

UIS Campus Recreation
INTRAMURAL SPORTS MANUAL
2020-2021

1. MISSION

The Department of Campus Recreation strives to meet the needs and interests of all who study and work at the University of Illinois Springfield. Participants of diverse ages, skill levels, and abilities are encouraged to take an active role in an assortment of individual and team opportunities. Services, programs, and facilities help to develop and sustain a culture of wellness on campus while improving the overall well-being of the individual.

2. ELIGIBILITY

- a. **GENERAL:** Currently enrolled UIS fee-paying students and Rec Members are eligible to participate in intramurals.
- b. **VARSITY ATHLETES/CORRESPONDING SPORTS:** Rostered members of varsity intercollegiate teams at UIS are ineligible to compete during the same academic year (fall and spring semesters) in corresponding intramural sports (when offered). Campus Recreation reserves the right to add to this list throughout the semester for new intramural events. Sports are as follows:

VARSITY

Baseball, Softball
Basketball

Cross Country/Track
Golf
Soccer
Tennis
Volleyball

INTRAMURAL

Softball, Wiffleball, Home Run Derby
3-on-3 Basketball, 5 on-5 Basketball, 3-Point Shootout,
Free Throw Contest
Cross Country Meet, Track Meet
Golf, Best Ball, Scramble
Indoor Soccer, Outdoor Soccer, Futsal
Tennis singles, Tennis doubles, Tennis mixed doubles
Wallyball, Volleyball, Sand Volleyball

- c. **VARSITY ATHLETIC TEAM DEFINITION:** A varsity athletic team is defined as a group that participates in representing UIS in NCAA competition and/or holds varsity status. This includes athletes who have made the team and retired themselves during the course of the season, along with any student receiving financial aid based on athletic ability. This does not include individuals who have tried out unsuccessfully.
- d. **PAST VARSITY ATHLETES:** Any member of a “varsity athletic team” whose eligibility ends or discontinues participation for any reason may not participate in a corresponding intramural sport until the following academic year. Some intramural sports may have roster limitations placed on past varsity athletes. Please consult the rules for those sports or contact the Campus Recreation office if you have questions.
- e. **PROFESSIONAL ATHLETES:** Any individual who has received professional playing status in a particular sport may not compete in that sport or its corresponding sport in which they competed as a professional for a period of two years after the completion of their last professional season.
- f. **CLUB SPORTS ATHLETES:** A club sports member is defined as an individual who is listed on an official club sports roster. Individuals who participate on club sports teams that compete outside of UIS are limited to two members per team in a corresponding intramural sport.

- g. **PLAYER RESTRICTIONS:** Once an individual has played for any amount of time in one game on a team, he or she may not be moved to another roster. The individual is also restricted from playing on two teams in the same sport season.
Exception: A player may compete on one men's or women's team and one co-rec team.
- h. **ROSTERS:** To be considered a "member" of a team in any given sport, an individual must register on IMLeagues and join the correct team. A team may add eligible players during the regular season only. Additions may not be made to rosters after a team's last regular season game, or after playoff brackets are posted for sports where there is no playoff meeting. Any violation of this rule will result in the offending team forfeiting the contest and the opposing team advancing in the playoff bracket.
- i. **PENALTIES FOR ELIGIBILITY INFRACTIONS:** If it is found that an individual has played on two different men's/women's/co-rec teams in any given league/tournament, then both/all teams the player played with shall forfeit all games where the individual participated as well as receive a maximum of "2" Sportsmanship Rating. Participation in those games is defined as an individual playing for any amount of time in one (1) game. Sanction for playing as an ineligible player is a minimum suspension of one (1) game. Player must also meet with Assistant Director of Campus Recreation before being able to return to league.
- j. **USE OF AN ASSUMED NAME:** Should a participant, team captain, or team manager be guilty or responsible for the use of an assumed name or fraudulent act, he/she will be disqualified from all intramural activities pending a meeting with the Assistant Director of Intramurals and Club Sports, which shall determine the length of suspension period (minimum four (4) weeks). The team for which he/she played also may be dropped from further competition in that sport.
- k. **TRANSGENDER ATHLETES:** UIS Campus Recreation allows transgender student-athletes to participate in sex-separated sport activities in accordance with the following NIRSA guidelines:
 - a. "NIRSA recognizes and celebrates the transgender student population among their tournament participants. Through the guiding policies of the NIRSA Championship Series tournaments, NIRSA empowers students to participate in intramural sports and sport club divisions based on their expressed gender identity."

