2016-2017

INTRAMURAL SPORTS

HANDBOOK

UNIVERSITY OF COLORADO RECREATIONAL SPORTS

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PROGRAM OVERVIEW

The Intramural Program provides opportunities for participants to compete in various skill levels against other students, faculty and staff members, graduate students, student groups, and recreational center members. The Intramural Program also offers the opportunity for participants to play together in co-recreational sports. Participants may choose to participate in individual or team activities.

Intramural Sports provides a healthy environment that promotes the growth and development of leadership as well as both social and interpersonal skills.

INTRAMURAL SPORTS MISSION STATEMENT

The mission of The University of Colorado Intramural Program is to provide students, faculty, and staff with the opportunity to participate in a variety of competitive recreational sports in a safe environment. In addition we strive to promote and provide quality services, facilities, healthy lifestyles and wellness.

RECREATION SERVICES MISSION STATEMENT

The mission of Recreation Services (RS) is to promote overall student wellness. We accomplish our mission by providing organized and informal programs designed to engage the body and mind for the purposes of fun, fitness, social interaction, competition, skill acquisition, and adventure.

RECREATION SERVICES VISION STATEMENT

Recreation Services will continue to offer premier recreation, education, and wellness programs, and we will invest in new and improved facilities to meet the needs of our highly active campus community.

RECREATION SERVICES CORE VALUES AND GOALS

- Build Campus Community
- Provide Safe, Healthy Programs and Facilities
- Emphasize Sportsmanship & Buff Pride
- Promote Fun, Fitness & Competition
- Build a Climate of Respect & Trust
- Serve with Honor, Integrity & Accountability

SECTION I: ELIGIBILITY

The Intramural Staff cannot assume responsibility for player eligibility but will assist team captains and individuals with eligibility interpretation questions prior to competition.

Article I: Eligible Persons

The following people are eligible for participation in Intramural Sports:

- Undergraduate Students: All **full** fee paying undergraduate students are eligible to participate in the Intramural Sports Program.
- Graduate Students: All **full** fee paying graduate students and graduate students who are members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. Graduate students who opt out of paying Recreation Center fees and who are not members of the Recreation Center are not eligible to participate in Intramurals.
- Faculty, Staff, and Alumni Members: All faculty, staff, and alumni members that have a Recreation Center Membership are eligible to participate in the Intramural Sports Program.
- Part-Time Students and Continuing ED: All **full** fee paying part-time and continuing education students or part-time and continuing education students who are members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. Part-time and continuing education students who opt out of paying Recreation Center fees and are not members of the Recreation Center are not eligible to participate in Intramurals.
- Student/Faculty/Staff Spouses: Spouses of eligible undergraduate students, graduate students, faculty and/or staff members who have a valid Recreational Center Membership are eligible to participate in Intramurals.
- Miscellaneous: All other persons who have a valid Recreational Center Membership (day passes excluded) are eligible to participate in the Intramural Sports Program.

*****All participants must present their Buff OneCard or Valid Recreation Center I.D. at every game to check-in. No Card, No Play, No Exceptions!*****

Article II: Professional Athletes

Current professional athletes are not eligible to participate in any Intramural Sports event. A professional player or athlete is defined as one who has received monetary compensation for his/her athletic services. Former professional players may participate in their sport if approved by the Intramural Coordinator. Failure to receive approval prior to participation may result in denial of participation and forfeiture of any game in which they participated.

Article III: Intercollegiate Athletes

Current intercollegiate athletes are not eligible to participate in their sport or any like or related sport. An intercollegiate athlete is any individual participating in intercollegiate contests, attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players, and freshman are all considered intercollegiate athletes. An individual is considered an intercollegiate athlete for an entire academic year unless he/she has been dropped from the team roster before the first intercollegiate contest and are no longer playing or practicing with the team. Any intercollegiate athlete participating in an Intramural event in their like field may result in suspension of participant eligibility and forfeiture of any game in which they participated.

Article IV: Club Sports Athletes
A member of a club sport is defined as a student who participated or practiced with a club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league. Any player or team that does not adhere to these guidelines may result in suspension of participant eligibility and forfeiture of any game in which they participated.

Article V: Competing on Multiple Teams
A participant whom is otherwise eligible may participate on one co-rec team and equal opportunity team respectively for the same sport per season. A player may not participate on multiple equal opportunity or co-rec teams for the same sport in the same season. Failure to adhere to this policy will result in suspension of participant eligibility and forfeiture of any game in which they participated.

Article VI: Assumed Names
Players may not participate using another member's identity. Any participant found participating under an assumed name will have their false identification card confiscated, be suspended from all Intramural Sports and will also forfeit of any game in which they participated.

Article VII: Roster Additions
Players may be added to a team's roster at any point during the regular season, roster additions will not be allowed in the post season tournament. To be eligible for a participation in a particular game, a player must be added to a team's online roster by no later than 3:00pm on the day of the game they wish to attend. If the game in which they wish to participate should fall on a weekend, that player must be added by no later than 3:00pm on the Friday preceding that game. Any player(s) added after these set deadlines will not be allowed to participate in that evening's competition. If a player fails to be added to a team's roster, they will not be allowed to compete on that team until they have successfully been added. Failure to be added during regular season play will result in exclusion from the post season tournament.

