



Campus Recreation Intramural Policies and Procedures

1: League Classifications

The following classifications are used in intramural sports to maintain the equity of competition as much as possible. In the event of limited participants or teams in a league, cross-competition may occur. Per season, participants may only play on two teams in one sport and one team in one division.

Open leagues are open to all eligible DePaul students, faculty and staff with active Ray Meyer Fitness and Recreation Center memberships. There are no gender requirements or restrictions in open leagues.

Recreational leagues are intended for players and teams with beginner to moderate skill and experience in their respective sport looking to play in an atmosphere that prioritizes fun over competition.

Competitive leagues are intended for players and teams with higher levels of skill and experience in their respective sport. Club and ex-varsity players are only eligible to participate in competitive leagues.

On occasion, the following league classifications may also be offered by DePaul Campus Recreation.

Co-rec leagues are intended to provide competition that fosters equal, simultaneous participation for all players. Modified rules and gender requirements/restrictions encourage equal playing opportunity for all.

Women's leagues are open to all eligible DePaul students, faculty and staff with active Ray Meyer Fitness and Recreation Center memberships who identify their gender as female.

Residence hall leagues are limited to DePaul students who reside in university-owned residence facilities.

Greek leagues are limited to DePaul students who are active members of a fraternity or sorority on campus.

Faculty/staff leagues are limited to DePaul faculty and staff with active Ray Meyer Fitness and Recreation Center memberships.

2: Schedules, Standings and Playoffs

All intramural schedules and standings will be available on IMLeagues. All leagues will consist of a regular season of at least 3 games/matches and a single-elimination postseason for qualifying teams. Only teams that have averaged an acceptable sportsmanship rating over the course of their season will be eligible for the playoffs. Other playoff qualifications will vary by league and by sport.

3: Awards

Championship shirts will be awarded for all intramural activities. Only players who are rostered on championship-winning teams will receive a championship t-shirt and teams may only receive up to twice as many shirts as players who participate on the field/court in their respective sport. In addition, championship photos will be posted on the DePaul Campus Recreation website.

4: Eligibility Rules and Regulations

DePaul Campus Recreation's intramural sports program was developed to provide competition and recreation during the academic year for current DePaul students, faculty and staff who do not participate in other organized sports on campus and do not have the benefit of professional coaching, scheduling, equipment or facility use.

Intramurals are free for all participants, but entrance to the Ray Meyer Fitness and Recreation Center requires an active membership. Memberships are included in the tuition package for full-time undergraduate students, but part-time students, graduate students, law students, faculty and staff must pay for their membership separately.

Eligibility restrictions apply to provide fair opportunities for participation. Individuals who are deemed ineligible to participate may seek reconsideration by written petition to the Assistant Director of Intramural and Recreation Programs. Petitions must be made prior to any participation. Violation of any eligibility rules will result in a contest to be forfeited by the offending player or team.

Players must agree to the **assumption of risk and liability form** while registering on IMLeagues. Players are only eligible to participate after this waiver is signed and they are listed on their team's IMLeagues roster. Teams may continue to add eligible players until the deadline listed on IMLeagues. Teams are highly encouraged to add players to their roster before 3:00 p.m. on the day of their contest to avoid registration issues. Players may not be added to teams after the conclusion of the regular season in any league. Players who have not participated in at least one regular season contest are ineligible to participate in the playoffs.

Each player must **sign in with their DePaul I.D.** directly with the on-site supervisor before entering any contest. Players may not sign in on behalf of other participants.

Club sport athletes may only participate in intramural sports under the following conditions:

1. If a competitive league is offered, they may only participate in the competitive league.
2. There are no more than 2 club athletes rostered on the same team in a sport with 5 or more players.
 - a. Only 1 club athlete is allowed to participate on a team in a sport with 4 players or less.
3. They meet all other eligibility rules and regulations necessary to participate.

Any person who competes in scheduled club contests, practices with club teams or is listed on a club roster verified by the Office of Club Sports in the same academic year is considered a club athlete.

Varsity athletes who have competed at a college or university sanctioned by the NCAA or NAIA within the past calendar year are ineligible to participate in the same or a similar intramural sport. Varsity athletes may compete in unrelated sports under the same restrictions as club sport athletes. Questions or petitions regarding eligibility should be directed to the Assistant Director of Intramural and Recreation Programs.

