INTRAMURAL SPORTS

Academic Year 2025-2026

University of Idaho Recreation & Wellbeing Intramural Sports Handbook

An Informational Guide to Policies and Procedures for the Intramural Sports Program

RECREATION & WELLBEING

INTRAMURAL SPORTS

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Introduction

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University of Idaho:

The University of Idaho is the state's land-grant research university. From this distinctive origin and identity, we will enhance the scientific, economic, social, legal and cultural assets of our state and develop solutions for complex problems facing our society. We will continue to deliver focused excellence in teaching, research, outreach and engagement in a collaborative environment at our residential main campus in Moscow, regional centers, extension offices and research facilities across Idaho. Consistent with the land-grant ideal, we will ensure that our outreach activities serve the state and strengthen our teaching, scholarly and creative capacities statewide.

Our educational offerings will transform the lives of our students through engaged learning and self-reflection. Our teaching and learning will include undergraduate, graduate, professional and continuing education offered through face-to-face instruction, technology-enabled delivery and hands-on experience. Our educational programs will strive for excellence and will be enriched by the knowledge, collaboration, diversity and creativity of our faculty, students and staff.

Division of Student Affairs:

The Division of Student Affairs contributes to the university's mission by providing access to and engaging students in an inclusive community that provides intentional learning experiences designed to cultivate self-awareness, wellness, care and respect for others, and build the foundation for a successful life and career.

Department of Recreation and Wellbeing:

Recreation and Wellbeing enriches the University of Idaho learning experience by fostering connection and a lifelong appreciation for recreation, health and wellness through premier programs, services, facilities, advocacy, and collaborative initiatives.

I. ALL PARTICIPANTS

Intramural Sports programs are designed to assist students, faculty, and staff become involved in recreational activities regardless of age, gender, handicap, skill level, or past experience, in order to develop a lifetime interest in structured recreational activities.

The University of Idaho Intramural Sports program provides the opportunity for students, faculty, and staff to engage in intramural activities in accordance with the eligibility regulations outlined in this handbook.

Participants may choose from individual, dual or team activities. Open, female and Co-Rec activities are organized. Most Co-Rec events happen in the spring semester of the academic year.

To be eligible to participate in the intramural program, you must be a current student, faculty, or staff member at the University of Idaho.

All participants must sign an individual waiver to play.

Learning Outcomes

- 1. **Student Success** Students will apply and demonstrate new and refined skills while managing academics, personal development, and external responsibilities.
- 2. **Healthy Community-** Students will practice activities which improve their physical and mental health through participation in Recreation and Wellbeing programs and services.
- 3. **Inclusive-** Students will feel welcome to participate and be their authentic selves while partaking in our programs and services, regardless of ability, age, race, gender, and religion.
- 4. **Sustainability**: Students will recognize & understand sustainable practices within RecWell programs and services and their impact on the environment.

II. PERSONAL HEALTH

Participation in intramural activities is on a voluntary basis and should be within the limitation of one's personal health status. Intramural Sports recommends that all participants have a medical examination prior to participating in the Intramural Sports program. All are strongly urged to become familiar with the University Student Health Center and the assistance offered.

III. INJURIES & INSURANCE

All injuries, while participating in Intramural Sports, should be reported to the game officials and/or supervisor. Injuries requiring medical attention can be handled through the Student Health Center's Outpatient Clinic or personal physician. (The injured party assumes liability for any transportation and /or medical charges.)

The University of Idaho Student Health Services is open from 8:00am to 5:00pm Monday, through Friday. Quick Care Location: Gritman Medical Park at 2500 W "A" Street, Suite 101 Phone: 208-882-0540 Hours: Monday through Friday, 8am to 7:30pm; Saturday, 8am to 4:30pm; Sunday, 11am to 4:30pm.

Emergency care is available at Gritman Memorial Hospital when the outpatient clinic(s) is closed.

The University of Idaho does not provide insurance coverage for participants. Intramural Sports strongly recommends that all participants purchase individual insurance coverage to safeguard against extreme financial loss.

NOTICE TO ALL STUDENTS WHO PARTICIPATE IN INTRAMURAL SPORTS

If you do not have appropriate health insurance coverage and adequate personal finances to pay for medical deductibles and coinsurance or other expenses not covered by your personal health insurance, it is recommended that you enroll in the University of Idaho's SHIP program prior to participating in intramural sports.