By adding to the roster, participants acknowledge that they are eligible to play for that team and assume all responsibility for any actions taken by the intramural sports staff if you are found to be ineligible.

Intramural Sports reserves the right to investigate the eligibility of teams and players. These investigations may result in forfeiture, probation, and/or suspension. Teams must follow the eligibility requirements stated in this handbook.

Article VIII: Failure to Check-in
It is the responsibility of every participant to check-in for every game with the Intramural Sports Supervisor or Monitor. Failing to check-in for a game is a violation of the rules. All players should check-in 15 minutes before game time with their Buff OneCard or Recreation Center Membership I.D. Card. If a member of a team fails to check in during the regular season, that member will not be allowed to participate in the post season tournament.

Article IX: Eligibility Protests
For an eligibility protest, the protesting team must notify the staff on duty that they are challenging eligibility before the completion of the game/match. Any protest filed after this time will have no bearing on the game in question. If a team wishes to protest an opponent's roster after this time period, they may email imsports@colorado.edu to do so. Please note that protesting after the

conclusion of the game will result in an investigation of the roster in question, but not a reversal in game outcome. To file an eligibility protest, the following information must be provided:

- Date, time, place, and level of game.
- Names of the teams involved.
- Name of the ineligible player(s).
- Reason why player is believed to be ineligible

*****Final decisions regarding all eligibility issues are the discretion of the Intramural Coordinators*****

SECTION II: TEAM CAPTAIN RESPONSIBILITIES

Article I: Team Captain

When registering online for an intramural event, the individual who registers the team is assigned as the team captain. This person will be the main contact between Intramural Sports and the team.

Article II: Responsibilities

Team captains provide a very important link between teams and the Intramural Department. The successful flow of our program greatly depends on the abilities of the captains. A team captain's responsibilities include (but are not limited to) the following:

- Review the Intramural Handbook and become familiar with all Intramural Policies and Procedures.
- Review and be familiar with all rules pertaining to each and every sport of which they are a captain.
- Turn in a complete online entry form with team information and captain's complete contact information..
- Maintain contact with the Intramural Office. The Intramural Office will communicate any pertinent information to team captains via email as a courtesy. This information can include such items as when schedules are posted, post-season tournament information, game cancellations, and additional game opportunities. Please note that all information distributed by the Intramural Office is merely a courtesy and it is solely the responsibility of the team captain to ensure they are receiving any and all emails and necessary information. Failure to receive an email does not excuse failure to adhere to any guidelines, deadlines, etc.
- Know the eligibility of all team members according to the Intramural Sports Handbook. It is responsibility of the team captain and participant to know their eligibility and adhere to the set guidelines; the Intramural Sports Staff is not responsible for player eligibility. Please refer to the eligibility section in this handbook for further clarification.
- Notify each team member that they must present a valid Buff OneCard or Rec Center Membership ID before they can participate in any scheduled contest. **NO ID, NO PLAY, NO EXCEPTIONS!**
- Inform every member of your team about all pertinent Intramural Policies & Procedures, sports rules and eligibility restrictions.
- Know any and all game times scheduled for their team. All schedules are posted online on the Intramural website. Game schedules will not be given over the phone or in person. It is the responsibility of the captain to verify any game time online, any misinformation will be the responsibility of the team captain to verify. The online schedule will be held as the true schedule and will be honored over any information given over the phone.

- Control and be responsible for their self, team and spectators before, during and after any Intramural participation.
- Ensure that each desired player is added to the team's online roster by no later than 3:00pm the day of the game they wish to attend. If the game in which they wish to participate should fall on a weekend, that player must be added by no later than 3:00pm on the Friday preceding that game. Any player(s) added after these set deadlines will not be allowed to participate in that evening's competition.
- Ensure that the minimum number of players are checked in and ready to play prior to game time. Failure to do so will result in a Forfeit and a $20 fine. If the Forfeit fine is paid within four business days following the forfeited game, the team will be allowed to continue in the league and will be eligible to compete in the post-season tournament. If the Forfeit fine is NOT paid within four business days following the forfeited game, the team will be dropped from the league and will not be eligible to compete in the post-season tournament. Any subsequent Forfeit will result in ejection from the league and ineligibility for the post-season tournament. Should the Forfeit occur within four business days prior to the commencement of the post season tournament, it is the responsibility of the team captain to email imsports@colorado.edu BEFORE 9:00am of the day following the forfeited game to express their desire to pay the Forfeit fee and maintain post season eligibility. Failure to do so will result in exclusion from the post season tournament. The $20 charge is still assessed and will be sent to collections if not paid.
- Respectfully present any questions, comments or concerns to the officials and supervisor that their team may have at any point during the game. ONLY the captain has the authority to discuss any issues with the Intramural staff, failure to respect this may result in lowering of sportsmanship.
- Ensure that all players on their team have read, understand and comply with the following Participant Responsibilities section. Failure for a player to respect these guidelines will impact the team and captain as well.
- Sign the game sheet after each game to verify the score and sportsmanship rating.
- Handle any team or player judicial issues that may arise during their season.
- Pay any fines assessed to their account. Failure to do so will result in their fine being sent to collections.
- Notify the Intramural Office of wish to buy into the post season tournament if their team meets the outlined qualifications (please see the Post Season Tournament section). It is the responsibility of the team captain to notify the Intramural Office if their team wishes to buy into the post season tournament by the established Buy-In date. Failure to contact the Intramural Office by this due date will forfeit a team's buy in eligibility.

