# TABLE OF CONTENTS

**Section 1. INTRODUCTION, pg. 3-4**
- 1.1 Mission
- 1.2 Spirit of Sports
- 1.3 Contact Information
- 1.4 Facility locations

**Section 2. REGISTRATION, pg. 4-6**
- 2.1 Registration Procedures
- 2.2 Payment
- 2.3 Divisions/Competition Levels Offered
- 2.4 Roster Additions
- 2.5 Free Agents
- 2.6 Refunds
- 2.7 Team Name Policy

**Section 3. SCHEDULING, pg. 7-8**
- 3.1 League Formats
- 3.2 League Playoffs
- 3.3 Tournament Formats
- 3.4 Rescheduling Procedures
- 3.5 Forfeits
- 3.6 Forfeit Fee Policy
- 3.7 Defaults
- 3.8 Forfeit/Default Scoring
- 3.9 Protests

**Section 4. ELIGIBILITY, pg. 9-10**
- 4.1 Eligible Participants
- 4.2 Ineligible Participants
- 4.3 Buster Rule
- 4.4 Varsity Athletes
- 4.5 Club Sport Members

**Section 5. PARTICIPANT CONDUCT, pg. 11-14**
- 5.1 Team Sportsmanship Rating
- 5.2 Disciplinary Procedures
- 5.3 Definitions and Punishments

**Section 6. AIR QUALITY INDEX AND PROCEDURES, pg. 14**

**Section 7. INJURY, BLOOD & CONCUSSION, pg. 14 - 15**
- 7.1 Injury and Blood Policy
- 7.2 Concussion Policy

**Section 8. EQUIPMENT, pg. 15**
- 8.1 Equipment

**Section 9. AWARDS, pg. 15**
- 9.1 Champion T-Shirt
- 9.2 Greek Cup Series

---

**INTRAMURAL SPORTS PARTICIPANT HANDBOOK PG. 2**
SECTION 1. INTRODUCTION

We would like to thank you for your interest in the Intramural Sports Program at Boise State University. The Intramural Sports Program strives to meet the mission of Campus Recreation and Boise State by offering a wide variety of activities throughout the academic year.

This handbook is designed to serve as an informative reference for persons involved or interested in participating in activities programmed by the Intramural Sports Program. The policies and procedures outlined in this handbook are designed to provide you with a flexible, yet structured, environment in which to participate. It is the responsibility of those who participate in the Intramural Sports Program to be knowledgeable of the information contained in this handbook.

Campus Recreation would like to remind you that since participation in Intramural Sports is on a voluntary basis, neither Boise State University nor Campus Recreation will accept responsibility for injuries sustained while participating in Intramural Sports. All participants are required to be covered by a health and accident insurance policy and obtain coverage prior to participating.

1.1 MISSION
We build an engaged community that encourages healthy, active people and enhances student success.

1.2 SPIRIT OF SPORTS
Sporting activities find their origin in the basic human need for community and physical/mental exertion. Winning and losing are mere outcomes of this sporting spirit. Abusive language toward officials or participants and manipulation of the rules are not part of the game. The pure satisfaction of participation and enhancing friendships are part of the game. We uphold high standards of integrity and fair play that acknowledge the idea of cooperative competition. All participants are encouraged to exercise good judgment in caring for the safety of others, as well as themselves.

The spirit of sport is based upon cooperation. The goal we share with the spirit of sports is to build community and positive memories through competition. All participants are asked to play within the context of a spirit of sport.