3. REGISTRATION

- a. **REGISTRATION:** All intramural sports registration will occur online using IMLeagues which is on the UIS Campus Recreation portal at campusrec.uis.edu (under Intramurals tab). If a member does not wish to use IMLeagues, he or she may contact the Assistant Director for Intramural and Club Sports to assist with registration.
- b. **DEADLINES:** Deadlines for team and individual/dual sports will normally be posted on IMLeagues. For most events, the deadline will be Tuesday at midnight.
- c. **DISTRIBUTION OF SCHEDULES AND CHANGES TO SCHEDULE:** Teams are responsible for securing all scheduling information regarding the games of their team. Once scheduling has been completed for a specific sport, team/individual packets will be available on IMLeagues and at the Team Representative Meeting (if sport requires). It is ultimately the responsibility of the team representative (or individual in an individual sport) to secure their packet by attending this meeting. Master copies of all Intramural sport/league schedules will be kept in the Campus Recreation office and will be posted on IMLeagues.

Occasionally schedules change due to unforeseen situations. Captains will be notified of any changes by phone and email. It is the responsibility of each team to check IMLeagues for changes.

- d. **NECESSARY INFORMATION:** When registering a team, the captain must have his or her personal information (name, phone number, email address, and UIN number), and a team name (which is

subject to change, at the Campus Recreation staff's discretion). Entries will not be accepted without supplying all of the above information at time of registration.

- e. LEAGUE BREAKDOWN: Competition is normally broken down into the following leagues: Men's, Women's, and Co-Rec. All Men's leagues will be considered "Open" Leagues, which allow women to play in them as well. Competitive and Recreational divisions are offered, depending on the sport and number of team entries.

4. CAPTAINS' RESPONSIBILITIES

The team captain is the link between the Department of Campus Recreation and the players. It is the captain's responsibility to follow these guidelines:

1. Informing team members of the rules governing the specific activities they will be participating in, this includes, but is not limited to, the Jewelry and Apparel Policy and the Alcohol, Tobacco, and Illegal/Controlled Substance Policy.
 2. Notifying team members of the dates, times, and locations of contests.
 3. Being responsible for the behavior of teammates and spectators.
 4. Signing the Sportsmanship Rating Form at the conclusion of each contest.
- a. TEAM REPRESENTATIVE MEETING: For team representative meeting times, please refer to the day and time found on the Department of Campus Recreation website and on IMLeagues. It is **mandatory** that a team representative attend this meeting. If the team fails to attend the meeting, they are subject to being dropped from the league. League schedules, rules, and explanation of policy will be distributed at this meeting.
 - b. PLAYOFF MEETING: Team sports that are not seeded by record may have a playoff meeting, which will be discussed at the team representative meeting. At least one member from the team must be in attendance *at time of roll call* as playoff eligible teams will be seeded into the playoff brackets. **Any team having no team representative attend the playoff meeting will not be eligible for the playoffs (see 12b).**
 - c. IDENTIFICATION: All participants must bring a valid UIS i-card to each and every activity. Supervisors and officials may request to see an i-card at any time to verify participation. UIS i-cards are also required to enter TRAC.
 - d. ELIGIBLE PLAYERS: It is the responsibility of the captain to make sure all players on his or her team are eligible. All games in which an illegal player participates will be forfeited. (see 2i)
 - e. EJECTED PLAYERS: When participants behave in an unsportsmanlike manner, they may be ejected from the program site. When ejected, a participant must leave the facility or playing field immediately. Each time a player is ejected, an Ejection Form shall be completed. See "*Sportsmanship/Team Conduct Sec. 11*" for information on violations of sporting behavior and the suspensions associated with each. In addition to possible probation and suspension, an individual's and his or her team's participation points are forfeited upon each ejection.