*****Due to the constraints of the online system, all Intramural Sports team captains must be full-fee paying students*****

Article III: Mandatory Captain's Quiz

All Intramural Team Captains must complete an Intramural Sports Captain's Quiz for each and every Intramural Event of which they have registered as a team captain. Each player must also complete the captain quiz to join the team, so they are aware of intramural policies and procedures along with sport rules. Both the captain and players must pass the quiz with a 90% before they are able to register their intramural team.

SECTION III: PARTICIPANT RESPONSIBILITIES

Article I: Responsibilities

Each person who chooses to participate in an intramural event assumes responsibilities as an individual participant. An individual participant's responsibilities include (but are not limited to) the following:

- Know their team's game time and location.
- Add themselves to the online roster of the team for which they want to participate by no later than 3:00pm the day of the game they wish to attend. If the game in which they wish to participate should fall on a weekend, that player must add themself by no later than 3:00pm on the Friday preceding that game. Any player(s) added after these set deadlines will not be allowed to participate in that evening's competition.
- Arrive on site and check in with the Intramural Supervisor at least 15 minutes prior to the start of every contest.
- Present a valid Buff OneCard or Rec Center Membership ID at EVERY event in which they participate. **NO ID, NO PLAY, NO EXCEPTIONS!**
- Be familiar with all rules, policies and procedures including conduct, sportsmanship and eligibility.
- Understand that ONLY their team captain has the authority to discuss any issues with the Intramural staff, and that failure to respect this may result in lowering of the team's sportsmanship.
- Cooperate before, during and after competition with any Intramural Sports Staff.

*****Failure to comply with these guidelines may not only impact the participant in question, but also the team captain*****

Article II: Safety and Injuries

The possibility of injury exists in all sports. Intramural Sports assumes no responsibility for injuries. However, basic first aid will be available at game sites. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. All participants must sign the Release of All Claims Form prior to participating in any intramural activity.

When a participant is bleeding, has an open wound, or has blood on his or her uniform, the player will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound covered, and/or the bloody uniform is changed. The game may continue play without the injured player at the discretion of the intramural sports staff.

Knee and ankle braces unaltered from the manufacturer's original design/production shall be permitted and do not require additional padding. Please review sport specific rules for additional equipment restrictions and requirements.

SECTION IV: REGISTRATION AND ROSTER INFORMATION

Article I: General Information

As of the fall semester of 2016, CU Intramurals has moved to an individual registration fee instead of the traditional team registration fee. Each participant will pay $16.50 for the semester and can play as many sports as you wish for that semester. Intramural registration will take place twice throughout the semester. Teams and individuals will register by visiting

http://www.colorado.edu/recreation/intramuralsports/ and clicking on the register/join a team link. Participants can find details on how to create and register a team. Participants are responsible for checking the Intramural website for all details pertaining to their participation.

No Refunds Will Be Given for IM Sports Passes

Please note that captains still must register their team via IMLeagues. *Any participant in need of a team may attend the Buff RoundUp, join the CU Free Agents Facebook Page, or join the Free Agents link on imleagues.com. We want to aide you in every way possible, so if you wish to participate and are still struggling to find a team, please stop by the Intramural Office or contact us via email or phone so we can further help you find a team.**

Article II: Creating a Team

After purchasing the IM Sports Pass participants will be granted access to IMLeagues. Captains will still need to register their team via IMLeagues, though no team fee will be collected.

The following are guidelines concerning the Intramural team registration process:

- Team registrations will be taken on a first come first serve basis until that league is full.
- Team names cannot be changed once the schedule is posted.
- The Intramural Sports Department reserves the right to change any team that is deemed potentially inappropriate or offensive. Any team name changed due to inappropriateness will have their new name be the full first and last name of the listed team captain.
- Teams are required to wear like colored shirts/uniforms in basketball, broomball, flag football, ice hockey, soccer, and ultimate frisbee. Permanent numbers are required on the shirts for basketball.
- Please use the proper judgment when selecting names and uniform artwork. Our goal is a pleasant, fun atmosphere for everyone competing. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Intramural Sports Office.
- Please note that all team rosters are capped at twice the number of players allowed on the playing area plus two additional players (ie: basketball teams are capped at 12 players because 5 are allowed on the court at a time (5x2= 10, 10+2=12)). Please make sure to use your judgment when allowing members to join your team because players will not be removed from a roster once accepted.