1.3 CONTACT INFORMATION

<table>
<thead>
<tr>
<th>Campus Recreation General Line</th>
<th>208-426-1131</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intramural General Email</td>
<td><a href="mailto:intramurals@boisestate.edu">intramurals@boisestate.edu</a></td>
</tr>
<tr>
<td>Alexandra Sanchez</td>
<td>Coordinator of Rec Sports</td>
</tr>
<tr>
<td>Email: <a href="mailto:alexandrasanchez@boisestate.edu">alexandrasanchez@boisestate.edu</a></td>
<td>Phone: 208-426-5673</td>
</tr>
<tr>
<td>Campus Recreation Website</td>
<td>boisestate.edu/recreation</td>
</tr>
<tr>
<td>Scheduling Website</td>
<td>imleagues.com/boisestate</td>
</tr>
</tbody>
</table>
SECTION 2. REGISTRATION

2.1 REGISTRATION PROCEDURES

The Intramural Sports Program uses IMLeagues, an online registration process, for all individual and team registrations. Participants must have an active IMLeagues account in the Boise State University IMLeagues Network and agree to the Participation Waiver before competing. Follow the instructions below to register.

How to Register

FIRST TIME PARTICIPANTS

1. Go to www.imleagues.com/boisestate
2. Click “Login.”
3. You will be redirected to the myrec.boisestate.edu website. Login to your account by selecting from the two options:
   a. Select the BLUE box if you are a Boise State student, faculty, or staff member.
   b. Select the GRAY box if you are a spouse/community member at the Rec Center.
4. Login using either your Boise State credentials or your Campus Recreation credentials.
5. You will have to answer some questions (birthday, year in school, etc). From there, your account should be created!

CREATING A TEAM

1. Go to the IMLeagues Boise State University main page
2. Click on the sport icon you wish to sign up for, or join a team.
3. Click on the day and time of the league/division for which you wish to register.
4. Click on "Create a Team" or "Join a Team."
5. Complete the necessary information and agree to the terms, conditions, and waiver set forth by Boise State University.
6. Click "submit". Once the site has processed individual registration information, players are automatically directed to their team’s homepage.
7. From the team homepage, roster additions may be made (each player must have a profile within the Boise State IMLeagues Network in order to be added to a roster).
8. Once the registration deadline passes for a particular sport, schedules will be generated and posted on your team’s IMLeagues page.

TERMS

League - The sport that you are signing up for.
- Sports that are one-day tournaments will still be listed as a league.
Division - The date/time you are wanting to register within the sport.

- Only seen for league formatted sports (e.g. flag football, soccer, volleyball, etc.)

Waitlist – This is where teams will be placed until they meet the team requirements. Once teams meet the requirements they will be automatically moved into the preferred division the captain selected at registration.

2.2 PAYMENT

The Intramural Sports Program is offering a Play Pass format to participate in all Intramural Sports activities per academic year or semester. Play Pass is a one time payment to participate in all Intramural Sports Events for that academic year or semester.

How to Pay Online

2. Log in at the top right-hand corner with your Boise State username and password.
3. Under the drop-down menu bar in the top left corner, choose Memberships.
5. You will be directed to a payment screen.

Group Play Passes

Boise State University registered Student Organizations have an option to pay for Play Pass for their members. This will be a one-time payment that can be purchased for a certain number of students. Each pass will be for one student member of that organization and will represent that organization during all Intramural Sports activities. The following are options for Student Organizations:

- 10 passes for $240
- 15 passes for $360
- 20 passes for $480
- 25+ passes for $600

2.3 DIVISIONS/COMPETITION LEVELS OFFERED

Divisions

Men’s - Teams consist of male-identifying undergraduate/graduate students, faculty/staff members, spouses/partners, and alumni with a current Campus Recreation membership.

Women’s - Teams consist of female-identifying undergraduate/graduate students, faculty/staff members, spouses/partners and alumni with a current Campus Recreation membership.

Fraternity/Sorority – Teams consist of undergraduate/graduate students that are active members in their Fraternity or Sorority.

CoRec - Teams may consist of undergraduate/graduate students, faculty/staff, spouses/partners, and alumni with a current Campus Recreation membership. Teams are required to follow the specific sport rules regarding the number of male-identifying and female-identifying participants.

Open – Teams consist of undergraduate/graduate students, faculty/staff, spouses/partners, and alumni with a current Campus Recreation membership. There is no specific gender ratio that must be followed.