Details of the SHIP Program including enrollment is listed here: http://www.uidaho.edu/current-students/student-health-services/insurance

Students who choose to waive participation in the SHIP are accepting full financial responsibility for any medical expenses they incur while enrolled at the University, including medical expenses resulting from the practice or play of intramural sports.

SHIP Waiver and Open Enrollment deadlines:

The waiver deadline for participation in the first day of classes of fall and spring semester. All forms and sign ups can be found at http://www.uidaho.edu/current-students/student-health-services/insurance, International Students will need to see the International Program Office for extra instruction.

IV. HOW TO ENTER AN INTRAMURAL SPORT

For a schedule of all activities:

All information regarding sports, registration, and start dates can be found on the University of Idaho IMLeagues page: https://www.imleagues.com/spa/intramural/6aead16817f64990bf41143b363ce5f6/home.

We also have information on the web: https://www.uidaho.edu/current-students/recwell/intramurals.

Also check the Intramural Sports bulletin board for further information and the intramural schedule of activities for entry deadlines. This is in the atrium of the Student Recreation Center.

To sign up for a sport head to our IMLeagues page which will have all the information available. If this is your first time using IMLeagues you may find this tutorial helpful at the bottom of this document.

For Team Sports: When you have finished creating a team and finished payment. You may invite players to your team by email or they may request to join your team. Once they have requested you can accept them onto your team. If you are inviting players by name or email, make sure they have created an IMLeagues account. They will need to before they can accept the team invite. Players may only play on one team per league within a sport. For example, a player may play on an open and co-rec team but are not allowed to participate on 2 open teams for that sport.

FREE AGENTS: If you are unable to find a team on which to play, Intramural Sports and IMLeagues offer a Free Agent sign-up sheet. Individuals desiring to participate in a specific sport will sign up as a free agent in IMLeagues and be inserted into a pool. Teams interested in acquiring Free Agents will be allowed to access that pool and reach out to Free Agents about joining their team.

V. CAPTAIN'S RESPONSIBILITIES AND EXPECTATIONS

- The primary duties and responsibilities of team captains are to organize teams and individuals prior to specific sport sign-up deadline. Additional duties of the captains include:
- Keep members of your organization informed of all intramural activities while promoting participation.
- Represent your team or organization at the appropriate Intramural Manager's meetings.
- Notify your team or respective participants as to the time and place of scheduled activities.
- Be familiar with all intramural eligibility rules so that your organization can adhere to these rules and regulations. Player eligibility is the manager's responsibility. Rules and regulations regarding player's eligibility are found in this handbook; however, questions regarding player eligibility should be directed to the Intramural Sports staff.
- The captain is the spokesperson for the team when addressing Intramural Supervisors and Officials. Please relay the goals of the program, the expectations and importance of sportsmanship to your teammates.
- Keep team updated on record and sportsmanship standings.

VI. ELIGIBILITY

General Individual Eligibility

All players must have a signed waiver on file to play Intramural Sports, players are ineligible to play without a signed waiver on file. Waivers will be signed when a player registers on IMLeagues.

Any player playing under an assumed name shall be banned from all intramural competition for one year effective from the date of the incident. The team will receive forfeits for games in which the ineligible player participated. The player will be suspended for a minimum of one (1) calendar year, the player who lent the name will be suspended at minimum for the remainder of the semester. Teams involved will be dropped from the tournament or league play in that sport.

Players may only play on one team for each league within a sport as outlined previously. If it is brought to the attention of the Intramural Staff both teams will receive forfeits in all games that the individual(s) played. If a team acquires two or more forfeits, they will be dropped from the league and/or post season play.

Sport Club members competing in the same Intramural Sport are limited to two players on a roster. There are current clubs that play in the following Intramural Sports – Soccer, Ultimate Frisbee, and Volleyball. Previous Intramural Executive Board rulings have ruled in favor of hockey, baseball and fast pitch playing Intramural Sports because even though the Intramural Sport is similar, the rules and game play are much different (last decision was spring 2010; hockey/roller hockey).