Article III: Joining a Team

- Participants must first purchase the IM Sport Pass
- Any participant wishing to join a team and play in a game must be made by no later than 3:00pm the day of the game they wish to attend. If the game in which they wish to participate should fall on a weekend, that player must add themself by no later than 3:00pm on the Friday preceding that game. Any player(s) added after these set deadlines will not be allowed to participate in that evening's competition.
- Individual participants may join a team by either accepting an invitation from a captain or finding the team and captain name on imleagues.com and requesting to join.
- Please use your judgment when joining a team since participants WILL NOT be removed or dropped from a team's roster once they have been accepted by the team captain regardless if they've participated in a league competition or not.
- Participants may add themselves to a team's roster up until 3:00pm the day of the last regular season game for that team.

Article IV: Roster Requirements

A valid roster must include:

- The minimum number of players required to begin a game as specified by the specific sport's rules.
- Every participant's valid email address and phone number.
- No more than double the number of players on the field plus two extra participants per team.
- If the roster does not meet minimum requirements for number of players by the Friday after the regular season starts, the team will be pulled from the league.

Game sheets are printed out by 3:00pm Monday-Friday (Weekend sheets are printed out Friday), participant must add themselves by no later than 3:00pm the day of the game they wish to attend. If the game in which they wish to participate should fall on a weekend, that player must add themself by no later than 3:00pm on the Friday preceding that game. Any player(s) added after these set deadlines will not be allowed to participate in that evening's competition.

Article VI: Refunds

- **No Refunds will be given to participants once they purchase the IM Sports Pass**

SECTION V: DIVISIONS AND LEAGUES

Article I: Leagues

There are generally several skill level leagues offered in each sport division, they are as follows:

- **Competitive League**: Competitive and skilled players.
- **Intermediate League**: Competitive but not as skilled players.
- **Recreational League**: Recreational and beginning players.

Article II: Divisions

Intramural Sports may offer one or more of the following divisions in league and tournament play:

- **Co-Rec Division (CR):** Number ratio of each gender is set and outlined in the rules for each sport.
- **Equal Opportunity Division (EO):** Teams may be comprised of any combination of either/both gender(s).

Article III: Transgender participants

Participants in Intramural Sports may participate in accordance with their gender identity, should that be relevant, regardless of any medical treatment. If conflicts arise, the Transgender Participation Advisory Committee shall be consulted for advice and resolution.

SECTION VI: LEAGUE PLAY

Article I: Email

Email is the main form of communication of the Intramural Sports Office. If you do not receive an email from imsport@colorado.edu by the first week of play, please notify the office ASAP. Please

note that all information distributed by the Intramural Office is merely a courtesy and it is solely the responsibility of the team captain to ensure they are receiving any and all emails and necessary information. Failure to receive an email does not excuse failure to adhere to any guidelines, deadlines, etc.

Article II: Schedules

All schedules are posted online on the IMLeagues website. Game schedules will not be given over the phone or in person. It is the responsibility of the captain to verify any game time online, any misinformation will be the responsibility of the team captain to verify. **THE ONLINE SCHEDULE WILL BE HELD AS THE TRUE SCHEDULE AND WILL BE HONORED OVER ANY INFORMATION GIVEN OVER THE PHONE.**

****Intramurals reserves the right to shorten any game times if necessary***

Article III: Reschedules

Regular Season

The Intramural Office DOES NOT reschedule regular season games once the schedule has been posted online. If your team is unable to make a regular season game, your team captain must email the Intramural Office at imsports@colorado.edu at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 3:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF). Failure to notify the Intramural Office by the 24 hour deadline will result in a Forfeit.

****The Intramural Office reserves the right to reschedule games for administrative and weather-related reasons.***

****Any extra games picked up will count as regular season games***

Tournament Games

All captains will have the opportunity to let the Intramural Office know which days and times their team will not be able to play prior to the tournament schedule being posted. We will do our best not to schedule your team during those times for the FIRST ROUND ONLY. This is merely a courtesy and the Intramural Office is under no restrictions to honor any day of play request. After the first round, games will only be rescheduled when the conflict is due to academics or conflicts with other intramural events. Any reschedules requests must be received at the Intramural Office at least 24 hours before the scheduled game. If a subsequent game should fall within 24 hours, it is the responsibility of the captain to email imsports@colorado.edu BEFORE 9:00am of the day of the conflicting game(s). Reschedules will only be granted if we have time and space. Please note the opposing team must also approve the reschedule.

Article IV: Forfeits

GAME TIME IS FORFEIT TIME! All teams should arrive **15 minutes prior** to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready-to-play at the scheduled starting time shall forfeit to their opponent and be subject to the Forfeit Fee Policy outlined below. Any team receiving a Forfeit will receive a 0.0 sportsmanship rating and their opponent will be awarded a 3.0 sportsmanship rating. If you are not playing at least 50% of your scheduled games due to other teams forfeiting, please contact the Intramural Office to see if we can schedule more games for your team.

5-Minute Grace Period: If one team is present and ready to play, they can choose to grant their opponents a 5-minute grace period. If the required minimum number of players arrives within the 5 minutes, the game will be played and recorded as an official game. NO EXCEPTIONS ARE PERMITTED TO THE 5-MINUTE GRACE PERIOD. The length of game will be shortened according to the lateness of the new start time.