Competitive Levels

Blue (Competitive) - The competition in this league is considered to be more advanced and often attracts highly skilled players.
**Orange (Recreational)** - Competition in this league is for participants looking to try something new and just have fun with it!

The Intramural Staff reserves the right to move teams to the competitive level they feel will make the best fit. Ex. If a team that participates in Men’s Blue registers for Men’s Orange, the team can/will be moved to the Blue league for playoffs.

### 2.4 ROSTER ADDITIONS
Players can be added to the roster anytime throughout the regular season. Teams are not allowed to add players to their roster during the playoffs. As a reminder, all roster members must have a Play Pass membership. Any game that has illegal participation (players who do not have a current Campus Recreation membership and purchase of Play Pass) will result in a loss for the team with illegal participation. Although roster additions can be made at any time, participants are only allowed to participate on one single-gender and one CoRec team (Section 4.1 Eligible Participants for further details).

### 2.5 FREE AGENTS
The Intramural Sports Program does not place individuals on specific teams. However, a Free Agent List is made available for teams interested in acquiring more players. Teams are encouraged to utilize the Free Agent List to fill up their rosters. The Free Agent List can be found on IMLeagues.com/boisestate under each prospective sport.
- Participants on this list are allowed to “Request” to join teams. Captains will be notified once this has been completed.
  - It is suggested to “Request” to join teams that have not met the minimum player requirement or have a lower number of team members.
- Teams that know they need additional players are suggested to check “Looking For Free Agents” during the team registration process. This will help teams meet the minimum player requirement, as well as get all free agents on a team’s roster.

### 2.6 REFUNDS
Play Pass refund is only given out to participant(s) who have not checked-in in an Intramural Sports Activity.

### 2.7 TEAM NAME POLICY
The Intramural Sports Program is committed to assuring that its activities are free from discriminatory and disrespectful conduct or communication. Thus, we reserve the right to disallow any team name that we determine to be unacceptable or inappropriate. We ask that all team names, upon submission, not contain profanity and/or not be racial or sexually explicit in nature. In the event we need to remove a team name, we will simply change the team name to the captain’s last name and provide the opportunity for the team to change their name to something appropriate/acceptable.

### SECTION 3. SCHEDULING

#### 3.1 LEAGUE FORMATS
The regular season consists of four games in four weeks, followed by a single elimination tournament. Depending on the academic calendar, Intramural Sports program may adjust the league format.
3.2 LEAGUE PLAYOFFS
At the completion of the regular season, each league sport will have a single elimination tournament. **Team captains are required to select their team's place on the bracket. This will be completed through the IMLeagues’ online bracket selection process.** Selection info (date, time, selection order) will be sent to the team captain via email at the conclusion of the regular season. Teams who do not select their spot on the bracket will be placed on the bracket by the Intramural Sports Staff starting with the top open spot using the selection order.

Once all of the teams have been placed on the bracket, there cannot and will not be changes made to the tournament schedule. The only exception to changing a tournament schedule will be if the facility is available, Intramural Sports Staff is able to work, the other team agrees to the schedule change, and it does not affect any other tournament game(s).

**Playoff Eligibility:**
1. Have no more than one forfeit
2. Have no more than two default
3. Have a Sportsmanship Rating of 3.0 or higher

**Standing Tie-Breakers**
1. Sportsmanship Rating
2. Winning Percentage
3. Head to Head
4. Point Differential
5. Coin Toss

Teams who make the playoffs but receive a 2 or lower sportsmanship rating during a playoff game will be eliminated from the playoffs, no matter the result of the game. In this case, the opponent would move on in the bracket.

3.3 TOURNAMENT FORMATS
Tournament formats may vary and are dependent upon the number of entries received. Typical formats include single and double elimination, as well as round robin tournaments. Tournaments are typically one to two days long (depending on registrations)

3.4 RESCHEDULING PROCEDURES
In the event an intramural contest is postponed due to weather, the Intramural Sports Program will try to reschedule the game. However, there may be instances when the Intramural Sports Program will be unable to reschedule contests due to time and space limitations. In such instances, each team will receive a “win” for that contest.

