

## **INTRAMURAL CONTEST TEAM INFORMATION**

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## INTRAMURAL CONTEST TEAM INFORMATION

### Eligibility, Sportsmanship, and Rules

Consult the *Intramural Policies & Procedures* manual in ARC 1430 or [www.campusrec.uiuc.edu/intramurals/](http://www.campusrec.uiuc.edu/intramurals/) for complete details.

#### I. Who can play Intramural Sports?

- Any currently enrolled undergraduate or graduate student with a valid University of Illinois Urbana-Champaign Student Identification Card (I-Card) that has been assessed the service fee and any current Campus Recreation member over the age of 18. Eligibility status is the responsibility of each individual participant and the team captain. The Campus Recreation staff does not assume responsibility for the eligibility of participants, but will assist in the interpretation of the rules and question cases brought to its attention. The Campus Recreation staff reserves the right to check eligibility when deemed appropriate. Those allowed to both check and uphold our eligibility policy include intramural supervisors and professional staff. Teams may request to have eligibility checked; however, the request must apply to specific individuals.
- All teams must have a team registration form on file in the Intramural office. This registration form must include the full names, phone numbers, and ID numbers of the team captain and co-captain. Additionally, the team captain must sign the registration form declaring eligibility of all team members and an awareness of the possible penalties for violation of eligibility rules.

#### Club Players

- A team may only have two club players on their intramural team for that related sport
- Examples:
- Club Softball - Intramural Softball
  - Club Volleyball - Intramural Volleyball
  - Club Soccer - Intramural Soccer (Indoor & Outdoor)
  - Club Ultimate Disc- Intramural Disc
  - Club Hockey - Intramural Broomball/In-line Hockey
- Teams found playing with more than two club athletes will forfeit all games that that person played in.
  - This rule applies for professional athletes too. Professional athletes must sit out two full calendar years after they were released or retired.

#### Late Participants

- **Players may arrive up until the half way point of that game. For example in basketball halftime would be the halfway point.** If a participant arrives to play following the beginning of the game, it is the responsibility of the Staff Assistant, Official, or Intramural Supervisor, depending on the sport, to sign in the participant. Participants must present either their university identification (I-Card) to enter a contest. If a participant is on the roster, but does not have proper identification, they are not allowed to participate in the contest. Again, **NO ID, NO PLAY, NO EXCEPTIONS.**

## II. Participant Information

### League and Tournament Registration

There will be a **2-DAY REGISTRATION** period for all intramural leagues and tournaments. To secure a time slot, captains are urged to sign up their teams early and follow the following procedure:

- 1. Visit your home page to access the [IMOnline Registration system](#). If you do not have a user name and password, click on the Sign Up Link. If you have already created a user name and password click on Login and skip to step 3.
  
- 2. Create your login information and enter your personal information. Make sure that your UIN/ Participant Number, Last Name and First Name are entered correctly. All fields shown on this screen are required. Once confirmed, you will be logged in and can proceed to Step 5. You may be asked to accept terms and conditions to participate in Sport leagues.
  
- 3. Login with the login name and password that you created in Step 2 during the last registration period. If you forgot your login information, click on Forgot Password. If that doesn't work, it could be that the administrators cleared out all user accounts for this registration. Try signing up in Step 2. The IMOnline home page immediately lists any sports that are open for registration, be it team registration or roster registration. You can also get a quick glance at upcoming registrations.
  
- 4. To sign up a team, click on the create team link for the sport you want to join. You can do this either from the Home Page or from the Create a Team Page. The Leagues and Divisions that are accepting signups will be shown on the left. Then click on the division or league you wish to join. The teams for the division/league you chose will be shown on the screen. If there are available spots, you will be able to set up a team by entering your team name, team number, team password and accepting any terms and conditions that are listed for your registration.
  
- 5. To join a team, follow the same basic steps. You will be able to join a team from either the home page or from the Join Teams link. Select the sport and optionally the league or division of the team you want to link. There are two ways to join a team. If you know the league or division, you can pick that league or division, then select the team from the list, type in the team password, and accept any terms and conditions to join the rosters of that sport. If you only know the team name, you can search for that team name on the drop down list. Again, enter the team password and accept any terms and conditions required to join rosters of this sport.
  
- 6. Finally you are registered. NOTE: All Captains' Student Accounts will be charged the price for every team registered.