Forfeit Fee Policy:

Teams receiving one Forfeit

- If a team accumulates one Forfeit during the regular season, they will automatically be charged a $20 fee that must be paid within the four business days following that forfeited game.
- If a team receiving one forfeit pays the assessed $20 fee within the four business days, this team will be allowed to continue on in the league for the remainder of the regular season and will still be eligible for the post-season tournament (provided all other criteria are met). The sportsmanship rating for the team and game in question will then be changed to a 3.0 rating.
- If the team fails to pay this $20 fine within the four business days, they will still be responsible for the $20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.
- Should the Forfeit occur within four business days prior to the commencement of the post season tournament, it is the responsibility of the team captain to email imsports@colorado.edu BEFORE 9:00am of the day following the forfeited game to express their desire to pay the Forfeit fee and maintain post season eligibility. Failure to do so will result in exclusion from the post season tournament. The $20 charge is still assessed and will be sent to collections if not paid.

Teams receiving two Forfeits

- If a team accumulates two Forfeits during the regular season, they will automatically be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.

Loss by forfeit the day before playoff brackets are made

- If a team forfeits the day before brackets are made, the team will still be included into the bracket. However, if the team does not pay their forfeit fee by the time of their first scheduled playoff game, they will be dropped from the tournament.

How to avoid being charged the Forfeit Fee:

- If your team is unable to make a regular season game, your team captain must email the Intramural Office at imsports@colorado.edu at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 3:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF). Failure to notify the Intramural Office by the 24 hour deadline will result in a Forfeit.

The Intramural Sports Supervisor maintains official time at each activity area and will determine forfeit time.

Article V: Honest Effort Forfeits (HEF)

An Honest Effort Forfeit will be given to a team if only a portion of that team is able to participate in a scrimmage game. Each sport has a minimum number of players needed per sport to be awarded an Honest Effort Forfeit (see table below).

- Teams that accumulates two or more Honest Effort Forfeits in a season will not advance to the post-season tournament.
- Any team receiving an HEF will receive a 3.0 sportsmanship rating.
- Teams receiving two or more Honest Effort Forfeits will remain eligible for league play but will be excluded from the post season tournament unless they elect to pay a $20 buy-in fee. To pay this fee, the team captain must email imsports@colorado.edu by no later than 9:00am of the Friday before the start of the post season tournament.

Number of Players Needed for Each Sport

Sport	Players Needed	Players Needed to Start a Game	Number of Players for HEF	Number of players for a forfeit
Basketball	5	4	3	Less than 3
CoRec Basketball	5 *(At least 2 of each sex)*	4 *(At least 1 of each sex)*	3	Less than 3
CoRec Broomball	5 *(At least 2 of each sex)*	4 *(At least 1 of each sex)*	3	Less than 3
CoRec Dodgeball	7 *(At least 2 of each sex)*	5 *(At least 1 of each sex)*	4	Less than 4
Football	7	5	4	Less than 4
CoRec Football	8 *(At least 4 of each sex)*	6 *(At least 2 of each sex)*	5	Less than 5
Hockey (Comp/Int)	6	6	5	Less than 5
Hockey (Rec)	5	5	4	Less than 4
Indoor Soccer	6	5	4	Less than 4
CoRec Indoor Soccer	6 *(At least 2 of each sex)*	5 *(At least 1 of each sex)*	4	Less than 4
Outdoor Soccer	8	6	5	Less than 5
CoRec Outdoor Soccer	8 *(At least 3 of each sex)*	6 *(At least 1 of each sex)*	5	Less than 5
Tennis	2	1	n/a	0
Ultimate	7	5	4	Less than 4
CoRec Ultimate	7 *(At least 3 of each sex)*	5 *(At least 1 of each sex)*	4	Less than 4
Volleyball (Comp)	4-6	3	2	Less than 2
Volleyball (Int/Rec)	6	5	4	Less than 4
CoRec Volleyball(Comp)	4-6 *(At least 2-3 of each sex)*	3 *(At least 1 of each sex)*	2	Less than 2
CoRec Volleyball (Int/Rec)	6 *(At Least 3 of each sex)*	5 *(At Least 2 of each sex)*	4	Less than 4
CoRec Innertube Waterpolo	7 *(At least 3 of each sex)*	5 *(At least 1 of each sex)*	4	Less than 4

SECTION VII: POST SEASON TOURNAMENT

Article I: Qualifications

All teams qualify for the post-season tournament except the following:

- Teams that have received one Forfeit and have failed to pay the Forfeit Fee as outlined in the Forfeit Fee Policy.
- Teams that have received two or more Forfeits.
- Teams that have received two or more Honest Effort Forfeits.
- Teams that have received two or more Defaults.
- Teams that have lower than a 3.0 average sportsmanship rating for the regular season.
- Teams that have captains whom have failed to take or pass the Intramural Sports Captain's Quiz as outlined in Captain Responsibilities.
- Teams that have been suspended from play by the Intramural Sports Coordinators.