3.5 FORFEITS
A team who fails to appear at their scheduled contest with enough players to field a team according to the rules of the involved sport will be assessed a forfeit. A 5-minute grace period from the scheduled start time will be allowed before a forfeit is declared if there is at least one player present from the team under the minimum player requirement. The team with the minimum player requirement is offered the option to be awarded points for arriving on time. The manager's watch is the official time for all contests. A forfeited contest will result in a Sportsmanship Rating of 0.
3.6 FORFEIT FEE POLICY
If a team is assessed a forfeit during league or tournament play, the team captain will be fined a $20 forfeit fee. The fee must be paid in full at the Member Services Desk inside of the Student Recreation Center. Failure to pay the Forfeit Fee will result in the team captain being suspended from all intramural activity until the payment is received. If the team does not pay their forfeit fee before playoffs, they will be considered ineligible for playoffs. A second forfeit will also result in removal from the league.

3.7 DEFAULTS
Should a team be unable to participate in a scheduled contest, a default shall be assessed when a team captain completes the Default form found on the IMLeagues website. Notification must be no later than 1:00 p.m. the day of the game for a weeknight contest, or 3:00 p.m. on Friday for all weekend contests. A defaulted contest will result in a 3 Sportsmanship Rating and will not eliminate the team from playoff competition.

3.8 FORFEIT/DEFAULT SCORING
In the event of a Forfeit/Default, the score for the following sports will be submitted:

- 3v3 Basketball 25-0
- 5v5 Basketball 50-0
- Bowling 450-0
- Flag Football 19-0
- Kickball 5-0
- Soccer 3-0
- Ultimate 5-0
- Volleyball/Sand Volleyball 2-0

3.9 PROTESTS
Protests are restricted to matters of rule interpretation and player eligibility. Protests concerning judgment calls made by an official will not be recognized or reviewed.

In the case of a protest of a rule interpretation, notification of a protest must be made to a game official at the time of the alleged infraction and prior to the next live ball. The official must hear the words, “I want to protest this contest” from the team captain wishing to protest. At this point, the game will be halted and the protesting team’s captain will complete a protest form. The contest will be completed with the original ruling with the time remaining and the protest will be reviewed the next business day by Intramural Sports Program staff to determine the validity of the protest. Games in which rule interpretation protests are accepted will be replayed from the point of the protest. All rule interpretation protests during the playoffs or in tournament play must be resolved by the Intramural Staff on duty at the game site.

The Intramural Sports Program will not assume responsibility, but reserves the right to verify the eligibility of participants. The participants in the program have the primary responsibility of monitoring player eligibility.

SECTION 4. ELIGIBILITY

4.1 ELIGIBLE PARTICIPANTS
Participants must present their university-issued ID, government or state-issued ID before each contest in order to participate in any Intramural Sports activities.

Eligibility status is the responsibility of each individual participant and the team captain. Campus Recreation does not assume responsibility for the eligibility of participants, but will assist in the interpretation of the rules and investigate cases brought to its attention. The Intramural Sports Program reserves the right to check eligibility when deemed appropriate or asked to do so by another team or participant in the given league.

**Full-Time Students** - Currently enrolled Boise State University full-time students (11 or more credit hours).

**Part-Time Students with a Current Campus Rec Membership** - Currently enrolled Boise State University part-time students (less than 11 credit hours) provided they have purchased a Campus Recreation membership.

**Boise State Community** – This includes currently employed Faculty/Staff, Associates, Emeriti and their Spouses and Partners who have purchased a Campus Recreation membership.

**Boise State Affiliate** – This includes members of the Alumni Association, Varsity B, and the President’s Club who have purchased a Campus Recreation membership.

**Spouses and Partners** – This includes spouses and partners of currently enrolled students and currently employed faculty and staff members provided they have purchased a Campus Recreation membership.