Professional athletes, defined as anyone who has received any form of compensation or income for athletic competition, are ineligible to participate in the same or a similar intramural sport. Questions or petitions regarding eligibility should be directed to the Assistant Director of Intramural and Recreation Programs.

Questions regarding an opponent's eligibility must be directed to the game officials before the conclusion of a contest. If a player's eligibility is in doubt, the game will be played under protest and the Intramural Office will determine the player's eligibility and the result of the contest. Teams may not submit for a protest on the grounds of eligibility after the conclusion of their contest, but the Intramural Office reserves the right to investigate potential eligibility violations at any time, with or without receiving a formal game protest.

5: Game Protests

Along with protests regarding player eligibility, participants are permitted to submit game protests to ensure fairness for all players. To submit a game protest, the protesting team captain must complete the appropriate Intramural Protest Form and submit it to the Intramural Office within 24 hours of the conclusion of the contest in question or by 12:00 p.m. the following day during tournament play. The form may be dropped off at the Ray Meyer Fitness and Recreation Center or sent via email to the Assistant Director of Intramural and Recreation Programs. Protests will not be accepted more than 24 hours after the conclusion of the contest.

Game protests may be submitted if the final result of the contest was directly affected by:

1. A misinterpretation of a playing rule.
2. Failure of an official to apply the correct rule to a specific situation.
3. Failure of an official to impose the correct penalty for a specific rule violation.

If a player or team intends to submit a game protest, they must notify the game official(s) and the opposing captain at the time of the questioned rule or penalty interpretation. Protests based on the accuracy of an official's judgment and protests which do not follow the proper procedures will not be considered.

The validity of game protests will be determined by whether the protest is based on one of the three aforementioned criteria and whether the cause of the protest directly affected the outcome of the contest. Protests regarding player eligibility will initiate a full review of both team's rosters. When a protest is submitted, players may be asked to provide the Intramural Office with more information. In all cases, the solution implemented by the Intramural Office is final and will not be subject to further protest or review.

6: Forfeits, Defaults and Fines

If a team, for any reason, is unable to field the minimum number of players required for a given contest, it is the responsibility of the team captain to communicate this to the Intramural Office by 3:00 pm the day of the contest or 3:00 pm on the Friday before the contest, if the contest is scheduled on a weekend.

A team will **forfeit** if they are not present with the minimum number of players required for their contest by the end of the 10-minute grace period beginning at their scheduled start time. Each sport also carries additional penalties for teams that are not ready to play by the scheduled start time of their contest. A contest in which a team forfeits will not be rescheduled under any circumstances.

A team will receive a **default** if they are unable to field the minimum number of players required for their contest and communicates it to the Intramural Office by the required deadline. A contest in which a team defaults may be rescheduled, if space availability, staff availability and opponent availability permits.

A forfeit will result in a forfeit fine and a loss. Teams will be fined \$30, charged to the team captain's Ray Meyer Fitness and Recreation Center account and players in individual sports will be fined \$10 to their account. Teams or players are not eligible to participate in any contests if they have outstanding fines. Teams that receive two forfeits in the same season will automatically be removed from the league. A default will not result in a fine or removal from the league but will result in a loss if the contest cannot be rescheduled.

7: Sportsmanship and Player/Team Conduct

Sportsmanship is fundamental to all intramural activities. The sportsmanship rating system is intended to provide a more objective scale in which teams and players are judged on their attitude and behavior before, during and after each contest. Team captains are responsible for ensuring that their team's players and spectators are aware of all policies related to sportsmanship and expected team conduct.

An **outstanding sportsmanship rating** will be given to teams who demonstrate a willingness to contribute to a sportsmanlike atmosphere, control over their actions and omissions and a willingness to follow all game rules with both spirit and intent. A team with outstanding sportsmanship does not commit fouls intended to intimidate their opponent or gain an unsportsmanlike advantage and receives no unsportsmanlike penalties.

An **acceptable sportsmanship rating** will be given to teams who cooperate with and demonstrate good sportsmanship toward all opponents, officials, staff and spectators. A team with acceptable sportsmanship demonstrates control over their actions, interacts with officials in a reasonable and rational manner, cooperates with officials and staff, abides by all game and intramural rules, respects Ray Meyer Fitness and Recreation Center facilities and equipment and receives no unsportsmanlike penalties. Teams must average an acceptable sportsmanship rating over the duration of their regular season to qualify for postseason play.

