team name, captain's name, division and intent to play in the playoffs (fall and spring only). The winner of this league will receive champion T-shirts.

Co-Rec Recreational

The Recreational league is designed for teams whose primary objective is to enjoy Intramural Sports and to have fun; winning is secondary. Most players on these teams have not played at the varsity level and may be slightly active in the sport. Most teams that have never played together before or are first-time participants are better suited to play in the recreational league. Teams will play a six-game regular season with no playoffs (four for indoor soccer). No winner will be named in this league nor receive champion t-shirts. Co-Rec Recreational teams that finish their regular season with a maximum of one loss, no forfeits and an average sportsmanship rating of at least 4.0 may petition to join the Competitive League playoffs by emailing the league coordinator by the specified day and time (see Playoff Selection for more information).

Residence Hall

The Residence Hall league is designed for teams comprised of residence halls to compete against each other for points leading toward the Residence Hall Championship. Teams will participate in selected league sports throughout the year. Leagues will consist of a five-game regular season with playoffs. Only students who reside in a residence hall are eligible to participate on Residence Hall teams. Teams playing in this league will have a five-game regular season followed by a single-elimination playoff. All teams with a sportsmanship rating of 4.0 or better will qualify for playoffs. Teams below a 4.0 rating may petition to be included in the playoffs via email no later than the day and time specified by the League Coordinator. The winner of the Residence Hall league will receive champion t-shirts.

Playing With Multiple Teams

Once an individual has checked in for a Co-Rec team with the Competitive Sports Supervisor, he/she may not play for another Co-Rec team for the remainder of the season (exception - see roster changes). A player found to be playing on two Co-Rec teams in the same sport will be suspended from all intramural sports play. This participant will receive instructions via email on becoming reinstated. If a player has played on two teams without properly going through the drop procedure (see roster changes), the second team that the individual plays for will default all games that that person played in.

TIMES OF PLAY

Intramural sports normally run during the following times:	
Monday - Thursday	4:00p.m. – 12:00a.m.
Sunday	3:00p.m. – 10:00p.m.

- These times are subject to change. Intramural Sports reserves the right, due to facility or time constraints, to reduce the number of teams involved in post-season play, or change the format of the tournament.

ELIGIBILITY

All individuals who meet the eligibility requirements for participation in the intramural sports program are eligible and encouraged to participate. Individuals may participate in accordance with their personal gender identity and expression in good faith. Participants should bring their own Gator 1 Card or government-issued photo identification to sign in. It is the responsibility of the team captain to ascertain the eligibility of his/her players prior to game time.

The following individuals are eligible to participate in Intramural Sports activities:

Intramural Sports held inside Southwest Recreation Center, Student Recreation and Fitness Center or Broward Outdoor Recreation Complex

1. Students
 - a. Currently enrolled, Activity & Service fee-paying students
 - b. *Non-Fee paying students, including but not limited to: Innovation Academy, PaCE, Gator Engineering, Gator Design & Construction
 - c. *Previously Enrolled students
 - d. Professional Students (Vet Med, Dental, Medicine, Public Health, PT, Pharmacy)
2. *Spouses/partners of:
 - a. *Currently enrolled, activity-fee paying students
 - b. *Non-Fee paying students, including but not limited to: Innovation Academy, PaCE, Gator Engineering, Gator Design & Construction
 - c. *Previously Enrolled students
 - d. Professional Students (Vet Med, Dental, Medicine, Public Health, PT, Pharmacy)
3. *UF Faculty/Staff and their spouses/partners
4. *Employees and spouses/partners of affiliated university employers including, but not limited to: UFHealth, Shands, UAA, UF Foundation and PK Yonge.
5. ** Alumni

*Must purchase a RecSports membership or single-entry guest pass to participate

**Must purchase a RecSports membership to participate

Intramural Sports held outside Southwest Recreation Center, Student Recreation and Fitness Center or Broward Outdoor Recreation Complex