### 4.2 INELIGIBLE PARTICIPANTS

**Day Pass** - A day pass is NOT considered a Campus Recreation Membership.

**Dependents** - Dependents of students, faculty, and staff are NOT eligible to participate in the Intramural Sports Program.

### 4.3 Buster Rule

**Purpose**
To establish a guideline for teams short of the minimum number of participants at game time of a scheduled Intramural contest to temporarily field a full, competitive roster without compromising the integrity of the league.

**Buster Definition**
Any current Boise State Campus Recreation member with an active and eligible Campus Recreation Membership and IMLeagues profile; rostered and playing an intramural sport on another team in the same league.

**How It Works**
Any team may pick up currently rostered player(s) from another team in the same league (i.e. “Buster”) to play for their team to avoid forfeit and play competitively. Teams must be scheduled for a sanctioned intramural game and have at least one less player than the required minimum per sport (see chart below) to sign in any “Busters”. Teams may only add enough “Busters” to bring their team roster up to the league standard for the game. If Team A does not have enough players to compete, Team B (their opponent) may allow some of their players to play on Team A. If Team B would like the win, they must communicate this to the manager before the game begins.

**Team Eligibility**
- Teams must be scheduled to play a Boise State Intramural sponsored game.
Teams must have enough current rostered players signed in at game time per sport designation.

Teams may not play Busters at any “position of significance” (as defined per sport).

Teams MUST notify Busters to Intramural Officials, Intramural Manager, and the opposing captain during the pregame captain’s meeting.

Teams may only pick up enough Busters for a full team on the field; no bench/alternate players.
  o CoRec League: Teams may use specific Busters to fulfill CoRec gender requirements. Example: CoRec basketball Team A has 6 males and 1 female at game time. Team A is allowed 1 female Buster to meet 2F/3M requirement.

If at any time during the game a currently rostered player signs in, a corresponding Buster must sign out.

Teams are responsible for the sportsmanship/actions of entire team.

Teams may NOT use Busters during the playoffs or special events.

**Buster Eligibility**

Busters must be eligible to participate in Boise State Intramurals as defined by the Participant Handbook.

Busters must be able to prove they have a current IMLeagues account.

If a Buster is not currently on a roster, they will automatically be added to the first team they play with.

Busters cannot play a “position of significance” at any time during the game or serve as team captain.

Busters cannot play in playoffs or special events.

Any sportsmanship/behavior penalties will “carry over” to Busters’ current team.

**Administration**

The intramural program reserves the right to change, modify or cancel this rule at the league, team and/or participate level at any time during the season if the staff determines the spirit or intent of the rule has been misused, abused, or no longer effective.

**Sport Specific Buster Eligibility Chart:**

<table>
<thead>
<tr>
<th>Sport / Event</th>
<th>Min # avoid forfeit</th>
<th>Min # to use Buster Rule</th>
<th>MAX # of Busters</th>
<th>Position of Significance</th>
</tr>
</thead>
<tbody>
<tr>
<td>3v3 Basketball</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>Tech Shooter</td>
</tr>
<tr>
<td>4v4 Sand Volleyball</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>NA</td>
</tr>
<tr>
<td>4v4 Indoor Volleyball</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>NA</td>
</tr>
<tr>
<td>4v4 Flag Football</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>Quarterback</td>
</tr>
<tr>
<td>5v5 Basketball</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>Jumper/Tech Shooter</td>
</tr>
<tr>
<td>6v6 Indoor Volleyball</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>Libero</td>
</tr>
<tr>
<td>7v7 Flag Football</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>Quarterback</td>
</tr>
<tr>
<td>Indoor/Outdoor Soccer</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>Keeper and PK Kicker</td>
</tr>
<tr>
<td>10v10 Kickball</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>Pitcher &amp; Top 6 Kicker</td>
</tr>
</tbody>
</table>

**4.4 VARSITY ATHLETES**

Any person who has practiced or competed with an intercollegiate varsity team shall NOT compete on an intramural team in that sport or in a related sport during that academic year.