If a player is ejected, he or she must attend a reinstatement meeting with the Assistant Director of Intramurals and Club Sports before participating in any further intramural activities. The team captains may also be required to attend that reinstatement meeting, depending on the reason for ejection. If the meeting is not scheduled before the team's next game, the ejected player is suspended from all intramural sports until the meeting occurs. It is the responsibility of the ejected player to contact the Department of Campus Recreation and set-up the meeting after the ejection occurs.

- f. **SIGNING THE SCORE SHEET:** A team representative is responsible for signing the score sheet (or acknowledging the virtual score sheet) at the end of the game. This verifies that the score was kept correctly.
- g. **RULES KNOWLEDGE:** It is the responsibility of the captain to know the rules, and inform the team of these rules. Rule sheets are available in the Campus Recreation office, on-site, and on the IMLeagues website.

5. FORFEITS

- a. **GAME TIME IS FORFEIT TIME:** Each team/participant is responsible for arriving at the playing area with their UIS i-Card and ready to play at least 15 minutes before scheduled time of the contest. Any team that fails to be signed in by the scheduled starting time shall forfeit the contest to their opponent, unless prior arrangements are made with the Department of Campus Recreation. If both teams fail to report, each team will be given a forfeit and the game will not be rescheduled. Forfeits can occur when:
 - 1. A team arrives at the contest site without the number of players needed to begin the contest.
 - 2. A team begins a contest but drops below the number of players needed to resume play.
 - 3. A team uses an ineligible player in a contest.
- b. **MINIMUM PLAYERS:** A team receiving a win by forfeit must have both the number of players required to start the game at the game site **and be signed in on the score sheet**. Minimum number of players required is sport specific, so consult the rules for each particular sport.
- c. **ILLEGAL PLAYERS:** If a team uses an illegal player in the regular season, all games or contests in which that player participated will be declared forfeits and wins will be given to their opponents and a “2” sportsmanship rating grade will be awarded to the losing team. In tournament play, the team will be disqualified from the tournament and the opponent will advance in the bracket.
- d. **DISQUALIFICATION:** Teams/participants who forfeit two contests for any reason will be dropped from the league and are ineligible for the playoffs. Teams forfeiting during the playoffs are also removed from the rest of the playoffs.

6. DEFAULTS

Any team that knows that they will not be able to participate in a regular season or playoff contest may notify the Department of Campus Recreation verbally to default. Verbal notification must be made to the Department of Campus Recreation by 12:00 p.m. the day of the game to be considered a legally defaulted contest. If the game occurs on a Saturday or Sunday verbal notification must be made to the Department of Campus Recreation by Friday at 2:00 p.m. A team that legally defaults a game will receive a loss in league standings, but not a forfeit.

Requests from teams notifying the Department of Campus Recreation after the designated times outlined above may not be granted, and the game in question will either be declared a forfeit at that time by a Campus Recreation staff member, or the game will be played as originally scheduled.

- For contests not already in progress, teams/participants who default a contest will receive a “default” in the standings and a sportsmanship rating of “3”. Teams/participants that win by default in this manner will receive an automatic win and a sportsmanship rating of a “4”.
- For contests already in progress, teams/participants who default receive an automatic loss and a sportsmanship rating based on sportsmanship up to that point. Teams/participants who win by default in this manner will receive an automatic win and a sportsmanship rating based upon sportsmanship to that point. ****ONE EXCEPTION:** Teams who are found to have an ineligible

player who played in a contest will receive a loss for each game that ineligible player participated in, along with a sportsmanship rating of "2" for each contest the ineligible player participated in.

- Defaults are weighted differently than losses and forfeits in terms of playoff seeding. See Section 12d for more detailed information.