1. Students
 - a. Currently enrolled Activity & Service fee-paying students
 - b. Non-Fee paying students, including but not limited to: Innovation Academy, PaCE, Gator Engineering, Gator Design & Construction
 - c. Previously Enrolled students
 - d. Professional Students (Vet Med, Dental, Medicine, Public Health, PT, Pharmacy)
2. Spouses/partners of:
 - a. Currently enrolled, activity-fee paying students
 - b. Non-Fee paying students, including but not limited to: Innovation Academy, PaCE, Gator Engineering, Gator Design & Construction
 - c. Previously Enrolled students
 - d. Professional Students (Vet Med, Dental, Medicine, Public Health, PT, Pharmacy)
3. UF Faculty/Staff and their spouses/partners
4. Employees and spouses/partners of affiliated university employers including, but not limited to: UFHealth, Shands UAA, UF Foundation and PK Yonge.
5. ** Alumni

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Olympic & Professional Athletes

An athlete will be deemed a "professional" if at any point they were given financial compensation for participating on a team in a professional or semi-professional league. Examples include, but are not limited to: NFL, AFL, CFL, MLB, NHL, NBA, WNBA, MLS, Pro Beach Volleyball circuit or PGA/Web.Com Tour. Olympic athletes are considered individuals who competed for their country in the Olympics or World Championships, but not the Olympic trials.

Current/former Olympic and professional athletes are eligible to participate in their related sport once three years have passed from the date the person last appeared on a professional or Olympic roster. Once this timeframe has passed, said athlete may participate in their related sport, though a maximum of one of these athletes is allowed on a roster. In order to protest the eligibility of a said "Professional/Olympic" athlete, the protesting team must provide the name of the individual in question and a copy of the Professional/Olympic team roster.

Collegiate & Sport Club Athletes

Present scholarship athletes and walk-ons are not eligible in their related sport until the following academic year (beginning Summer B) after they have quit the team or their eligibility has expired. These players will be considered ineligible if they are participating/practicing with the team during their NCAA sanctioned semester.

For the purpose of determining Intramural Sports eligibility in their related sport, "current sport club members" are defined as individuals who have participated in any team practice or traveled to any sport club event to participate with said club. "Current sport club members" will retain their sport club status for 12 consecutive months after their last participation in a sport club practice or traveling event.

For the purpose of determining Intramural Sports eligibility in their related sport, "former collegiate varsity athlete" is defined as individuals who participated with a collegiate varsity team in said related sport within three (3) academic years (academic years begin in Summer B and end in Summer A). Walk-ons and scholarship athletes are considered as "former collegiate varsity athletes" starting the academic year after they are no longer involved with the varsity team.

Current practice team players, former collegiate varsity athletes and current sport club members may participate in their related sport. In sports with less than four players on the field/court, a team may have only one (1) of the above players (regardless of gender) on their entire roster. In all other sports, teams may have a maximum of 2 (total of the above regardless of gender) players per team roster.

For example, a former NCAA varsity softball player that played softball in the 2013-2014 academic year would be considered a "former collegiate varsity athlete" until the conclusion of Summer A 2017. Questions concerning sport club player eligibility should be directed to JonB@recsports.ufl.edu.

The Collegiate, Sport Club and Olympic eligibility rule applies to the following sports:	
Club Soccer Teams	Indoor & Outdoor Soccer, 3v3 Soccer Tournament
Club Volleyball Teams	Indoor and Sand Volleyball, Wallyball, Sitting VB
Club Baseball & Softball Teams	Softball
Club Ultimate Team	Ultimate Frisbee, Kan Jam®

Football	All Flag Football
Basketball	All Basketball
Club Bowling Team	Bowling
Club Swimming Team	Swim Meet
Track and Field	Track Meet
Club Cricket	Cricket
Club Golf	Golf Scramble

For individual and dual activities, as well as special events (i.e. Track Meet, Swim Meet, etc.) former NCAA/professional athletes may participate so long as they are eligible per the above guidelines, though in special events they may not participate in more than one specific event.

IMPROPER USE OF IDENTIFICATION

If a Competitive Sports Supervisor determines that an individual is attempting to check-in with false identification in order to participate in an Intramural Sports contest, the ID will be confiscated and that individual will not be allowed to play. The individual will be ejected and asked to show proper identification. If the individual refuses or fails to show proper identification or cooperate fully with the supervisor on site, the team captain may also be ejected from the contest. If a captain is ejected due to a participant not providing proper identification, the captain will have the right to remove that player from his/her roster for the remainder of the semester. If the Competitive Sports Supervisor determines that the team captain was aware of the individual's use of improper identification, then that team may default their game and be subject to removal from the league. Any individual caught trying to check-in with an ID that is not their own has jeopardized themselves and the owner of the ID to disciplinary action by the university.