This is one or two per roster, not out on the playing field. The reason being Sport Clubs have access to funding, facilities, equipment and training that other teams do not have.

A team roster may have only **one** former college NCAA Division 1 or 2 (scholarship institution) (updated ruling 2008 flag football) varsity athlete who has participated in that related sport within the last two years. There are no restrictions on the number of former collegiate athletes on the roster if they had played previous to the two-year time frame. The two years start after their last game played. Other additional items: Students that are dismissed from a team before the start the season are eligible if it is based on lack of aptitude and they provide written documentation from a coach. Student Athletes dismissed for academic or other reasons are still considered on the team for that semester.

Coaches are treated the same as above for their respective sport. If they have been out of the sport for two years, they have full eligibility.

A professional athlete within the past seven (7) years will be ineligible for all related sports. Professional athletes must have had signed a contract to be considered professional.

Game Day

All team members must be listed on IMLeagues before the game begins. No new names may be added after the game has started. The only players eligible to play on the team are those on are on the original roster.

Intramural Sports does not assume the responsibility for checking the eligibility of participants, but any eligibility cases brought to attention will be dealt with according to established rules and regulations.

Team captains are responsible for checking the eligibility of their own players as well as their opponents. Each participant is responsible for the verification of his/her own eligibility.

Roster additions or subtractions must be done before the final game of the season. In order to be eligible for playoffs a participant must have played at least 1 regular season game with that team.

All questions concerning eligibility should be directed to the Intramural Staff.

Faculty/Staff

Faculty and staff of the University of Idaho are encouraged to participate. If a faculty or staff member wins a single or dual tournament, he or she is not eligible to participate in that same tournament the following year. For all doubles events, a faculty or staff member must team up with a student in order to be eligible to play.

General Living Groups

If a living group or organization has more than one team entered in any given activity then a player may play for only one of these teams. he or she has chosen for the team after week 1.

If an eligible player changes living group status during an activity, the player must continue to compete with the former living group for the remainder of that activity. A player may not begin competing for a new living group or organization until his/her participation in the previous activity has been completed. Any member of a university athletic team or any person working out with a university athletic team is ineligible to participate in the same intramural activity for the academic year in which they played on the team, or in a related activity. (For example cross country is related to track; football is related to flag football).

An individual removed or ejected from an Intramural contest is automatically suspended for the next scheduled game. An individual may submit a letter requesting reinstatement to the Intramural Sports Director if they feel the one game suspension is unwarranted.

VII. SPORTSMANSHIP

Intramural Sports at the University of Idaho provides a structured recreational environment for the campus community which is safe and enjoyable. Games will be competitive, but it is our goal to make your events a safe, enjoyable, social atmosphere at the same time promoting sportsmanlike behavior to all those participating whether active or passive. Sportsmanship starts when you arrive on site and ends when you are gone. Please take time to understand and practice the below Sportsmanship policies.

In order for a team to qualify for the post-season playoff games a team must have a 2.75 average sportsmanship rating during regular season round robin league play.

The Sportsmanship Rating System

The Sportsmanship Rating System is intended to be an objective scale by which attitude and behavior can be assessed through league play and playoffs. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Teams are responsible for all the actions of the team, coaches and spectators. The captain is the conduit for this process and during times of conflict, it is expected that the captain provides leadership skills to calm and reduce tensions that arise. In order to encourage proper sportsmanship; officials, program assistants and intramural staff shall make decisions to warn, penalize, or remove players for poor sportsmanship. The decisions are final, and further sanctions will be determined by the Director of Intramural Sports. Each captain should choose teammates carefully as they could cause the whole team to be held accountable for their actions.

Sportsmanship Rating Process

Officials assigned to the game will provide a rating based on actions prior, during and post game. The rating will accompany the game score, and the official will provide notes if required. In all cases program assistants and intramural staff may provide input which may raise or lower the grade. Following the game, the Intramural Director can amend the rating.

Teams are encouraged to ask Program Assistants on site about any sportsmanship questions. Please avoid confronting the officials since they are required not to discuss sportsmanship ratings with teams. Sportsmanship ratings are available online and will be posted on the Intramural Bulletin Board at the Student Recreation Center.