7. PROTESTS

- a. Only protests based on questions of player eligibility and rule interpretation (when misinterpretation affects the outcome of the game) will be accepted.
 - a. Any individual that violated the eligibility rules stated in Section 2g-2k shall be suspended from intramural competition for a minimum of six (6) calendar months.
 - b. Any team that uses an "ineligible player" (see Section 2g-2k) shall forfeit that contest and any other games he/she may have played. Teams/participants who are found to use an ineligible player receive a Sportsmanship Rating of "2" for each contest the ineligible player participated.
- b. RULE INTERPRETATION: Questions pertaining to the officials' interpretation of rules must be resolved on the field/court at the time the interpretation occurs, prior to the next live play, and by the Campus Recreation staff member. Once a situation has passed, it is no longer subject to change or protest.

The procedure shall be:

- If a team/participant feels the official has made a faulty interpretation of the rule, the team captain shall calmly request a time out and inform the official that he/she wishes to have a ruling on the interpretation by the on-site Campus Recreation staff member.
 - If corrections are necessary, the on-site Campus Recreation staff member shall make them immediately.
 - If the participant still does not agree with the decision, a protest form can be obtained from the on-site Campus Recreation staff member, completed, and turned into the Campus Recreation Department by noon of the following day.
- c. ELIGIBILITY: Any team protesting the eligibility of a player(s) must furnish the player(s) in question's full name, as well as the team name for which the charged offender played (in cases of playing for more than one team).
 - d. OFFICIALS' JUDGEMENT: No protest will be accepted which involves the judgment of the activity official(s). The judgment of the official(s) is final.
 - e. FINAL AUTHORITY: Once a decision has been made by the Campus Recreation staff, the individual(s) involved may appeal this decision to the Assistant Director of Intramurals and Club Sports. This appeal must be in writing and be brought to the Campus Recreation Office before noon the next business day. If an appeal is made, the individual(s) will not be allowed to participate until a final decision has been determined.

8. EQUIPMENT

- a. JERSEYS: Jerseys may be checked out on-site, if necessary for a specific intramural sport. Individuals are responsible for checking in and out jerseys. Loss of jerseys will result in the individual being assessed a replacement fee.
- b. PROPER FOOTWEAR: Proper footwear must be worn for all sports. For outdoor sports, cleats may be worn but they must be rubber cleats (no metal cleats are permitted). For indoor sports, non-marking

athletic shoes must be worn. Note: Five-finger shoes will not be allowed for all activities held in the arena (e.g. basketball, volleyball, pickleball, badminton, futsal, indoor football, indoor soccer).

Exception: participants may wear sandals, five-finger shoes, or no shoes when playing sand volleyball.

- c. SPORT SPECIFIC RULES: Jeans are not allowed for any arena-based sport. Pants/shorts with pockets or of red or yellow color are not allowed for flag football and arena football.

9. JEWELRY

- a. PLAYERS WEARING JEWELRY: The Department of Campus Recreation places great emphasis on the safety of its participants. With this in mind, Campus Recreation supervisors, officials, and other personnel will enforce the following:
 - Jewelry shall not be worn. This includes, but is not limited to:
 - a. Earrings
 - b. Wedding rings or bands
 - c. Other rings
 - d. Necklaces
 - e. Bracelets
 - f. Rubber Bands
 - g. Lance Armstrong bracelets (or similar style)
 - h. Metal barrettes
 - i. Bandanas
 - j. Baseball caps
 - k. Headgear with a bill or other hard outer surface
- b. EXCEPTIONS: The only exception to the above is for a religious item that, in the discretion of the supervisor, cannot easily be removed, and a medical alert bracelet or necklace. In either case, the item must be approved by the supervisor present and then taped and worn under the uniform.
- c. The Campus Recreation supervisor on duty should be consulted regarding any jewelry or apparel that may be in question, and they will always rule on the side of safety and make decision on the spot. All decisions made are final.
- d. Continual violation of the jewelry and apparel policy may result in a technical foul/unsportsmanlike conduct penalty/yellow card/red card charged to the violating player and/or violating team.