Rightful Owner

If the rightful owner of a confiscated ID wishes to retrieve their ID the same evening it was confiscated, they may do so at the site it was taken by simply showing their Gator 1 ID or government issued identification to the Competitive Sports Supervisor to prove that the ID is being returned to the correct person. Otherwise, the individual may pick up his/her ID at the Intramural Sports office inside the Southwest Recreation Center beginning at 9 a.m. the business day following said confiscation. The owner must speak to a Competitive Sports Coordinator or Assistant Director to retrieve the ID as well as provide proper identification to verify his/her identity. ID's not retrieved by the rightful owner will be returned to the Gator 1 Card office or University Police Department approximately every two weeks.

ROSTER CHANGES

A player may be dropped from a roster one time only, during the regular season so long as they have only signed-in to participate in one game with the team from which they are looking to be dropped. The player who wishes to be dropped from a team must email the league coordinator in charge of that particular activity by 4:30 p.m. on the last day of the regular season for that sport. No roster drops will be allowed after this time. Once a player has followed the proper drop procedures, he/she is eligible to join one other team for the remainder of the activity.

Roster Additions

Players who have not played on any Intramural Sports team in a league, who are also eligible to play in that league, may be added to a team roster at any time. Instructions for adding players to team rosters are provided on the Intramural Sports website. Additionally, new participants may bring their Gator 1 Card to the game site, sign in with the Competitive Sports Supervisor and agree to the participant waiver. Those participants choosing to sign-in at the game site for the first time must log into IMLeagues and complete the waiver prior to future participation.

Injury Reserve

This policy specifically applies to players who are classified as current sport club or former collegiate varsity players. A player may be removed from a roster if he/she is injured and cannot participate in Intramural Sports contests for the remainder of the semester. To be removed from the roster, the player must email the league coordinator and inform them of their inability to participate for the rest of the semester. This cannot be done at the gamesite. The injured player will not be allowed to play ANY Intramural Sports events until the following semester of play. Once a player follows the proper injury drop procedure, he/she may be replaced on the team's roster with one eligible player that has not played on any team in that team's league (Men's, Women's, Co-Rec, etc.).

DEFAULTS

A default is a game that is not played and is recorded as a loss but is not considered a forfeit. A team may receive a one-time default if they are unable to attend a game. The team captain must complete the default process through IMLeagues no later than 6 hours prior to the scheduled start of the contest. Submitting a default past the deadline will be treated as a forfeit. Once the default has been submitted by the team captain, the request cannot be overturned. Teams are not permitted to default at the game site, nor are teams permitted to default a second time. Weekend/1-day tournaments may utilize alternative default policies; those policies, if different, will be explained within the rules of that specific event/tournament.

- If a default has occurred, the teams involved may still use the site to practice until 15 minutes prior to the next contest; however, Intramural Sports staff are not permitted to officiate any practice, scrimmage or contest the teams choose to participate in during that time.

FORFEITS

An individual or team registering for a league or tournament enters into an agreement with Intramural Sports. Intramural Sports administers the events and provides staffing for said events. Participants must fulfill their obligation by being prepared to play at their scheduled game time, ensuring all teammates are properly checked in and complying with all rules of play. Once a team has registered for an event and the registration deadline has passed, a team wishing to be removed from the event will be subject to a forfeit and forfeit charge. To avoid risking a forfeit, teams should arrive to the game site at least 15 minutes prior to game time.

Ten-Minute Rule

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time.

The minimum number of required players ten minutes after scheduled game time (Must meet Co-Rec requirements) is as follows:	
Softball	8 Players
Kickball	6 Players
Outdoor Soccer	5 players (6 for Co-Rec)
Indoor Soccer	4 players
7-on-7 Flag Football	4 players (5 for Co-Rec)
Ultimate Frisbee	4 players
Dodgeball	4 players
5-on-5 Basketball	3 players (4 for Co-Rec)
Indoor Volleyball	4 players
4-on-4 Flag Football	3 players
Sand Volleyball	3 players
Team Tennis/Team Racquetball	3 players
3-on-3 Basketball	2 players

In cases of other events that are not listed in the above sections, forfeit rules will be discussed within the rules of said event or via e-mail from the league coordinator or tournament director.