Sportsmanship Components

Positive actions and behaviors:

- 1. Captain has control over their team and spectators.
- 2. Converses reasonably and rationally with officials and staff about calls and rule interpretations.
- 3. Cooperates by providing any information needed from the Intramural official or staff.
- 4. Team members participate in the spirit and intent of the game rules and policies.
- 5. Participants accept judgment and decisions made by the officials during the game.
- 6. Throughout the contest teams have respect for the opponents as well as the facilities and equipment provided for the game.

Negative actions and behaviors

- 1. Teams with participates and spectators that continually complain or display nonverbal action that could include derogatory or abusive language.
- 2. Excessive arguing with teammates, opponents or spectators.
- 3. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- 4. Team captain (or designee) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature/civil manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- 5. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- 6. Taunting an opponent or opposing team spectator.
- 7. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- 8. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- 9. Any threatening behavior (verbal and/or nonverbal) to any Intramural Sports or Recreation and Wellbeing employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

- 10. Individuals / teams play after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- 11. Damage to or destruction of any Recreation and Wellbeing or University facilities or equipment including failure to remove trash from the field or court following a game or match.

Rating Scale

Team sportsmanship is graded following each contest according to the following scale and criteria:

Your score will not be a letter grade but a number between 4.0 - 0.0, but letters have been included to assist in the transition between grading system.

"A" or 5 points: Excellent Sportsmanship

Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged sportsmanship. At no time was this team disrespectful towards participants or officials.

"B" or 4 points: Acceptable Sportsmanship

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

"C" or 3 points: Sportsmanship Needs Improvement

Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "C" rating.

"D" or 2 point(s): Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates, spectators or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams with two 1pt (1.00 - 1.99) ratings in the same sport or activity are subject to immediate dismissal from league or tournament play.

"F" or 1 points: Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

Team can be completely uncooperative and out of control before, during, or after intramural sports contest(s). Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators. Team has multiple ejections and/or blatant unsportsmanlike conduct that potentially endangers or harms

Team has multiple ejections and/or blatant unsportsmanlike conduct that potentially endangers or harms participants, fans, officials, or supervisors. Team fails to cooperate / comply with intramural sports staff. University officials while performing their duties; falsely represents or withholds any requested information.

Teams which receive an "F" rating are subject to immediate dismissal from league or tournament play.

Special contest situations:

- 1. Concerning contests which are not rescheduled due to weather or other unforeseen circumstances, both teams will receive an "A" rating and earn a win.
- 2. A team winning a contest by forfeit or default will receive a 4.0 (B) rating.

SUSPENSIONS AND RULES OF CONDUCT

Any person, student, faculty, or staff who attempts to commit, incite or aid others in committing any of the following acts of misconduct shall be subject to Intramural disciplinary procedures by the Intramural Sports office. Severe cases of misconduct will be referred to the Dean of Students Office for possible university action. Once the referral is made to the Dean of Students, all player(s) are ineligible from any participation with the Intramural Sports Program. (The Intramural Executive Board will act as an appeal board for internal Intramural disciplinary cases.)

UNSPORTSMANLIKE CONDUCT PENALTIES

Team members, captains, spectators, coaches/managers or entire teams may be asked to leave the playing area if unsportsmanlike conduct or abusive language, including obscenities and other gross language, is displayed or said loud enough to be heard. Any contest may be forfeited by a team, individual participant, or spectator exhibiting unsportsmanlike or disruptive behavior. **Team captains and individuals will be warned prior to forfeiting the contest.** The decision of the official and/or supervisor on such cases will be final. Any team which is involved in a "team" fight (most or all of the team members present) will be eliminated from Intramural Sports for the remainder of the tournament/season and/or possibly the remainder of the academic year.

Any team found to deliberately incite a fight during playoff games will be eliminated from the remainder of the tournament and subject to Intramural Sports disciplinary action. The Intramural Sports office will not tolerate the physical abuse of any person or conduct which threatens or endangers the health or safety of any participant or employee. Any player or team follower who makes, or attempts to make, deliberate physical contact (strikes, punches, grabs, pushes, elbows, kicks, etc.) with a teammate, opponent, fan, spectator, official, supervisor, or Recreation and Wellbeing employee shall be immediately expelled from the game and shall receive a minimum penalty of suspension from further participation in any league game or playoff game in that particular sport. Length of suspension will be based on the severity of the incident and a decision will be made by the Intramural Sports Director. Depending on the severity of the incident, further disciplinary action could be warranted. A decision regarding further disciplinary action will be rendered by the director.