**Related activities are:**

Varsity Basketball – 3v3 Basketball, 5v5 Basketball

Varsity Football - 4v4 Flag Football, 7v7 Flag Football, Toilet Bowl
Varsity Golf – Golf
Varsity Soccer - Indoor Soccer, Outdoor Soccer
Varsity Softball – Softball
Varsity Tennis – Tennis
Varsity Volleyball – 4v4 Sand Volleyball, 4v4 Indoor Volleyball, 6v6 Indoor Volleyball

Former collegiate letter winners shall be eligible to participate in the Intramural Sports Program provided that at least one entire semester has elapsed since the termination of participation with an intercollegiate team. No more than one Division I letter winner may participate on an intramural team in his/her lettered sport. Teams containing a former letter winner at any collegiate level must compete in the most competitive league offered for that sport.

4.5 CLUB SPORT MEMBERS
Club Sport members shall be eligible for participation in the Intramural Sports Program in the sport or related sport of membership. However, their team must compete in the most competitive division offered, and there may be no more than two Club Sport members, male or female, listed on an intramural team roster for that particular sport or related sport. Club members who graduate and purchase a Rec Membership are allowed to play the semester after participation and will not count towards the two allowed on the roster.

A Club Sport Member is defined as anyone who fits any of the following descriptions:
- Has signed a waiver to participate
- Paid dues to become part of the club
- Appeared on a Roster to compete in one or more competitions with that club

Related activities for example, but not limited to:
- Club Baseball – Softball
- Club Basketball – Basketball
- Club Bowling – Bowling
- Club Soccer - Indoor Soccer, Soccer
- Club Softball – Softball
- Club Volleyball - Volleyball, 4 on 4 Volleyball, Sand Volleyball, Wallyball

SECTION 5. PARTICIPANT CONDUCT

5.1 TEAM SPORTSMANSHIP RATING

The Intramural Sports Program has developed a Sportsmanship Rating System that is intended to be an objective scale to protect the safety and equity of all participants and Intramural Sports staff. The Intramural Sports staff will rate each team on how well they acted before, during, and after each intramural game. To be eligible for the playoffs, each team needs to achieve an average Sportsmanship Rating of at least 3 out of 5 throughout the sport season.

Each team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the rating system. The Intramural Sports staff reserves the right to review and/or change any sportsmanship rating given. Team Sportsmanship Rating information will not be provided at the contest site. Captain’s inquiring about their team’s sportsmanship rating should do so the business day following the contest by contacting the Coordinator of Rec Sports.
5- Excellent Conduct and Sportsmanship - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams who win by forfeit or default will receive a “5.”

4- Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor disagreement, which may or may not merit a yellow card (soccer), unsportsmanlike penalty (flag football), or technical foul (basketball).

3- Average Conduct and Sportsmanship/Default – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer), unsportsmanlike penalty (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates but is in control of themselves

2- Below Average Conduct and Sportsmanship – Teams show verbal dissent, constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team manager exhibits little or no control over teammates and/or themselves.

1- Poor Conduct and Sportsmanship – Team is completely uncooperative. The captain has no control of teammates, and/or themselves. A team who receives multiple ejections can receive no higher than a “1” rating.

0- Unacceptable Conduct and Sportsmanship/Forfeit -- Individuals/teams participated after the consumption of alcohol or drugs. If the contest has begun when discovered, the player or players will be immediately removed from the facility, and the contest will be forfeited to the opponent. Participant(s) threaten (verbal or non-verbal) a Campus Recreation employee and/or participant/spectator during or after the contest. Team members fail to cooperate with Intramural Sports Program staff/university officials while performing their duties or falsely represent or withhold any information requested. Any team that receives an "Unacceptable Conduct and Sportsmanship" rating must have their Team Captain meet with the Coordinator of Rec Sports to determine their team’s eligibility to play their next contest.