10. CANCELLATIONS/INCLEMENT WEATHER

- a. REGULAR SEASON: Postponement or cancellation of scheduled intramural sports contests occasionally result from inclement weather, loss of facility space due to changes in the University schedules, and other unforeseen circumstances. Whenever possible, the Campus Recreation Office will reschedule contests having to be postponed. Certain factors, however, such as relatively short playing seasons and limited space and time restrictions, often prevent contests from being rescheduled. These contests are therefore cancelled and will not be rescheduled.
- b. PLAYOFFS: Every effort to make up cancelled playoff games will be made. Participants can view updated playoff brackets by noon everyday on IMLeagues.
- c. INCLEMENT WEATHER: It is the policy of the Department of Campus Recreation to make decisions regarding all weather-related postponements and cancellations by 2:00 p.m. on the day of the scheduled contests. If a decision has not been reached by 2:00 p.m., any decision to postpone or cancel the day's contests will be made at the game site. When the decision has been made to postpone or cancel a contest, the Campus Recreation staff will contact, via telephone and email, the captains of those teams who are scheduled to play. Therefore, it is important that phone numbers and email addresses are correct in IMLeagues.

- d. CANCELLATIONS DURING AN ACTIVITY: If an activity has already begun and will end as a result of inclement weather or darkness, the Department of Campus Recreation may or may not reschedule the activity depending on the rules for that sport. Games will be delayed/postponed if lightning is seen. Play will resume 30 minutes after the last seen lightning strike.

11. SPORTSMANSHIP/TEAM CONDUCT

- a. SPORTING BEHAVIOR: The Department of Campus Recreation places great emphasis on sportsmanship and fair play. Competitive play is encouraged, but never at the expense of respect between players, adherence to rules, and the basic joy of play.
- b. TEAM NAMES: The Department of Campus Recreation staff reserves the right to change names of teams deemed offensive or inappropriate. Profanity will not be tolerated.
- c. UNSPORTSMANLIKE CONDUCT: Any person who commits, attempts to commit, or aids others in committing any of the following acts of misconduct shall be subject to disciplinary procedures by the Department of Campus Recreation. Team captains, managers, or coaches are responsible for the conduct of their players and spectators, and are therefore subject to the same disciplinary actions as their players.

The definition of unsportsmanlike conduct includes, but is not limited to: arguments with staff or officials by any player, coach, manager, or spectator, flagrant fouling, fighting (before, during, or after a contest), etc., and may warrant the following consequences:

- a. Any individual playing on more than one team (exception: participants may play on either a Men's or Women's team and a Co-Rec team) will receive a minimum suspension of the remainder of the season for that sport.
- b. If a player is ejected from a game, he/she is suspended indefinitely from all intramural sports, pending a meeting with the Assistant Director of Intramurals and Club Sports who shall determine the length of suspension period and if additional probation time is necessary. It is the responsibility of the ejected player and team captain(s) to initiate the arranging of the meeting with the Assistant Director for Intramurals and Club Sports. An ejection from a game or match for cause will result in a minimum of one (1) game or match suspension.
- c. Threatening behavior (verbal or physical) toward an official, staff member, or participant – may result in a minimum suspension of three (3) calendar months, followed by a probationary status for six (6) calendar months upon reinstatement. The Dean of Students also may be informed.
- d. Player or spectator makes physical contact in a threatening manner toward an official – may result in a minimum suspension of one (1) calendar year from all intramural sports, effective immediately; probationary status of six (6) calendar months upon reinstatement. The Dean of Students also may be informed.
- e. Player strikes another player – may result in a minimum suspension of one (1) calendar year from all intramural sports, followed by a probationary status for six (6) calendar months upon reinstatement. The Dean of Students also may be informed.
- f. Team members and/or spectators who leave benches/viewing areas to participate in any isolated altercation – suspension for team members on game roster at time of the incident from all intramural sports of a minimum of six (6) calendar months, effective immediately; probationary status for six (6) calendar months upon reinstatement.

g. Theft (caught in the act or found to have previously committed) – suspension from all intramural sports until the violator/suspect meets with the Assistant Director for Intramurals and Club Sports, who shall determine the length of suspension (minimum of one (1) calendar year), replacement and/or repair costs will be billed to the violator(s) at-cost. It is the responsibility of the ejected player and team captain to initiate the arranging of the meeting with the Director of Campus Recreation. A police report will also be filed.