Except for dodgeball, a team will automatically be removed from the league and assessed a forfeit charge if it forfeits a second contest. In dodgeball, a team will be removed and charged for forfeiting in two separate days of play.

- If a forfeit has occurred, the teams involved may still use the site to practice until 15 minutes prior to the next contest; however, Intramural Sports staff are not permitted to officiate any practice, scrimmage or contest the teams participate in during that time.

FORFEIT CHARGE

The forfeit charge is designed to stabilize our leagues, reduce the number of forfeits by holding team captains accountable for committing to participate in our program and recuperate staffing funds used during forfeited contests. A team captain is assuming responsibility for that team and agrees that if the team forfeits a second scheduled game/contest in the listed sport(s), the captain will be assessed a \$30 forfeit charge along with the team's removal from the league sport or event. Once a team has registered for an event and the registration deadline has passed, a team wishing to be removed from the event will be subject to a forfeit and forfeit charge. A forfeit charge will be assessed in the following league sports and events:

- Summer B: Basketball, Flag Football, Indoor Soccer, Sand Volleyball, Softball, Ultimate Frisbee

- Fall: Basketball, Bowling, Flag Football, Kickball, Soccer (3-on-3/Indoor), Softball, Team Tennis, Ultimate Frisbee, Volleyball, Cricket, Wheelchair Basketball
- Spring: Basketball, Dodgeball, Flag Football, Sand Volleyball, Soccer, Softball, Team Racquetball, Team Handball, Wiffleball, Battleship
- Summer A: Basketball, Dodgeball, Indoor Soccer, Kickball, Softball

A captain whose team forfeits its first contest in a sport should receive notification informing the captain of its forfeit, and reminding them that a second forfeit will result in removal from the league/event and a charge being assessed. This charge will be placed on the captain's UF account approximately 48 hours after said forfeit unless an appeal is filed (see procedure below) and must be paid through the ISIS website or Criser Hall for the hold to be released (it takes approximately 1-2 business days after a forfeit for the charge to show up on a captain's record and may take the same amount of time for the hold to be removed).

Intramural Sports recognizes that there are extenuating circumstances which may arise that can cause a team to not have enough players to play a contest. These circumstances include, but are not limited to: accidents, family emergencies and other unforeseen incidents. Parking issues, work and class conflicts/tests are not considered extenuating circumstances. Captains must appeal their forfeit charge within 48 hours of their forfeit by e-mailing JonB@recsports.ufl.edu and providing the reason for said appeal. Evidence may be requested by the Assistant Director. Appeals may take 1-2 days to be reviewed and captains will be notified of the decision once it is made. Appeals for first-time forfeits in a sport will not be heard, as they do not carry a forfeit charge along with said forfeit.

CANCELLATIONS/RESCHEDULING/GAME DELAY POLICIES

During inclement weather, the Competitive Sports Supervisor, Athletic Trainer, Competitive Sports administrative staff or Department of Recreational Sports staff at the site can cancel games. Intramural Sports will make every reasonable effort to inform teams of cancellations, such as utilizing e-mail, the Web site or the Intramural Sports weather hotline (352-273-2456). In some cases we will call team captains, though due to the number of teams playing per night this is not always possible. Do not assume the game will be canceled, as weather is very unpredictable. Canceled games during the regular season will not be rescheduled (unless unusual weather circumstances occur frequently during the semester), and both teams will receive five sportsmanship points. Playoff games that are canceled will be rescheduled as soon as possible.

Reschedules

Due to various factors in the Fall and Spring semester, a team's regular season games and first playoff game will not be rescheduled for any reason other than weather or facility issues (summer policies are discussed prior to the beginning of the playoffs). Other playoff games may be rescheduled at the discretion of the league coordinator. Please contact the league coordinator for the sport in question at least 48 hours prior to the scheduled contest for more information on possible rescheduling options.

Game Delay Policy

Intramural Sports understands that there are cases where players may be competing in a game at one site and be running late to a game at another site. If a team does not have the usual (not minimum) number of players to start a contest, the game start may be delayed in order for the participant(s) to arrive. Participants or teams seeking a game delay should inform the Intramural Sports Supervisor of the situation by halftime of the current game and ask the supervisor to call the other site and relay the information to that Intramural Sports Supervisor.