VERBAL ABUSE

Verbal abuse of opponents, teammates, fans, and Intramural Sports Staff will not be tolerated. Intramural Sports and university policy specifically prohibits the use of grossly abusive language which insults, taunts, or challenges another person. This language includes but is not limited to swearing, obscenities, epithets directed at an individual's race, color, ethnic identity, religion, or sex, or which is personally abusive, degrading, and insulting rather than a communication of ideas or opinion. The penalty will be immediate suspension from the game on hand, and if further disciplinary action is warranted the Director of Intramural Sports decision based on the severity of the incident.

ALCOHOL OR DRUG ABUSE

Alcoholic beverages and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol or drugs are present. The Intramural Sports Officials or Supervisor assigned to the game has the authority and responsibility in making decisions regarding students who are not permitted to participate based on: a) student's breath smells of alcohol; b) student's actions and language/gestures indicate probable drug or alcohol consumption. Teams, individuals, or fans suspected of alcohol or drug consumption will be asked to leave the playing area and may be barred from further participation.

The University of Idaho strives to maintain an environment conducive to inquiry and learning and free of illegal drugs. It is a violation of policy for any member of faculty, staff, or student body to jeopardize the academic operation or interests of the University of Idaho through the use of alcohol or illegal drugs.

DISCIPLINARY APPEALS PROCEDURE

The goal of disciplinary decisions is to encourage responsible behavior, to maintain social order and protect the right of others. In cases where alleged infractions of Intramural Sports rules have resulted in a disciplinary decision by the Intramural Sports Director indicating suspension or dismissal from participation in Intramural Sports, for a period of one semester or longer, of a student, team member(s), members of an identified student group, the student(s), the team, or student organization shall have the alternative of a hearing by the Intramural Executive Board.

A request for Intramural Executive Board action must be made, in writing, within three working days of the Intramural Sports Coordinator's decision. The granting of the appeal, however, is not automatic. Individuals or groups requesting an appeal hearing should recognize that penalties may be increased as well as upheld or reduced. When administrative action by the Intramural Sports Coordinator involves penalties of less than one semester suspension or dismissal from participation in intramural sports, the Intramural Sports Coordinator serves as the appellate body. This appeal must be made, in writing, within three working days of the decision.

Disciplinary decisions which are made during intramural sports playoff games are binding for the playoff games in process and cannot interrupt or delay the playoff game process.

ADDITIONAL INFORMATION

The Intramural Coordinator reserves the right to create/enforce penalties that may not be specifically covered by the sport rules, this material or any other Intramural Sports/Department literature.

VIII. SCHEDULES

Intramural Sport team activities are generally scheduled Monday through Thursday and Sunday afternoons and evenings. Individual and dual activities are generally scheduled for the weekends. For all sports, schedules will be posted on IMLeagues before the first week of play.

For some tournament games, it may be necessary to schedule a team or individual with only one day notice. Every effort will be made to inform the participants; however, the responsibility of checking the schedules will be up to the participating teams. Playoff schedules for team sports will be posted by 12pm the day after the last regular season scheduled games (Typically Fridays). Instant scheduling does not apply to playoff games. Games will be scheduled according to days and times available. Playoff games will not be rescheduled, please relay any information about conflicts during the season or playoffs to the Intramural Coordinator as soon as possible.

GAME DAYS

Games are scheduled to allow 5-10 minutes of warm up before the start of your game. Please show up early but be respectful of others playing by not warming up on the court or field during the competition. When your game is done please allow the next teams to access the court/field.

GRACE PERIOD:

If a team has "fielded" the appropriate number of players to begin a competition at game time, but the opposing team has not, that team will have the option to grant the opposing team a 10-minute grace period to "field a team." If a team exercises their option to grant a 10-minute grace period for a late team, then a predetermined number of points will be awarded to the team who granted grace. (Note: The game clock will start at game time and grace is limited to the first 10 minutes of a contest.) If a team has not assembled the minimum number of required participants to begin the contest in the 10-minute grace period, that team will forfeit the contest.