- d. **DISQUALIFIED PLAYER:** A disqualified or ejected player must leave the activity site immediately after speaking with the Campus Recreation supervisor on duty to discuss the reinstatement procedure. At this time, the player who was disqualified will be ineligible to compete in any intramural activity until said player has a reinstatement meeting with the Assistant Director of Intramurals and Club Sports.

Note: The team captain may be required to attend the reinstatement meeting with the ejected player and the Assistant Director of Intramurals and Club Sports, and is subject to suspension if the meeting is not attended (see 4e).

- e. **SPECIFIC ENFORCEMENTS:** Some sports, by rule, have specific enforcements for addressing unsportsmanlike conduct. The game officials and the on-site Campus Recreation staff have the final say in these instances. Depending on the severity of the situation, immediate ejections may be issued. The specific enforcement procedures for each player are as listed below:

Basketball/3 on 3 Basketball

1st Technical Foul = Warning

2nd Technical Foul = Ejection

Softball

1st Verbal Warning = Warning

2nd Verbal Warning = Ejection

Flag Football/ Indoor Flag Football

1st Unsportsmanlike Conduct Foul = Warning

2nd Unsportsmanlike Conduct Foul = Ejection

Volleyball

1st Verbal Warning = Warning

2nd Verbal Warning = Ejection

Soccer

Yellow Card = Warning

Red Card = Ejection

- f. **SPORTSMANSHIP RATINGS:** All participants are expected to conduct themselves in a sportsmanlike manner. Following each contest, Intramural staff members evaluate and issue sportsmanship ratings to all teams. The rating guide is as follows:

4 – Excellent Conduct and Sportsmanship: Players cooperate fully with the officials and other team members. The team captain calmly converses with officials about rule interpretations and calls. The team captain also has full control of his/her teammates, bench, spectators, and himself/herself. Teams that win by forfeit will receive a “4”.

3 – 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 yellow card (soccer, volleyball, softball), unsportsmanlike conduct flag (flag football), or unsporting technical foul (basketball). Teams receiving one yellow card, unsportsmanlike conduct penalty, or unsporting technical foul cannot receive higher than a “3” rating, and to receive a “3” rating, the penalty or foul must be an isolated incident.

2 – Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials and/or the opposing team, which could result in a yellow card (soccer, volleyball, softball), unsportsmanlike conduct flag (flag football), or unsporting technical foul (basketball). Or team acts in a way that could end in harm to other participants which merits a red card (soccer, volleyball, softball) or flagrant foul (basketball). Excessive comments throughout the game towards the officials or other team, even if they do not receive a yellow card, unsporting technical, or unsportsmanlike conduct during the game, can still result in receiving a “2”. Captains exhibit minor control over their teammates, bench, and spectators, but are in control of himself/herself. Teams losing by forfeit also

receive a "2" rating. Any team receiving a "2" in the playoffs and/or in tournament play will be eliminated regardless if they win or lose.

1 – Poor Conduct and Sportsmanship: Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. Multiple yellow cards, unsportsmanlike conduct penalties, or unsporting technical fouls are assessed. A team which receives one red card (soccer) or an ejection (flag football, basketball, volleyball, softball) cannot receive higher than a "1" rating. Teams receiving a "1" during the playoffs and/or in tournament play will be eliminated regardless if they win or lose.

0 – Unacceptable Conduct and Sportsmanship: Team is completely uncooperative. The team captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing up, or receives multiple ejections will receive a "0" rating. Any team receiving a "0" during playoffs and/or tournament play will be eliminated regardless if they win or lose.