## III. Who CANNOT play Intramural Sports?

- Current scholarship football players, walk-ons, and squad members.
  - Players who were varsity athletes in a similar sport may not participate in that intramural sport for a period of one calendar year after that particular sports last game/match. Teams found playing with varsity athletes will forfeit all games that that person played in.
- Guest Pass holders, Student associate, Community, and Alumni Campus Recreation members.

- Any individual that has an injury that has been placed in a medical cast, and or brace that can't be covered with a protective garment or regular clothing.

#### Assumed Names

- No player may use another student I-Card in order to play. In the event that this does occur, that player will be disqualified from participating in Intramural sports until the meeting with the Assistant Director (all ejection rules apply). In addition, the team of which the player is a member may be disqualified from that sport. If an eligible participant knowingly allows the use of his or her ID card by an ineligible player, he or she may also be subject to discipline by the Intramural Staff.

#### IV. How many teams may I play for?

- An individual may participate with only one gender-specific team during a sport season. Individuals establish eligibility by having their name recorded on the Official IM Activities Scorecard. An individual's name cannot be recorded on a scorecard if he/she does not participate in the game. An individual's first participation in a dual sport or team sport limits that individual's participation to that particular playing unit throughout the sport season (See Exception). An individual who plays for a second team during that sport season is considered ineligible and cannot legally play for the original team or any other team for the remainder of the season. Once a player has been declared ineligible, a team found playing with an ineligible player will be charged with a forfeit and will be subject to all accompanying penalties. In league play, individuals may be added to a team during the team's first four scheduled contests. In tournament play, individuals may be added to a team up until the quarterfinals. It is the responsibility of each team captain to monitor the eligibility of his/her team members carefully.
- Campus Recreation will not assume responsibility, but reserves the right, to verify the eligibility of participants. The participants in the program have the primary responsibility for monitoring player eligibility.

**Exception:** An individual may participate on a team in a Co-Rec League of a specific sport in addition to participating with a Men's or Women's team during a sport season. **FOR EXAMPLE: a male can play a Men's team OR a Fraternity team AND still be eligible to play with a Co-Rec team in the same season. A male MAY NOT however play for both a Men's AND Fraternity team in the same season.** NOTE: A Co-Rec sport classification is not offered in all sports.

#### V. Fees

- Campus Recreation assesses the following charges for participation in intramural activities. **All entry fees are payable through your student account only!**
- Team Activities: **\$85.00**
- Selective Co-Rec Activities: **\$55.00**
- Special Events/Tournaments: **\$55.00**
- Individual/Dual Activities: **\$10.00**

#### Refund Policy

- In order to receive an entry fee refund, minus a \$5 processing fee, teams must withdraw from a league before the specified date on the info sheet of that sport.

## VI. Forfeits

- Teams who do not appear at their scheduled contest or are unable to produce enough eligible players to field a team according to the rules of the involved sport will be assessed a forfeit and the appropriate forfeit fee and will be ineligible for playoffs. Upon a second forfeit, teams will be assessed a forfeit and the appropriate forfeit fee, and will be kicked out of the league. **Teams losing by forfeit will lose the game by the maximum points that can be scored on one possession depending on the sport and be ineligible for the playoffs (For Example: 9-0 Flag Football or 12-0 for Co-Rec Flag Football, 50-25 in Basketball, 5-0 in Softball, 1-0 in Soccer, 1-0 in Broomball, etc)**

Exception: A team may waive the right to win by forfeit and wait for the opposing team to arrive. If ten minutes after the scheduled game time pass, and the minimum number of eligible players required to play for the opposing team has not arrived, the team present must accept the forfeit. Should the opposing team arrive before the ten-minute time limit, and should the team entitled to the forfeit agree to play, then the contest shall be played. The time lost shall not be made up. If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.

### Forfeit Fee

- **\$125** will be assessed via the team captain's student account receivable.