Sport Number of Points

Sport Points team will be down. Basketball: 9 (Co Rec Basketball 15)

Volleyball: 8 (1st 5 minutes) 14 after 5 minutes

Flag Football: 7
Softball/Whiffle: 4
Kickball/Hockey 3
Ultimate/ Soccer & CRS: 2

Game time is forfeit time for 3 on 3 basketball, dodgeball and Indoor Soccer.

Program Assistances for individual and duel events will make the determination based on the game to award points/games depending on the sport or activity.

IX. POSTPONED, RESCHEDULED & DEFAULTED CONTESTS

Intramural contests may be postponed due to inclement weather or unsafe playing conditions. Generally, a decision to postpone games will not be made until one to two hours before game time. For updates on a games status call Recreation and Wellbeing 885-6381.

Postponed contests will be rescheduled as soon as possible. Under certain conditions, a team may request that a contest be rescheduled. Every attempt will be made to accommodate this change if the following procedures are followed.

RESCHEDULE REQUEST PROCEDURES

- **Rescheduling requests must be made at least 48 HOURS in advance of the scheduled contest**
- 1. Contact the opposing team to obtain rescheduling consent. (Opposing team has the right to deny the rescheduling request.)
- 2. If the rescheduled date and time of the contest is agreed upon by both teams fill out the reschedule form within IMLeagues.

Playoff reschedules:

Due to the nature and time frame to get playoffs completed, reschedules will not be accepted unless another team drops out of the league and that time is mutually agreed on by both team captains. Please let the Intramural Sports staff know before the end of the regular season if there are days you can't play. We try to accommodate all requests but not all are possible.

DEFAULTS

Any team unable to attend a scheduled contest should notify the Intramural Sports office no later than 2:00 p.m. the day of the game. Contests scheduled on weekends have a Friday 4:00 p.m. default deadline. The contest will be declared defaulted and a loss will be assessed but a forfeit and subsequent forfeit fee will be avoided. The opposing team will receive a "win". Two defaults will equal one forfeit and two forfeits will result in the team being withdrawn from the league.

X. FORFEITS

An Intramural Sports team or individual not ready to play a contest at the scheduled location at the scheduled game time shall automatically forfeit the contest.

Forfeits shall be assessed for the following:

- 1. Non-appearance at a scheduled contest.
- 2. Use of ineligible players.
- 3. Unofficial rescheduling of a contest.

FORFEIT FEE

A forfeit fee will be assessed in team sports. Intramural Sports will charge a fee to the university account of the individual signing the forfeiture agreement. The first team forfeit will be \$40.00, however the team will still be eligible to finish league play. The team's second forfeit will cost an additional \$40.00 (\$80.00 total) and disqualify the team from further participation including playoff games.

Teams may start play with two players less than the number needed (exception by sport i.e. Whiffleball). In co-rec activities genders must be equal or one less. An individual may request to withdraw his/her team out of the league before the season actually begins. If that individual contacts the intramural sports office in person 24 hours prior to their first scheduled game, the individual will not be assessed a forfeit fee.

XI. PROTESTS

Protests will not be considered if they are based on a decision involving the accuracy of judgment on the part of the official. The following procedure applies to all Intramural Sports activities. Teams must notify game officials that the game is being played under protest *immediately following a discrepancy and/or rule misinterpretation*. Team captains should insist that officials indicate notification of protest on the official score sheet. The officials working the game and the supervisor on duty will attempt to resolve the protest before the play continues. A protest form must be completed by the team captain at the conclusion of the contest.

Protests, lodged after one or more subsequent plays have elapsed, will not be accepted unless there is an indication that the new evidence is available that would influence a decision.

All written protests must be printed on an official Intramural Protest Form, obtainable from the Intramural Supervisor at the fields/court site. This protest must be submitted to the Intramural Supervisor before leaving the playing area.

Player eligibility and rule interpretation or misapplication will be considered grounds for protest.

Player eligibility may be protested up to **24 hours after** the scheduled game. During playoffs, player eligibility must be protested by 12:00pm the next day.