*****It is the responsibility of the team captain to notify the Intramural Office if their team wishes to buy into the post season tournament by the established Buy-In date. Failure to contact the Intramural Office by this due date will forfeit a team's buy in eligibility*****

Article II: Termination of Post Season Play

The following points will result in termination of a team's eligibility for post season play:

- Teams receiving lower than a 3.0 sportsmanship rating for any post season competition.
- Teams receiving a Forfeit.
- Teams receiving an Honest Effort Forfeit.
- Teams receiving a Default.
- Teams that have been suspended from play by the Intramural Sports Coordinators.
- Teams receiving one loss (single elimination).
- Teams participating with any ineligible player(s).

Article III: Seeding

Teams will be seeded in their respective leagues and divisions based on the following criteria in the respective order:

- Games won.
- Games lost.
- Games tied.
- Head to head victory.
- Point differential (points scored less points allowed).
- Sportsmanship rating.

*****The Intramural Office reserves the right to merge multiple leagues in any given division if less than four eligible teams exist for that league*****

Article IV: Tournament Days of Play

During the post season tournament your team may be scheduled to play at any day or time. Prior to the start of the post season tournament, all captains will have the opportunity to let the intramural office know which days and times their team will not be able to play. We will do our best not to schedule your team during those times for the FIRST ROUND ONLY. This is merely a courtesy and the Intramural Office is under no restrictions to honor any day of play request. After the first round, games will only be rescheduled when the conflict is due to academics or conflicts with other

intramural events. Any reschedules requests must be received at the Intramural Office at least 24 hours before the scheduled game. If a subsequent game should fall within 24 hours, it is the responsibility of the captain to email imsports@colorado.edu BEFORE 9:00am of the day of the conflicting game(s). Reschedules will only be granted if we have time and space. Please note the opposing team must also approve the reschedule.

Article VI: Petition to Add Players

If a team is unable to field a full team during the post season tournament, they may **petition to add players** to their roster. The team captain must fill out a petition to add form at the Intramural Office no later than 12:00pm noon the day of the game. If the game in question should fall on a weekend, the captain must fill out the form by 12:00pm noon the Friday preceding. Players whom wish to be added must meet the following criteria:

- Full Intramural Sports eligibility (please see the Eligibility section)
- Purchased the IM Sports Pass
- Have not played on a team in that same sports division in that season.
- Only one substitute will be allowed to be petitioned (meaning the number allowed on the playing are plus one additional player).
- If enough roster players should arrive at any point during the game to field an entire team plus a substitute, the petitioned player is no longer eligible to participate.
- Captains must petition to add players for each game needed, approved players will not roll over from a previous game.

Article VII: Changing Tournament Game Times:

Tournament game times and dates will ONLY be changed for weather and other facility related issues.

SECTION VIII: INCLEMENT WEATHER

In the case of inclement weather please check the Intramural Sports website at http://www.colorado.edu/recreation/intramural-sports. The website will be updated with game statuses by 3:00 PM. If games are cancelled all team captains will be emailed by 3:00 PM. Please do not call the Intramural Sports Office main line.

Any unplayed game that is cancelled due to weather will be rescheduled, time permitting. This decision is the discretion of the Intramural Sports Coordinators. Games that are cancelled and rescheduled will be posted online within three business days. It is the team captain's responsibility to check the schedule and verify this rescheduled game time.

Any game that is in the process of being played and has made it to at least half time (or a similar time mark) when inclement weather occurs, will be called and the result of the game at that point will stand.

Any game that is in the process of being played and has yet to make it to halftime when inclement weather occurs, will be rescheduled, time permitting. This decision is the discretion of the Intramural Sports Coordinators. Games that are cancelled and rescheduled will be posted online within three business days. It is the team captain's responsibility to check the schedule and verify this rescheduled game time.

***Please note that due to time constraints, reschedule games may be held on days of the week that differ from a team's elected league day.**

***Please note games will only be made up if time allows, refunds will not be given for games cancelled due to weather or other acts outside of human control.**

SECTION IX: CONDUCT

All Intramural participants are expected to display good sportsmanship and conduct. Any participant or spectator associated with attempts to commit, or aid others in committing, any acts of misconduct will be subject to disciplinary procedures by the Recreational Services. Severe cases of misconduct will be referred to the Dean of Students Office for possible university action.

Article I: Captains

The team captain is responsible for the actions of his/her team, his/herself, and any team spectators. Additionally, the captain will ensure that his/her team is familiar with the rules of play and intramural sports policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural sports contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural sports staff at all times.

Article II: Unsportsmanlike Conduct

Participants and/or spectators shall not commit acts of unsportsmanlike conduct before, during or after any intramural event. This includes, but is not limited to:

- Use of foul or derogatory language.
- Threatening or verbally abusing any other participant or intramural sports employee.
- Participating in a game for which he/she is not eligible.
- Arguing or talking back to the intramural sports staff. Only the captain should address an official or supervisor, and only if done so in a respectful and courteous manner.
- Intentionally hitting, striking, pushing, shoving, grabbing, and/or throwing and/or kicking an object at another individual.
- Mistreating the facility, equipment or supplies of The University of Colorado and/or the Department of Recreational Sports.
- Attempting to sign in using another person's Buff OneCard, Rec Center Membership Pass, or any other form of identification.