## VII. Defaults

- A team may avoid the forfeit fee by contacting the Intramural Office at 244-1344 by no later than 2:00 PM on the business day of the contest. All weekend defaults must be called in by 2:00 PM Friday. In the case of schedules coming out the same day as the game is to be played, teams have until 5pm that day to default. In the case of playoff schedules coming out the same day as playoffs start, or if those schedules come out on Friday and play starts on Sunday. Teams have until 5pm the day of or on Friday (if it is a weekend game) to default. **Teams losing by default will lose the game by the following system: 9-0 in Flag Football, 50-25 in Basketball, 5-0 in Softball, 1-0 in Soccer, 1-0 in Broomball, etc.**

## VIII. When does my team play?

- Participants and team captains are responsible for obtaining schedules and all information contained therein. Campus Recreation staff members are instructed not to supply information regarding intramural game times over the phone or via email. *In the event participants receive information over the phone or via email, the Campus Recreation staff assumes no responsibility.* Schedules will be posted on our website, and when appropriate, from Intramural Supervisors at the game site.
- Regular season schedules for individual, dual, and group activities will be available on the day listed on the info sheet. For activities that do not have captains' meetings, schedules will be available at the times listed on the info sheet.

Abbreviations for Intramural event sites and locations:

**(ARC)**ARC Building Located on Peabody Drive

**(CRC)**CRCE Building Located on E. Gregory Drive

**(OC)**Outdoor Center Located on First St. & Stadium Dr., Champaign

**(COM)**Complex Located on Florida Ave. & Lincoln Ave., Urbana

(IA)Ice Arena Located on 4th & Armory AH- *Assembly Hall*  
(HUF)Huff Hall Located on 4th & Gregory

### Rescheduled Contests

- New to Campus Recreation this year, teams can reschedule contests. Campus Recreation is well aware that the scheduling of intramural events can create a number of unforeseen conflicts for the team or individual. Whenever this occurs we are now willing to work out viable conflicts with both parties involved. However, when a conflict cannot be resolved, the following alternatives must be adhered to:
  - 1. The captain wanting to reschedule must contact Intramural Activities at Campus Recreation for available dates and times to reschedule the game.
  - 2. When a scheduling conflict involves one team or individual, the opposing team or individual may decide whether or not to reschedule the contest.
  - 3. If the opposing player or team does not elect to reschedule the contest, the game will be played at the date and time it was originally scheduled.
  - 4. If both teams are agreeable to a rescheduled match, it must be in accordance and agreement with the Intramural Activities program staff and dependent upon availability of existing facility space and personnel. Such requests must be written (form provided by Campus Recreation) with both captain's signatures, and completed with the Intramural Activities program staff a minimum of 24 hours prior to the original scheduled contest. This reschedule process must be completed during weekday office hours. In the case of a game scheduled on Sunday or Monday, the rescheduling procedure must be completed by 5pm on the preceding Friday. If two teams or contestants postpone a scheduled contest without the sanction of the Intramural Activities program staff, either teams or contestants will be charged with a forfeit (forfeit fee will be lost accordingly).
- In the event an intramural contest is postponed due to weather or facility problems, team captains are responsible for obtaining rescheduling information. The information will be posted ASAP the next business day on the website. There may be instances when games cannot be rescheduled due to time and space limitations. In the event that games cannot be rescheduled teams will receive a "win" for that contest. In the event that an intramural playoff game is called due to inclement weather all teams remaining in the playoffs should check the website for the latest information regarding rescheduled contests.

### IX. How does my team make the playoffs?

- The top two teams in each pool will move on to a single elimination tournament, unless otherwise noted. This information will be consistent and will be changed only in situations where facility or weather conditions limit play. It is the captain's responsibility to find out their playoff schedule.

### Play-Off Eligibility

- In order to be eligible for the playoffs, teams must meet the following criteria:
  1. Must have one of the top two records in your pool and be .500 or above.
  2. Finish with at least 3 wins.
  3. Have a sportsmanship average of at least a B.
  4. Attendance at the Team Captains' Meeting.
  5. All individuals must be listed on at least one of the team's first four scheduled contests' scorecards. If not you may petition the Assistant Director to add two people to your roster. To do this you must submit a letter including the following things: why you need to add these players, who the players are and their I-card numbers, your team name and captain's name. Upon

approval of the Assistant Director these players will be added. **In case of tournaments, players can be added up unto the quarterfinal game.**

6. An individual's name cannot be recorded on a scorecard if he/she does not participate in the game.

7. Must have NO regular season forfeitures

#### **Tie-Breaker Procedure**

- 1. If a two-way tie exists, it will be decided by who beat whom in head-to-head competition.
- 2. If a three-way tie exists, it will be decided as follows:
  - A. Points allowed.
  - B. If all three teams have the same points allowed, then total points scored will break the tie. If that still doesn't break the tie then the best average sportsmanship grade will determine who goes.
  - C. If two teams have the same points allowed, the team who beat whom in head-to-head competition will advance.