PROTEST RULINGS

All protests will be ruled on by members of the Intramural Sports staff. Protest rulings will take into consideration all circumstances surrounding the protest discrepancy and not necessarily only a misinterpretation or incorrect ruling on the part of the official. In most cases, protests concerning a discrepancy or rule interpretation which are upheld by the Intramural Sport staff will be replayed from the beginning of the preceding break in the game or from the exact time in the game that the discrepancy occurred if such time can be ascertained. Special arrangements for replaying protested games will be made by the Intramural Sports staff. Upheld protests concerning player eligibility will result in the contest being forfeited by the offending team(s).

XII. APPEALS

Decisions made by the Intramural Sports staff can be appealed. An individual or team must petition in writing the Intramural Executive Board if they want their case reviewed. Following discussion of the case, the student executive board members will render their decisions to all involved. Appeals will be decided on a case by case basis. No further appeal is available beyond the Intramural Executive Board. Petition to the intramural Executive Board may be done in the Recreation and Wellbeing Office. Please allow the board one week to assemble. *Decisions made during playoff games cannot be appealed.*

XIII. CHAMPIONSHIPS

A campus champion is determined in each sport. At the completion of the round robin, all teams with a (2.75) Sportsmanship Rating will advance to playoff games. Individual and dual sports are organized using a variety of elimination tournaments.

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AWARDS/SHIRTS

Members of winning teams receive individual awards. Individual and dual sport tournament winners also receive an award. Team events like Track and Swimming; only individual event winners will get Championship T-Shirts.

The maximum number of awards to a team is one and one half of what it takes to play the game on the field/court. For example, soccer has six people per team on the field, so the team is eligible for nine shirts. (Extra shirts may be picked up after social if supplies are available.)

XVI. EQUIPMENT

The Intramural Sports office provides most equipment for intramural team sports. Individual participants are responsible, however, for supplying most necessary equipment in the individual or dual sports.

Individual participants are also responsible for providing the proper footwear for all Intramural Sports events:

Regulation tennis shoes are required to be worn on the university tennis courts, handball/racquetball courts, and all gymnasiums. Flexible rubber cleats may be worn on the intramural fields during Intramural Sports softball and flag football seasons. No metal, hard plastic, or hard rubber cleats or spikes will be permitted. **Any individual playing with prohibited shoes, cleats or spikes will be asked to leave the field until they put on proper footwear.** Officials will strictly enforce this rule.

All headwear is prohibited with the following exceptions: Stretchable headbands; stocking caps during cold weather for outdoor sports; and baseball caps as designated by ASA rules may be worn in softball rule.

Individuals who wish to check out equipment from Intramural Supervisors must have a VANDAL card.

XVII. STUDENT EMPLOYMENT OPPORTUNITIES

Officials

The Intramural Sports staff is constantly in need of qualified officials. Opportunities available include officiating basketball, football, soccer, softball, volleyball, and other activities. Experience is not required as training, rules, and clinics are conducted for each sport. Employment is available during the afternoons, evenings, and weekends throughout the year. Officials are paid for each hour worked. For details on becoming an intramural official, contact the Recreation and Wellbeing office in the Student Recreation Center, or call 885-6381.

Supervisors

Intramural Sports Supervisors are trained personnel who have authority to make decisions regarding problems or special situations which may occur during Intramural Sports activities.

Qualifications for this position include knowledge of Intramural Sports regulations and rules. It is beneficial to have officiated at multiple sports, demonstrate maturity and professionalism, and have a sincere interest in Intramural Sports. Program Assistants are veteran officials who display skills, knowledge, and leadership. Current CPR and First-aid Certification is required as they are responsible for providing first-aid in the treatment of injuries that occur during assigned Intramural Sports events. Interested students should contact the Intramural Sports Director.

XVII. INTRAMURAL MANAGER

The keys to a successful Intramural Sports program are active Intramural Sports Managers. Each living group or organization should be represented in the Intramural Sports meetings by an Intramural Sports Manager. The duties of the Intramural Sports Manager are to:

- Encourage participation in all Intramural Sports activities.
- Ensure all players know and understand Intramural Sports policies and procedures.
- Check eligibility of all participants.
- Remind players of date, times and places of scheduled contests.
- Check the Intramural Sports Schedule and Results Board outside the Recreation and Wellbeing office and online for revised game schedules and playoff schedules.
- Post and distribute all information received from the Intramural Sports office.
- Represent the living group or organization at the Intramural Sports Manager's meetings.