Article III: Alcohol, Drugs and Tobacco

The use of any alcohol, drug or tobacco products is strictly prohibited before, during, and after any Intramural competition or at any Intramural event. Any participant or spectator possessing or under the influence of drugs, tobacco or alcohol will be recorded and asked to leave the premises immediately. Failure to leave willingly will result in UCPD being called. Presence or use of any of these substances before, during or after Intramural competition or at an Intramural event will impact player and/or team eligibility, sportsmanship, etc. and will be reported to Judicial Affairs.

Article IV: Ejections

Any player that has been ejected from an Intramural event for any reason will receive an immediate indefinite suspension from ALL Intramural participation. No individual will be reinstated without first meeting with the Intramural Sports Coordinators or appointed staff member. Suspensions/penalties will not start until after the ejected player meets with the Intramural Sports Coordinators. The

ejected individual is responsible for contacting the Intramural Sports Coordinators in order to set an appointment to discuss reinstatement. Call 303-492-2893 or email imsports@colorado.edu in order to schedule an appointment with the Intramural Sports Coordinators. If the identity of an ejected player is unclear, his/her entire team will be suspended from intramural play until their identity is discovered.

Article V: Discipline

The Intramural Sports Program reserves the right to apply any suspension deemed appropriate for each incident that occurs. The following is a list of common infractions and minimum suspensions, please note this table is merely an example and punishments for the infractions listed are the discretion of the Intramural Sports Coordinators:

Infraction	Minimum Suspension
EJECTION	Automatic at least one week suspension from all Intramural activities. Game ejections, including pre or post game ejections, are not eligible to be appealed. An individual or group may also be subject to being charged by the Office of Judicial Services.
UNSPORTSMANLIKE CONDUCT: Any improper behavior that may include verbal or physical abuse, mental harassment, or other unsportsmanlike acts such as obscene gestures or actions.	Such conduct may be punishable by suspension for a week, the entire session, or for the academic year. An individual or group may also be subject to being charged by the Office of Judicial Services.
VERBAL ABUSE: Any language deemed offensive or derogatory.	Persons ejected for Verbal Abuse SHALL BE AUTOMATICALLY SUSPENDED FOR AT LEAST ONE WEEK. Persons ejected for Verbal Abuse more than once during the year may be suspended from all activities for the remainder of the academic year. An individual or group may also be subject to being charged by the Office of Judicial Services.
PHYSICAL ABUSE OF ANOTHER PARTICIPANT OR SPECTATOR: The act of hitting striking, pushing shoving, grabbing, and/or throwing and/or kicking an object at another participant or spectator.	Persons ejected for hitting or striking another individual SHALL BE AUTOMATICALLY SUSPENDED FOR NO LESS SIX ACADEMIC WEEKS. Player may also be subjected to suspension from the CU Recreation Center and could be subject to judicial review by the Office of Judicial Services. Persons ejected for pushing, shoving, grabbing and/or throwing and/or kicking an object at another individual SHALL BE AUTOMATICALLY SUSPENDED FOR NO LESS THAN ONE WEEK. Persons involved could be subject to judicial review by the Office of Judicial Services.
PHYSICAL ABUSE OF AN INTRAMURAL SPORTS EMPLOYEE: The act of hitting striking, pushing shoving, grabbing, and/or throwing and/or kicking an object at any Intramural Sports Employee.	Persons ejected for any sort of act of physical abuse against an Intramural Sports Employee SHALL BE AUTOMATICALLY SUSPENDED FOR NO LESS THAN ONE ENTIRE ACADEMIC YEAR. Persons involved may also be subjected to

	suspension from the CU Recreation Center and could be subject to judicial review by the Office of Judicial Services.
THREATNING PHYSICAL ABUSE TOWARDS ANOTHER PARTICIPANT OR SPECTATOR:	Automatically suspended for at least two weeks. Player may also be subjected to suspension from the Recreation Center and judicial review by Judicial Services.
THREATNING PHYSICAL ABUSE TOWARDS AN INTRAMURAL SPORTS EMPLOYEE:	Automatically suspended from the Intramural Program for SIX ACADEMIC WEEKS. Player may also be subjected to suspension from the Recreation Center and judicial review by Judicial Services.
PLAYING UNDER AN ASSUMED NAME:	At least one academic week. Any false identification card will be confiscated and turned into the building facility supervisor and any competition in which the person participated, or attempted to participate in, may be automatically forfeited.
PLAYING ON MULTIPLE TEAMS:	At least one academic week, and any competition in which the person participated, or attempted to participate in, may be automatically forfeited.

Suspensions listed merely demonstrate the MINIMUM punishment an offender will receive for their respected infraction. Actual severity of punishment will be determined by the Intramural Sports Coordinator. The above infractions can be subject to expulsion from intramurals, and if necessary can be reported to the Judicial Affairs Office and/or the Office of Student Conduct.

SECTION X: SPORTSMANSHIP

***ALL TEAMS WILL BE GIVEN SPORTMANSHIP RATINGS AFTER EVERY GAME. CAPTAINS MUST SIGN OFF ON THEIR RATING AFTER EVERY GAME. ***

Article I: Sportsmanship Policy

Teams will be given sportsmanship ratings by the officials and sports supervisor after each game. General guidelines of the ratings are as follows, please note that these are only very broad guidelines and sportsmanship ratings are discretion of the intramural on site staff.