- g. **FORFEITS:** A team winning by forfeit will receive a "4" sportsmanship rating for that game and will have a win recorded in the standings. Any team receiving a loss by forfeit will receive a "2" sportsmanship rating, and will have a loss recorded in the standings.

Official forfeit scores: Basketball 2-0; Flag Football 6-0; Arena Football 3-0; Soccer 1-0; Softball 7-0; Volleyball 2-0.

- h. **PROBATIONARY STATUS**

- a. Individual probation means an individual may continue his/her participation in that sport season with the full understanding that any further reports of unsportsmanlike conduct will result in stricter penalties including suspension of a minimum of six (6) calendar months.

- b. Team probation places a team on probationary status. Any further reports of unsportsmanlike conduct by the team members (or individuals present to support the team) will result in suspension of the team from any intramural participation.

- i. **OFF-CAMPUS EVENTS:** Participants for any off-campus events must ride the bus/van if transportation is provided and available by the Department of Campus Recreation. Exceptions must be arranged with the Assistant Director of Intramurals and Club Sports at least 48 hours prior to event.

- j. **GOOD REASON CLAUSE:** A team or individual, for good reason not covered in this section on sportsmanship team conduct, may be suspended from intramural sports competition by the staff member in charge at that time of the incident or the Assistant Director for Intramurals and Club Sports. All decisions made by the Department of Campus Recreation are final.

12. PLAYOFFS

- a. **SPORTSMANSHIP:** To be eligible for the playoffs, the team must have an average sportsmanship rating of 2.5 during league play. During the playoffs, any eligible team receiving a sportsmanship rating of "1" or lower will not advance. For teams with an average sportsmanship rating between "2.5" and "3" during the regular, a sportsmanship rating of "2" or lower in a playoff game will result in forfeit. Any team below a "2.5" average sportsmanship rating will be ineligible for the playoffs.

- b. **PLAYOFF MEETING:** Team sports that are not seeded may have a playoff meeting. At least one member from the team should be in attendance at the time of roll call as playoff eligible teams will be seeded into the playoff brackets. The anticipated number of teams for playoffs will determine how teams are selected into the bracket. For most sports, the preferred method is for bracketed teams with similar records to be placed into a lottery draw (1st place teams get first choice, 2nd place teams get 2nd choice, etc.). When drawn, that team will have the opportunity to choose their spot in

the playoff bracket. **Any team having no team member attend the playoff meeting will forfeit its right to choose a spot in the playoff bracket.**

- c. LEAGUE TIE-BREAKER PROCEDURE: If a tie exists between three or more teams at the end of the regular season, final placement in the league standings will be decided by using point differential between tied teams:

For example: A defeated B 30-20, B defeated C 30-29, and C defeated A 45-35

<u>Team A</u>	<u>Team B</u>	<u>Team C</u>
30 20	20 30	29 30
<u>35 45</u>	<u>30 29</u>	<u>45 35</u>
65 65 (diff=0)	50 59 (diff=-9)	74 65 (diff=+9)

Thus, Team C finishes first, Team A finishes second, and Team B finishes third.

**If two teams are tied after calculating point differential, the head-to head match-up of those teams will break the tie.*

***If three teams are tied after calculating point differential, points allowed over the course of the league will be used to break that tie.*

****If three teams are still tied after calculating points allowed, average sportsmanship rating will be used to break that tie.*

*****If three teams are still tied after calculating average sportsmanship rating, a coin flip will be used as determined by the Assistant Director for Intramurals and Club Sports.*

- d. DEFAULTS: When determining playoff seeding, defaults will be considered worse than a loss and forfeits will be considered worse than defaults.

For example: Team A finished 4-2 and played all six games. Team B finished 4-2 and defaulted one game. Team C finished 4-2 and forfeited one game. Team D finished 4-2 with both a default and a forfeit.

Team A would get the highest seed as they completed all six of their games. Team B would get the second highest seed since they completed five games but had one default. Team C would get the third highest seed as they also completed five games, but forfeited one which puts them behind Team B who defaulted one. Team D would get the final seed since they only completed four games.