5.2 DISCIPLINARY PROCEDURES

All ejected participants will be required to set up a meeting with the Ejection Board and will not be permitted to participate in any Intramural Sports programmed events. Participation in any further Intramural Sports prior to meeting with the Ejection Board will be looked upon as a blatant disregard of Intramural Sports Program policies. Resulting in that team’s forfeit from the league and “ejected participant” will be ineligible until they meet with the Coordinator of Rec Sports.

If a player is ejected and does not share their contact information with the Intramural Sport Staff for the purposes of completing an Ejection Report, the participant’s entire team will be suspended until the Ejection Report can be completed. Once this is done, the individual will be suspended until they meet with the Ejection Board about discipline rulings.

Ejection Board:
The Ejection Board is made of 3 to 4 Rec Sports Staff and/or Campus Recreation staff members. Members of the board are assigned per ejection meeting and will not involve any staff that was at the site of the event. The purpose is to have an unbiased and unanimous ruling of preceding actions following the ejection.
Discipline rulings may include, but are not limited to:
- Probation,
- Game/league suspension,
- Lifetime expulsion, and
- Exclusion from Campus Recreation facilities
Report to the Student Conduct Board review.

The Intramural Sports Program reserves the right to sanction individuals, teams and organizations.

**Appeal Process**
If a student wishes to appeal the decision of the Ejection Board they must contact the Rec Sports Coordinator.

### 5.3 Definitions and Punishments
The following actions may result in lowered Sportsmanship Ratings, Ejections, and/or Suspension from future Intramural Contests

**Abusive Language** - any language from a participant or spectator deemed offensive or derogatory by an official or manager; not necessarily profanity.

**Attempting to Incite a Fight/Conflict** - baiting, teasing, threatening or intentionally provoking the anger of an opponent, spectator, official or manager. These actions may or may not instigate a fight/conflict.

**Physical Abuse** - any physical contact by a participant or spectator toward another participant, spectator, official, or manager that is deemed inappropriate. Any thrown object constitutes physical abuse (all thrown punches and objects are assumed to have intent to injure).

**Unnecessary Roughness** – actions that are considered threatening to the safety of the participants. These actions are not accepted as part of the “normal” activity of the game.

**Unsportsmanlike Conduct** - behavior by a participant or spectator deemed inappropriate by an official or manager. These actions are not physical and do not necessarily involve abusive language.

**Use of False Identification** - any participant claiming an identity other than themselves. This may include, but is not limited to, using a false identification card, recording a false name on a score sheet or registration form, or verbally informing an official or manager they are someone other than themselves.

- First offense: the cardholder and the person attempting to use the card will meet with the Rec Sports Coordinator. Since this is an ejection, the standard penalty is at least a 1 game suspension. All occurrences will be handled on a case-by-case basis determined by the Rec Sports Coordinator.
- Second offense: The cardholder and individual illegally using the card will be subject to action determined by the Rec Sports Coordinator.

**Using Illegal Player(s)** - a team that has a player who is currently suspended from the Intramural Sports Program, has a player who has already established themselves as a legal member of another intramural team within the same sport, a player who does not currently hold a valid Campus Recreation Membership/Play Pass, or is an active club member competing in the Orange Division. Each contest that the illegal player(s) competed in will result in a loss towards the team’s record.
Sanction Guidelines
The Intramural Sports Program reserves the right to levy sanctions for actions not specifically covered in this document. In severe cases, a Team Captain may receive sanctions for team violations. Also, individual actions may affect the status of team sanctions. Ejections from a contest that are not considered to be unsportsmanlike will be dealt with on a case-by-case basis. In the event of an ejection, participants will be asked to provide the Intramural Staff with some information. If the participant does not give information, the team manager will be asked. As a last resort, the entire team will be suspended.

SECTION 6. AIR QUALITY INDEX AND PROCEDURES

If the Air Quality Index rises above 150, all activity will be suspended and postponed or canceled until air quality reaches an acceptable level. Air quality will be determined with [www.airnow.gov](http://www.airnow.gov).