XX. RECREATION & WELLBEING STAFF

Recreation and Wellbeing Executive Director Trevor Fulton

Assistant Director of Programs Ben Sturz

Coordinator of Intramurals & Sport Clubs Nick Patrick

Coordinator of Marketing & Special Events Chris Paige

Office Manager Colleen Robbins

Outdoor Program Director Sandra Townsend

Outdoor Program Coordinator Climbing Coordinator Hans Zander

Director of Vandal Health Education Emily Tuschhoff

Mental Health Coordinator Erin Bacon

Assistant Director for Health Promotion Amanda Ferstead

Vandal Cheer/Spirit Squad Coach Katie Doman

XXI. IMLEAGUES TUTORIAL

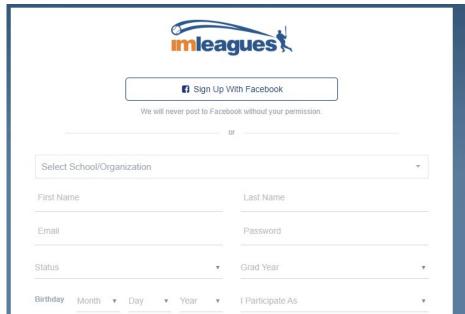


All intramural participants will be required to create an account on IMLeagues.com.

***IMLeagues now has a mobile app (called IMLeagues) that can be downloaded for free from the App Store and Google Play Store! It can be used to signup and create/join teams!!!!!!

To create an IMLeagues account: **Note** IMLeagues offers a live support button in the bottom right corner of all pages, please use this button if you encounter any difficulties.

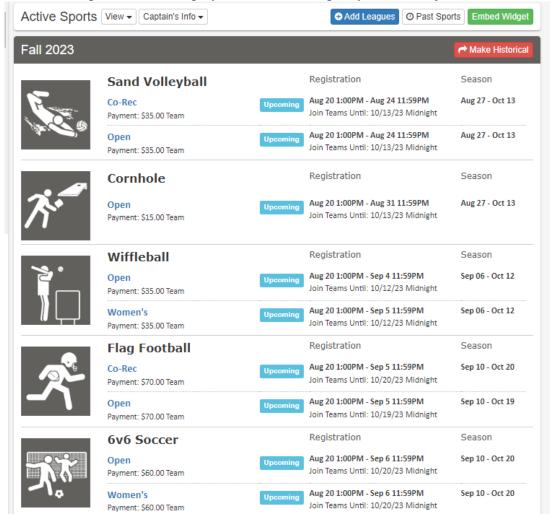
i. Go to www.imleagues.com and click SIGN UP



- ii. Enter your information, and use your School email if applicable (@vandals.uidaho.edu) and submit.
- iii. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account.
- iv. You should be automatically joined to your school If not you can search schools by clicking the "Schools" link

How to sign up for an intramural sport:

- i. Log in to your IMLeagues.com account.
- ii. Click the "Get Involved" button at the top right of your User Homepage page OR Click on the "University of Idaho" link at the top to go to your school's homepage on IMLeagues.
- iii. The current sports will be displayed, click on the sport you wish to join.



- Chose the league you wish to play in (Open, Women's, Co-Rec)
- iv. Choose the division you wish to play in (Monday 5pm, Tuesday 5pm, etc.)
- v. You can join the sport one of three ways:
- v. You can join the sport one of three ways:
 - i. Create a team (For team captains see pictures below as well)
 - i. Captains can invite members to their team by clicking "Team Options" and then "Invite Members" link on the team page. Any invited members must accept the invitation to be joined to your team.
 - i. If they've already registered on IMLeagues: search for their name, and invite them
 - ii. If they haven't yet registered on IMLeagues: scroll down to the "Invite by Email Address" box and input their email address.
 - ii. Join a team

- i. Find existing teams on the league page and click the "join team" button to send a request to join a team
 - ii. Accepting a request from the captain to join a team
 - iii. Finding the team and captain name on division/league page and requesting to join
- iv. Going to the captain's playercard page, viewing the team, and requesting to join iii. Join as a Free Agent
- i. You can list yourself as a free agent in as many divisions within a league as you'd like. You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.