- e. FORFEITS: Any team forfeiting two or more regular season games will be eliminated from league play and be ineligible for playoff competition.
- f. BRACKETS: Playoff brackets will be posted at the UIS Campus Recreation portal on IMLeagues.

13. AWARDS

- a. CHAMPIONSHIP T-SHIRTS: For a player to be eligible for a championship t-shirt at the end of the season, that person must have played in 50% of the team's regular season games. Any player who has not been part of the team for that amount of games will be ineligible for a t-shirt.
- b. T-SHIRT LIMITATIONS: Are as follows:

All players who participate in 50% of a championship team's regular season games will receive Intramural Champion shirts, unless the number of players exceeds the following limitations:

- Softball, Flag Football, Ultimate Frisbee, 5-on-5 Basketball, Soccer, Dodgeball, Floor Hockey, Volleyball, Arena Football, Wallyball (15)

- 3-on-3 Basketball (5)
 - IM Trivia (1), Golf (1 or 2)
 - Racquet Sports (Table Tennis, Tennis, Racquetball, Badminton) (1 or 2)
 - Track (Cross country or road races) (1)
- c. WILLARD CUP: The Willard Cup is presented each year to one male and one female student who have demonstrated the highest level of participation in all aspects of Campus Recreation, and a high degree of sportsmanship with a commitment to fair play. Recipients of the award receive a Cup and have his/her name engraved on a plaque that hangs in The Recreation and Athletic Center.
- a. TEAM PARTICIPATION AWARD: Each year, one team is honored with the team participation award. This award is given to the team that shows the highest level of participation throughout intramural sports while also showing a high level of sportsmanship and commitment to fair play. The team that wins this award gets their name engraved on a plaque that hangs in The Recreation and Athletic Center and will also receive five pizzas. Note: In order to qualify for this award, teams must sign-up for all sports with the same team name and at least 50 percent of each team roster must consist of the same group of individuals.

14. ALCOHOL, TOBACCO AND ILLEGAL/CONTROLLED SUBSTANCE POLICY

The use and/or possession of alcohol, tobacco, and illegal/controlled substances are not permitted on or around campus recreation programming areas. Directors, supervisors, instructors and officials assigned to each activity have the authority and responsibility to make decisions based upon participant and spectator actions, language, and sensory observations. The use and/or possession of alcohol, tobacco, and illegal/controlled substances will result in the filing of the appropriate incident reports.

For participants:

- Participants who appear to be under the influence of alcohol or illegal/controlled substances will not be permitted to participate and will be asked to leave the contest site immediately. Further, said participants will be indefinitely suspended from participation in campus recreation programming until he or she has an appointment with the Assistant Director for Intramurals and Sport Clubs
- If a participant is removed and the team falls below the required number of participants to field a team, the team will forfeit the contest.
- Participants found to be using or possessing any form of tobacco (including smoking and chewing tobacco) will be asked to dispose of such items immediately. Failure to do so will result in potential forfeiture of that game and possible dismissal from the league.

For spectators:

- Spectators who appear under the influence of alcohol or illegal/controlled substances will be asked to leave the contest site immediately. Further, said spectators will be indefinitely suspended from attending campus recreation programming until he or she has an appointment with the Assistant Director for Intramurals and Sport Clubs.

15. INJURIES

- Participation in Intramural Sports activities is completely voluntary. These activities intrinsically involve risks of physical injury greater than those encountered in daily life, and by taking part in sports and other activities. Participants acknowledge and assume risks inherent therein. Activities range from low risk to more high risk activities.

- The Intramural Sports program does not carry accident or injury insurance to cover participants in sports activities. Therefore, all students are strongly urged to purchase health insurance before participating in any activity.
- In the event of a head injury, the injured participants must receive written permission from a physician before engaging in further participation. **A note from UIS Health Services sent to the Assistant Director will suffice.**

16. IMPORTANT PHONE NUMBERS

Campus Recreation Office 217-206-7103
Intramural Sports Office 217-206-7902