These can include, but aren't limited to:

4.0 - Excellent Conduct and Sportsmanship – Players cooperate fully with the officials and the opposing team's members. Only the team captain calmly and respectfully converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates.

3.75-3.0 – Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a technical foul. Teams that receive one severe behavioral penalty will receive <u>no higher</u> than a 3.0 rating.

- Any team receiving a Win or Loss by an Honest Effort Forfeit, Win by Forfeit, or Loss by Forfeit and paying the Forfeit Fee within 4 business days will receive a 3.0 rating
- **All teams must average at least a 3.0 rating during the regular season to be eligible for the post season tournament.**
- Any team receiving lower than a 3.0 rating in the post season tournament will not be able to advance. This does not mean that losing team advances if they have a 3.0 or better, it means that nobody advances.

2.75-2.0 - Average Conduct and Sportsmanship – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a technical foul. Captain exhibits minor control over his/her teammates, but is in control of himself/herself. Teams receiving multiple severe behavioral penalties or an ejection will receive no higher than a 2.0 rating.

1.75-1.0 – **Below Average Conduct and Sportsmanship –** Teams constantly comment to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates and/or himself/herself

0.75-0.0 – **Poor Conduct and Sportsmanship –** Team is completely uncooperative. Captain has no control over teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a 0.0 rating.

- Any team that receives a 0.0 rating will have their captain suspended indefinitely and must meet with the Intramural Sports Coordinators the following day and will no longer be eligible to participate in that session.

SECTION XI: PROTESTS AND APPEALS

Article I: Rule Protests

Whenever a matter of a protest arises, the team captain must notify one of the officials and the opponents before the next live ball. If the protest is not lodged at this point, it voids the protest. Once the protest is noted, the official will suspend play. The captain will then state the basis of the protest. The official will then explain the basis of the decision. If the captain would like to appeal the official's decision he must request that the Sport Supervisor review the decision before play resumes. The supervisor will give the final decision. Please note that judgment calls cannot be protested nor appealed.

Article II: Eligibility Protests

Protests involving player or team eligibility must be called to the immediate attention of the supervisor prior to halftime of the contest while the protested individual/team is present. Participants may not make eligibility protests after the completion of the contest. They can bring it to the attention of the supervisor, but it will not impact the outcome of the game.

The Intramural Sports office reserves the right to investigate the eligibility of any participant at any time. Any player found ineligible will be suspended from play and any team in which they illegally participated on may have their season forfeited.

Article III: Appeals- General

The appeal process exists to ensure that all rulings or disciplinary actions taken against Intramural teams or individuals are equitable. The person/board to which a decision is appealed will review the previous decision and rule on its appropriateness given the infraction(s) or circumstances

surrounding the specific case. As with any appeal, the person/board may decide to lessen the penalty, uphold the previous decision, or increase the penalty levied by the staff or board.

Article IV: Appeals of Intramural Student Staff decisions:

- Individuals or teams wishing to appeal a decision by an on-site Intramural Employee (i.e. an Intramural Sport Supervisor) have 24 hours from the time of the decision in which to notify the Intramural Office in writing of intent to appeal. All relevant reasons and circumstances should be noted in the appeal.
- The written appeal must be emailed to the Intramural Office at imsports@colorado.edu and have a meeting scheduled with the Intramural Sports Coordinators within one business day of the original decision.
- All decisions by the Intramural Sports Coordinators regarding game protests, eligibility questions, and suspensions are final.

SECTION XIII: AWARDS

Article I: Championship Shirts

Intramural championship shirts will be awarded to all league winners in all divisions for individual and team league sports. The number of shirts is LIMITED to three shirts more than the number of players allowed on the playing area. Additional shirts may be purchased from the Intramural Office.

Article II: Special Event Prizes

Intramural tournament and special event champions will receive the designated intramural tournament/special event prize which may differ from the intramural championship shirts awarded to league winners.

SECTION XIV: EMPLOYMENT OPPORTUNITIES

The Intramural Sports Program hires student office staff employees, officials, supervisors and coordinators. All students interested in employment must attend all the training clinics provided by the Intramural Program. No prior experience is required. Training focuses on rules of the games, mechanics, and on court situations. For more information please visit our website at **http://www.colorado.edu/recreation/intramural-sports**

SECTION XV: LOCATIONS, HOURS & CONTACT INFORMATION

Location

The Intramural Sports Office is currently located between the upper gym and turf gym in the Student Rec Center.

Office Hours

Monday-Thursday	9:00am-6:00pm
Friday	9:00am-5:00pm
Saturday & Sunday	CLOSED
Intramural Main Office Phone:	**303-492-2893**
Email Address:	**imsports@colorado.edu**

Website:	**www.colorado.edu/recreation/intramural-sports**
Recreation Director:	**Gary Chadwick**
Associate Director of Programs:	**Nicole LaRocque**
Senior Assistant Director of Team Sports:	**Bryan Hostetler**
Assistant Director of Team Sports:	**Danielle Mutz**
Team Sports Coordinator:	**Sean Layden**
Team Sports Coordinator:	**Kelly Olson**