An **unacceptable sportsmanship rating** will be given to teams who receive any unsportsmanlike penalties, disrespects officials and staff verbally or nonverbally, excessively argues with opponents or spectators, demonstrates poor control over their actions and omissions, does not cooperate with officials and staff, participates with any ineligible players, engages in obscene, indecent or threatening behavior, participates under the influence of drugs or alcohol, causes damage to Ray Meyer Fitness and Recreation Center facilities or equipment or violates any DePaul University or DePaul Campus Recreation policies or procedures.

Teams who receive an unacceptable sportsmanship rating will be suspended until the team captain meets with the Assistant Director of Intramural and Recreation Programs. Suspended teams will receive a forfeit for any games that are scheduled before the meeting takes place. Infractions that result in an unacceptable sportsmanship rating may result in removal from the league or referral to the Dean of Students.

A **season-ending sportsmanship rating** will be given to teams that are uncooperative and show no control before, during or after an intramural contest. Multiple unsportsmanlike penalties or ejections, failure of ejected players to remove themselves from the vicinity of the contest, consistent complaints or arguments with officials, staff, opponents or spectators, verbal or physical abuse, verbal or nonverbal threats of violence, physical contact with any DePaul Campus Recreation employee, blatant noncooperation or any behavior that results in a contest being unable to continue are grounds for receiving a season-ending sportsmanship rating.

Teams who receive a season-ending sportsmanship rating will be removed from the league and unable to participate in any intramural activities for at least one calendar year. All players on teams who receive season-ending sportsmanship ratings will also be referred to the Dean of Students for further sanctions.

8: Risk Management

The safety of all intramural participants is of utmost importance to DePaul University and DePaul Campus Recreation. Procedures to minimize the inherent risks to players, spectators and staff within each intramural activity have been established, including scheduling policies, rule modifications, personnel trainings, player control and acknowledgement of risk forms. These policies and the physical environment are ever-changing.

Blood is defined within the intramural program as any exposed blood or unknown bodily fluid that may be or contain blood on any person, apparel or surface. Any player who is bleeding must immediately be substituted from their respective contest until the bleeding has stopped. Intramural staff have the authority to remove players from the contest, if necessary. If removing a player who is bleeding from the contest results in their team falling below the minimum number of required players, the game clock will stop for up to five minutes to allow for the bleeding to stop. The intramural supervisor on-site must approve before the player may re-enter the contest. If the bleeding cannot be stopped within five minutes and no other eligible players are available to enter the contest, the team will forfeit the game. Teams will not be fined for forfeits that result from these circumstances. This allowance will only be granted to teams who cannot play while a player is bleeding.

9: Equipment

For necessary activities, jerseys will be provided by DePaul Campus Recreation. Shirts must be worn underneath all provided jerseys. All used jerseys must be returned to the used jersey bin after each contest.

In all activities, players must wear athletic shoes which cover their foot completely. Sandals, boots and open-toed shoes will not be allowed in any intramural activity. Cleats may be worn for outdoor activities, so long as the studs are made of rubber or a rubber-type synthetic material and do not exceed ½ inch in length.

Jewelry, casts, metal braces or splints, hats and bandanas are prohibited from most intramural activities. Each rule book determines what items are acceptable or prohibited. Intramural staff has the authority to determine the legality of all accessories and equipment and may prohibit any items that are deemed unsafe.

It is the responsibility of players to remove jewelry and other prohibited personal accessories before their game start time. Players will not be considered ready to play if they do not have all prohibited jewelry and personal equipment removed by their scheduled start time, and their team may be penalized accordingly.

Medical and religious exemptions can only be granted by the Assistant Director of Intramural and Recreation Programs. All requests to exempt personal accessories on the basis of medical or religious necessity must be made to the Intramural Office prior to participating in any contest each season. Personal accessories or equipment that are granted exemptions must be worn in a manner that minimizes safety risks.

Medical tape must be used to hold down or cover any personal accessories that cannot be removed or eligible for medical or religious exemptions. Medical tape will not be provided by the intramural program. Players must provide their own medical tape, if necessary.