LIGHTNING POLICIES

The Intramural Sports Lightning Policy is based on the Weather Sentry online monitoring system. Games will be postponed if the system detects lightning within a twelve mile radius. All participants must leave the playing area and seek shelter until the supervisors deem the area safe for play. Games will resume once the area has been cleared according to the Weather Sentry system. For information regarding when games become official, please check the individual sport rules listed on the website.

T-SHIRT POLICY/UNIFORM GUIDELINE

Matching colored team shirts will be required in all variations of basketball, soccer, ultimate frisbee, flag football, and certain special events. The sport of soccer requires each goalie to have a different color shirt than his/her teammates and opponents. One or two-digit numbers are required in basketball on the front or back of the shirt and must be at least 3 inches tall.

Teams will have the opportunity to select a team color during the sign up process of the sport. White, gray and other colors that could be perceived as white or gray will not be permitted (teams may not select yellow in any soccer league). The team is required to have all players wear that same shade of color to every game. All teams will also be required to bring an alternate white jersey to each game. Prior to game time the Competitive Sports Supervisor, in conjunction with the game officials, will determine if a conflict exists regarding jersey colors. The team in violation of the policy will be asked to wear their alternate white jerseys. In the event they do not have an alternate white jersey and cannot field the minimum number of players for that sport, that team will forfeit. If two teams are wearing the same jersey color and both teams have alternate white jerseys, a coin flip will determine which team wears the alternate jersey. If both teams do not have alternate jerseys, teams must work together to ensure that the game is played. If neither team has their alternate white jerseys, thus causing a game to not be played, both teams will forfeit their contest.

Intramural Sports recognizes that there are cases in which T-shirt colors will not match exactly. We are striving to ensure that participants are able to play while maintaining the integrity of the game. The Competitive Sports Supervisor has the discretion to allow a participant to play when their T-shirt shade is close to the same color as their teammates, but does not exactly match their teammates. For example, if Team A is wearing black shirts and Team B is wearing orange shirts, the Competitive Sports Supervisor may allow a player from Team B to wear a shirt that is red, so long as both the officials and supervisor feel there will be no confusion among staff or participants. If in week 2 Team B was wearing orange and Team C was wearing red, then the Supervisor would not allow a Team B player to wear a red shirt as there would be confusion as to who was playing for what team. This does mean that a team could potentially be able to use a shirt one week but not the next. Teams will be reminded that they must always bring their alternate jersey to ensure their ability to play.

PROTESTS

Only protests based on questions of player eligibility and rule interpretation, when the misinterpretation affects the outcome of the game, will be accepted. Protests which challenge the accuracy of a judgment call made by the officials or Intramural Sports Supervisors will not be accepted. The team captain must make any protest involving rule interpretation to the Intramural Sports Supervisor at the time of which the incident in question occurs. Once a situation has passed, however, it is no longer subject to change or protest.

Any team protesting eligibility must provide the player(s) in question's full name. During the regular season, any team found to be using an ineligible player will default all games which that individual played and be subject to removal from

the league. All regular season protests must be filed before the final record deadline, which is 4:30 p.m. of the day following the end of the regular season. In the playoffs, if an eligibility protest is found valid, the protesting team advances, but the previous rounds remain the same. During the playoffs, any team protesting the eligibility of a player must do so by noon of the next business day to allow the Competitive Sports Staff adequate time to determine the validity of the protest. If their next playoff game is that same day, the protest must be turned in immediately following the protested game. Teams may be randomly screened for ineligible players by the Competitive Sports staff without a protest being filed. In cases where a team chooses to protest eligibility at any point after a championship contest has begun, and the protest is upheld, the specific league will not declare a champion, no championship game will be rescheduled and no t-shirts will be awarded.

APPEALS

Decisions on participant suspensions made by the Competitive Sports administrative staff may be appealed to the Assistant Director of Competitive Sports within one business day of the suspension. Appeals will take 1-2 weeks to be heard. During the appeals process the individual(s) involved will not be allowed to participate until a final decision has been determined. In cases involving a suspension of longer than 30 days, appeals may not be filed until one-half of the suspension has been served.