#### **X. Inclement Weather**

- If the weather is inclement, intramural sport participants are encouraged to call the Intramural Sports Rain Line that day at 244-0329. When prompted, enter the corresponding number for Intramural Sports (Press "1"). The Rain Line will be updated by 4:30 PM daily. Oftentimes the weather will become worse during the course of the evening. Participants who may play later in the evening are encouraged to continue calling the Rain Line for further updates regarding the games that night.

#### **XI. Champion T-Shirts**

- Champion t-shirts are awarded to all Intramural Champions. Shirts will be available immediately after the champion games. In case they are not, team captains are instructed to pick up their t-shirts at CRCE member services after 1pm the next day. Captains will receive t-shirts for the amount of players on the field or court plus half. For example, the intramural basketball championship team will receive up to 8 shirts. If you need more shirts for your team you may purchase them at \$10 per shirt.

## **INTRAMURAL CONTEST PARTICIPATION POLICY**

**I. This information is provided to the captain's with the understanding that the team captain is responsible for providing the following information to their teammates.**

- 1) Individuals who elect to participate in Campus Recreational Sports' Programs sponsored by the University do so with the understanding that such participation is voluntary.
- 2) Please be aware that participation in physical activities involves a higher degree of risk than normal activities. Consult your physician if in doubt.
- 3) The University cannot assume responsibility for the loss of personal property or injury to participants.
- 4) Participants must present proper ID for facility access, equipment checkout and contest participation.

### III. Captain's Meeting

• Prior to every season, unless specified in the rules, there will be a **MANDATORY CAPTAIN'S MEETING**. In this meeting, the rules and expectations will be explained. If the captain or co-captain cannot attend this meeting, any other member of the team may attend. If a team does not send any representative to the captain's meeting, the team will be issued a **FORFEIT** and be **INELIGIBLE** for the play-offs. The forfeit will include the standard forfeit fee and will make the team ineligible for play-off participation.

### IV. Free Agency

• The Campus Recreation staff does not place individuals on a specific team; however we do provide a service called the "Free Agency List." The "Free Agency List" is designed to aid those interested in participating in a particular sport that are lacking a partner or team with which to play. Participants searching for additional interested players to complete their team can also utilize the list. The "Free Agency List" will be available at the captain's meeting or by request via e-mail. Those individuals who sign up on the "Free Agency List" are encouraged to attend the Team Captains' Meeting scheduled for each sport. At this time, teams in need of players and players in need of a team are offered the opportunity to contact one another in person. Teams are responsible for the eligibility of players used from the "Free Agency List." Free Agents are encouraged to attend the captain's meeting to meet teams that need additional players.

## INTRAMURAL CONTEST SPORTSMANSHIP POLICY

Consult the *Intramural Policies & Procedures* manual in ARC 1430 or [www.campusrec.uiuc.edu/intramurals/](http://www.campusrec.uiuc.edu/intramurals/) for complete details.

### I. No player, coach, or team follower shall:

- 1) Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
- 2) Participate in a game for which he/she is ineligible.
- 3) Argue or talk back to the game official.
- 4) Intentionally strike, push, or trip another person. Fighting is prohibited.
- 5) Mistreat the facility, equipment, or supplies of the University of Illinois.

### II. Warning/Ejection:

A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second unsportsmanlike penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

- Any player or team spectator receiving an ejection must meet with the Intramural Staff before participating in the next Intramural contest.
- Team captains are responsible for the conduct of their players, sidelines and spectators.

- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Intramural Staff.

### III. Sportsmanship

• Sportsmanship is defined as conduct and attitude considered as benefitting participants in sports, especially fair play, courtesy, striving spirit, and grace in losing. The Intramural Sports Program will expect all participants to respect and abide by all rules, officials, and Facility Managers, show respect and concern for their opponent and refrain from abusive language, poor attitude, and manipulation of the rules to further winning. Upholding high standards of integrity and fair play is the goal of the Intramural Sports Program.

**NOTE: The ratings below are simply guidelines and do not encompass all of the discrepancies that could result in a poor sportsmanship rating.**

#### Ratings

1) Ratings are given to teams after each contest by the Intramural Facility Manager, scorekeeper, and game officials. These ratings reflect behavior before, during, and after the contest. The decision reached will be final. Ratings will be:

**A = 4 points.** Team shows above average conduct and sportsmanship. Players cooperate with officials and team members. If necessary the captain calmly converses with officials and has full control of the team.