0-50 Good: Air quality is considered satisfactory and air pollution poses little or no risk. All outdoor sports are cleared for activity.

51-100 Moderate: Air quality is acceptable; however, for some pollutants there may be a moderate health concern for a very small number of people who are unusually sensitive to air pollution. All outdoor sports are cleared for activity. Sensitive groups should limit aerobic activity outdoors.

101-150 Unhealthy for Sensitive Groups: Although the general public is not likely to be affected at this AQI range, people with lung disease, older adults, and children are at a greater risk from the presence of particles in the air. Intramural sanctioned events will be played during the original scheduled time, but participant safety will be monitored and games may be canceled.

151-200 Unhealthy: Everyone may begin to experience health effects; members of sensitive groups may experience more serious health effects. All Intramural outdoor sports will be postponed and rescheduled to a later date.

201-300 Very Unhealthy: Everyone may experience more serious health effects. All Intramural outdoor sports will be postponed and rescheduled to a later date.

301-500 Hazardous: Emergency conditions and the entire population is more likely to be affected. All Intramural outdoor sports will be postponed and rescheduled to a later date.

SECTION 7. INJURY, BLOOD & CONCUSSION

7.1 INJURY AND BLOOD POLICY
Participation in the Intramural Sports Program is voluntary. Individuals participate at their own risk and assume responsibility for their own health and safety. First Aid, CPR, and AED certified personnel, will be on hand for all intramural contests.

The following is the Campus Recreation policy for bleeding during an intramural contest:

1. If an intramural participant is bleeding, they will be removed from the contest immediately.

2. If an intramural participant has blood on their clothing or body, they will be removed from the contest upon detection. The blood may or may not be their own blood. The participant is ineligible to re-enter the contest until the clothing saturated with blood has been removed.
3. Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration must be covered.

### 7.2 CONCUSSION POLICY
Safety of the participants in any Intramural Sports activity is the most important factor to the program. If any participant is suspected of having suffered a possible head injury or concussion, the following precautions will be taken.

1. If an intramural participant has hit their head, they will be monitored by the Intramural Manager.
2. If an intramural participant shows any signs of a concussion, they will be immediately removed from the contest and unable to return. The Intramural Staff cannot diagnose a concussion, however, if the patron is exhibiting signs and symptoms, the Intramural Staff has a right to ask the patron to sit out.
3. A participant removed from a contest due to signs of concussion will not be allowed to re-enter the contest or participate in another contest until a licensed health care provider has evaluated the individual, and gives a written clearance note to resume activity.
   a. The participant must notify the Rec Sports Coordinator before being allowed to play again in any intramural contest.

### SECTION 8. EQUIPMENT

#### 8.1 EQUIPMENT
In order to protect participants, jewelry is not allowed to be worn during any intramural contest. Jewelry must be removed and not taped over.

Exception: Individuals wearing medical alert jewelry or religious jewelry will be allowed to participate while wearing jewelry containing necessary information. All religious jewelry must be approved by the Rec Sports Coordinator prior to their scheduled contest via email or written letter during business hours. In such cases, the jewelry should be taped to the skin with the medical information visible.

Casts, splints or body braces made of a hard substance may not be worn unless covered with no less than ½ inch padding. The Intramural Staff reserves the right to rule on the legality of padding.

### SECTION 9. AWARDS

#### 9.1 CHAMPION T-SHIRT
The most significant awards for active participation and success in the Intramural Sports Program are not material. However, to provide participants with a tangible remembrance, an Intramural Champion T-Shirt will be awarded to all individual/dual event winners, as well as members of those teams winning the playoff bracket in each division.

Note: only members on the roster will receive a t-shirt.

#### 9.2 Greek Cup Series
Our Greek Cup Series is a continued competition between Fraternities and Sororities on campus. Teams will earn points in three areas throughout the course of the academic year: sportsmanship, participation, and competition. The winning Fraternity and the winning Sorority will receive an Intramural Championship T-Shirt with their organization’s name. Reference the Greek Cup Series document for more information.