Appeals on participant suspensions will only be heard for the following reasons:

1. Additional information provided not available at time of suspension meeting.
 2. Suspension length not consistent with guidelines.
- Appeals concerning forfeit charges are explained in the "Forfeit Charge" section of the Participant's Guide.

EJECTIONS

The Intramural Sports Program reserves the right to eject any individual, team or spectator who interrupts the flow of a game in any manner. Players do not have to accumulate the required number of infractions to be ejected. Players may be ejected before, during or after any contest and ejections can be made by any official on the contest or any Competitive Sports Supervisors or professional/administrative staff. The jurisdiction of the Competitive Sports staff begins when the participant/spectator enters the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must leave the playing area and facility immediately. If the player refuses to leave within a reasonable time, the game will be defaulted. Captains must assist Competitive Sports staff with retrieving the ejected participant's identification. Ejected players are ineligible to participate in all Intramural Sports activities until they meet with the Intramural Sports administrative staff and any subsequent suspension has been served. The player must e-mail or call the Competitive Sports administrative staff and schedule an appointment to seek reinstatement. For more information concerning general lengths of game suspensions, please consult our suspension guidelines. Repeated unsportsmanlike issues will be monitored by the Competitive Sports staff and participants demonstrating a pattern of unsportsmanlike behavior are subject to suspension from all Intramural Sports activities.

INJURIES

Participation in Intramural Sports activities is completely voluntary. These activities intrinsically involve risks of physical injury greater than those encountered in daily life, and by taking part in sports and other activities, participants acknowledge and assume risks inherent therein. Intramural Sports does not carry accident or injury insurance to cover participants in sports activities. Therefore, all students are strongly urged to purchase health insurance before participating in any activity.

Return to Play

Any participant that sustains an injury where the Athletic Trainer feels a physician's referral is necessary, including concussions, assumes the responsibility to obtain the physician's medical clearance prior to returning to participation. The pink copy of the *Injury Report Form* will outline the Athletic Trainer's assessment and acute injury care and will be given to the injured participant to provide to a physician for background on the injury. The Athletic Trainer will document any referral they make on the Injury Report Form and it will be the responsibility of the participant to ensure they follow all Athletic Trainer recommendations. Any player who requires a physician's referral will be personally responsible for ensuring all return to play criteria set out by the physician (or other certified medical professional) are met before resuming participation in any of the RecSports programs or facilities.

Athletic Trainers

Intramural Sports provides athletic trainers who are available to evaluate injuries, prep participants and provide immediate first aid at most intramural games. Players wishing to be taped must bring their own white tape and arrive at least 30 minutes prior to their game. Should an injury occur, the athletic trainer will treat to the best of their ability and may refer participants for additional medical attention as necessary.

PLAYING RULES/MERCY RULES

The rules in all sports are based on national association rules with modifications, when appropriate, to make the activity safe and enjoyable for the players while attempting to maintain the identity of the game. Intramural Sports reserves the right to modify playing rules at any time to meet the best interests of the league. The rules of each sport are available for download on the RecSports Web site. Competitive Sports Supervisors have the authority to rule on items not specifically covered in the rules in cases which the contest officials cannot come to a decision. The supervisor or Competitive Sports staff may also assess conduct penalties which the game officials do not call in order to ensure proper safety and sportsmanship, and may default, end games prior to normal conclusion, if deemed necessary. A game becomes official after half of its normal length has been completed.

Many of our leagues have a point differential at which a contest is ended at no penalty, default or forfeit, to either team. This point will not take place until at least half of the game has been completed. A game will be concluded when the mercy rule is reached regardless if both the winning and losing team wish to continue play. Competitive Sports staff may end a game prior to its normal completion if the teams are purposefully avoiding reaching the mercy rule.

The "mercy rules" for each sport are as follows:	
Flag Football	50 point lead at or after halftime, or per NIRSA rules at the 2-minute warning.
4-on-4 Football	50 point lead at or after halftime, or per NIRSA rules at the 2-minute warning.
5-on-5 Basketball	35 point lead at or after halftime, or 20 points at the 2-minute mark.

Softball	12 run lead after 3.5 innings; both teams must bat in said innings if visiting team is ahead.
Indoor/Outdoor Soccer	10 goal lead at or after halftime, or 5 goal lead (7 for Co-Rec) with 5 minutes remaining.

➤ Sports not listed follow their own specific format and do not have a "Mercy Rule."

OFFICIAL'S FEEDBACK

During each contest intramural sports officials are monitored and evaluated by Competitive Sports supervisors and staff. These evaluations are used as a basis for improving job performance. Participants wishing to provide feedback about the official's performance should contact the League Coordinator for that sport by e-mail. E-mail addresses for league coordinators can be found on each individual sport's page on the RecSports website. These comments should be with the intent to help improve the quality of the officiating in our program and in no way have an effect on the official's employment status or future regular season assignments.

Vulgar, obscene or abusive comments made through social media channels directed toward or in reference to student staff members are prohibited. Offenders may be subject to suspension from intramural sports activities and/or RecSports facilities as well as referral to the Dean of Students Office for possible violation of the Student Honor Code.

SPORTSMANSHIP

Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team and spectator behavior and issue sportsmanship ratings. Acts and conduct by participants and spectators before, during and after the game will be considered. In the regular season and playoffs, captains may view their sportsmanship rating online and questions about particular ratings should be directed to the sport's league coordinator. In order to be eligible for the playoffs, a team must have a minimum average sportsmanship rating of four.

During playoffs, a score of at least four will guarantee advancement for the winning team. A winning team with a sportsmanship rating less than four must contact and meet with the league coordinator of said sport no later than noon the day of the next contest to determine if the team should advance. Teams playing multiple games on the same night must meet with the Competitive Sports administrative staff prior to their next contest if a rating below four is received.

The sportsmanship rating is designed to allow both teams to begin each game with a rating of 4. Teams have the opportunity to elevate their rating to a 5 with positive acts of sportsmanship. Conversely, teams will have their sportsmanship rating reduced for a variety of reasons.

The breakdown of sportsmanship ratings are as follows:

5	<p>Excellent Sportsmanship - Team and spectators demonstrate excellent sportsmanship throughout the game. Examples of excellent sportsmanship include, but are not limited to: Respect shown to the game and staff by participants, coaches and spectators at all times, appropriate verbiage to others, shaking hands with opponents after game, helping players up from the ground, avoiding excessive celebration, maintaining complete cooperation and managing emotions of team and cheering for team more often than criticizing opponents or staff.</p>
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4	Good Sportsmanship - Team demonstrates neither excellent nor poor sportsmanship. Participants may display small disagreements/frustrations with decisions of staff/officials. Infrequent questioning of judgment/rules interpretation not presented in a respectful manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators or staff. Games defaulted at least six hours prior to game time will also merit a rating of 4.
3	Average Sportsmanship – Some incidents of questioning of judgment/officiating abilities and/or public gestures showing displeasure with staff. Some incidents of unsportsmanlike behavior towards opponents, spectators or staff. Examples include, but are not limited to, trash talk, cursing in any manner, mocking the skill level of an opponent. Non-conduct related technical fouls, unsportsmanlike conduct flags, cautions. Teams needing to utilize the ten-minute rule in order to begin a contest or teams that forfeit a contest will merit a rating of 3.
2	Below Average Sportsmanship - Frequent questioning of judgment/officiating abilities and/or public gestures showing displeasure with staff. Frequent incidents of unsportsmanlike behavior towards opponents, spectators or staff. Unsportsmanlike call in volleyball; flag football; yellow card in soccer; technical foul in basketball; team/player warning in softball; Ejection(s) prior to the contest for illegal use of an ID.
1	Poor Sportsmanship - Multiple unsportsmanlike calls, technical fouls, cautions and/or team warnings (not on the same participant) and/or spectator's harassment of the officials/opposing team. Consistent questioning of judgment/officiating abilities and/or public gestures showing displeasure with staff. Consistent incidents of unsportsmanlike behavior towards opponents, spectators or staff.
0	Unacceptable Sportsmanship - Any ejection other than an ejection prior to the contest for illegal use of an ID.

- Sportsmanship ratings are affected by team, participant and spectator conduct before, during and after a contest.

PLAYOFF SELECTION

All teams who play in the appropriate leagues, finish the regular season with a .500 or better winning percentage, meet the sportsmanship criteria (see Sportsmanship), and forfeit zero or one contest during the regular season will automatically be eligible for the playoffs. All regular season game results and sportsmanship ratings become final at 4:30pm the day following the end of the regular season. It is the captain's responsibility to ensure that all information is correct prior to that deadline. All qualifying teams will have the opportunity to select their position in the playoff bracket, with the exception of the Fraternity & Sorority league which are true-seeded. Non-Recreational teams that fail to finish .500 or better and/or meet the sportsmanship requirement may appeal to the League Coordinator of their sport to seek inclusion into the playoffs. This must be done no later than date and time specified by the League Coordinator and must be done via e-mail. The e-mail should include team information, league, reasons for appeal and (if appeal is for sportsmanship) times available to meet in-person with the league coordinator.

Recreational league teams that finish the regular season no more than one loss, no forfeits and a sportsmanship rating of at least 4.0 are eligible to join the Competitive League playoffs. Captains of eligible teams must email the League Coordinator no later than the day and time specified to seek inclusion into the playoffs. The e-mail should include team and division name.

Teams that played in a competitive division during the regular season will be ranked by their winning percentage with the tiebreaker being average sportsmanship points. Further ties will be broken randomly. Recreational league teams that petitioned to join the Competitive league playoffs will be ranked behind all Competitive league teams. League

Coordinators will notify team captains of the day and time of the selection draft. Qualifying teams that fail to select their spot in the draft prior to its conclusion will be randomly assigned an open spot by the League Coordinator.

Individual Sports

Individual sports, such as tennis and racquetball, may have different qualifications for playoffs due to reduced time to finish a playoff system. Standard playoff format is to finish .500 or better and have proper sportsmanship to qualify. If a league is utilizing a different playoff format, it will be explained by the League Coordinator prior to the playoffs.

Summer Sports

Due to the reduced semester length, only teams with a .500 or better record and proper sportsmanship points will qualify for playoffs. Teams that fail to meet the sportsmanship or record requirement may appeal to the League Coordinator of their sport to seek inclusion into the playoffs. This must be done via email by the date and time specified by the League Coordinator. The e-mail should include team information, league, reasons for appeal and times available to meet in-person with the League Coordinator. The day and time of the draft will be determined by the League Coordinator and that information will be provided to team captains. Qualifying teams that fail to select their spot in the draft prior to its conclusion will be randomly assigned an open spot by the League Coordinator.

AWARDS

The Champions in the Men's Competitive, Fraternity, Sorority, Women's, Residence Hall, Open, and Co-Rec Competitive leagues will receive champion T-shirts (a minimum of three teams are needed to comprise a league). Players must participate at least once with their team to be eligible to receive a championship shirt.

The maximum number of shirts allocated to a championship team is as follows:

Maximum of 15 shirts for: Softball

Maximum of 12 shirts for: Flag Football, Soccer, Volleyball, Ultimate Frisbee

Maximum of 10 shirts for: Basketball

Maximum of 8 shirts for: 4-on-4 Flag Football

Maximum of 6 shirts for: 4-on-4 Sand Volleyball, Team Racquetball and Team Tennis

Maximum of 5 shirts for: 3-on-3 Basketball, Wallyball and Team Bowling

Maximum of 4 Shirts for: Team Golf

*Allocations for other events will be determined by the tournament director but will not exceed 1.5 times the number of players playing on a team at one time.

While efforts are made to ensure champions receive the proper sized T-shirt, we cannot guarantee accommodation of all champion's sizes. Random shirt sizes will be given to the team captain to distribute to players not present at the championship.

EMPLOYMENT POSITIONS AVAILABLE

Intramural Sports hires and trains hundreds of student officials and scorekeepers each year. Officials are needed for all Intramural team sports. No experience is necessary! We will train you in the sport(s) you wish to work. We are seeking officials for flag football, outdoor and indoor soccer, basketball, volleyball, softball and kickball. Hired scorekeepers will work flag football, softball and 5-on-5 basketball. With competitive pay and flexible weekly scheduling, our jobs are some of the best student employment opportunities on campus. For more information, visit us in the Southwest

Recreation Center or e-mail imsports@recsports.ufl.edu. All interested candidates must apply through the Gator Jobs website.