**B = 3 points.** Team shows average conduct and sportsmanship. Team members complain about officials and show minor dissension, which may or may not merit a warning. Teams that receive one warning may receive no higher than a "B."

**C = 2 points.** Team shows below average conduct and sportsmanship. Team members complain about officials and/or the opposing team, which may or may not merit a warning. The captain exhibits minor control over the team. Teams receiving multiple warnings or one ejection may receive no higher than a "C."

**D = 1 point.** Team shows poor conduct and sportsmanship. Team members continuously dispute the officials' calls or abusively speak to the officials, intramural staff or opposing team. The captain has little control over self or team. Teams receiving three or more warnings or two ejections may receive no higher than a "D."

**F = 0 Points.** Team has unacceptable conduct and sportsmanship. Team members are completely uncooperative. The captain has no control over self or team. Some examples of behavior potentially warranting an "F" include:

- Any game forfeited for fighting or other abusive, violent behavior.
- A team has been repeatedly warned about unnecessary roughness that jeopardizes the safety of participants.
- A player or spectator clearly associated with a team shouts obscenities, gestures, or commits other threatening actions, which could endanger the safety of participants, officials, or Intramural staff.
- A game where the following occurs: three technical fouls on one basketball team: three unsportsmanlike conduct penalties on one flag football team: two ejections for unsportsmanlike behavior in soccer, softball, broomball, or

volleyball. **NOTE: If any of these events should occur, the game will immediately end.**

- 2) In order for a team to qualify for post season playoffs, they must have a 3.0 average in sportsmanship during regular season round robin play.
- 3) Teams may submit an appeal to change their grade to the Intramural Office, in writing, prior to 5pm the next business day following the contest.
- 4) Any team receiving an "F" rating during the regular season will be declared ineligible for post-season tournament play. These teams have the option of submitting an appeal to the Intramural Staff.
- 5) **The rating information serves as a guide for team captains and participants. The IM staff reserves the right to modify ratings based upon individual incidents and/or situations that may arise.**

#### **IV. Spectator Policy**

• Spectators are welcome at all games and activities. However, team managers are responsible for their spectators' behavior. Fans are expected to follow the sportsmanship guidelines explained within the Intramural Activities Handbook. Team managers are responsible for educating their spectators on these guidelines. Our goal and responsibility is to provide and create a healthy atmosphere for all participants, officials, scorekeepers, supervisors, and spectators. We ask for your cooperation as spectators to help develop a positive atmosphere. It is the responsibility of each spectator to do everything possible to ensure that the game atmosphere is friendly and good natured.

#### **V. Special contest situations:**

- 1) A team winning by default will receive an "A" rating. A team losing by default will receive a "C" rating.
  - 2) A forfeit will result in a "D" in conduct.
  - 3) Special sportsmanship policies exist for playoffs. Teams must receive a "C" or higher rating in order to continue.
- Other conditions may be posted with the brackets.

#### **VI. Protests**

- Protests are restricted to matters of rule interpretation and player eligibility. Protests concerning judgment calls by an official will not be recognized or reviewed.
- Protests are generally heard by the Intramural Activities program staff, which is comprised of all professional staff members associated with the program.
- In the case of a rule interpretation, notification of a protest must be made to a game official at the time of the alleged infraction and prior to the next live ball. **The official must hear the words, "I want to protest this rule" from the Team Captain wishing to protest.** At this point, the game will be halted. The Intramural Activities Supervisor will make a ruling on the protest. **At this time if a team's captain still wants to protest the on field decision, the captain will complete a protest form and submit a \$20.00 protest fee by noon the next day.** The contest will be completed with the time remaining and the protest will be reviewed the next business day by the Intramural Activities staff to determine validity. Games in which an on field decision is overturned, the game will be replayed from the point of the rule infraction. Protest will not be looked at until the \$20 fee is received on time.
- A \$20.00 protest fee must accompany a rules interpretation protest. Eligibility protests come at no cost. The fee shall be returned if the protest is upheld. The fee, however, shall be forfeited if the protest is denied. *Payment of protest fees is to be made by noon*

*at the ARC in member services area the business day following the game, not at the site.*

- A team may protest no more than three participants for player eligibility. All eligibility protests must be made prior to the end of the contest. The Team Captain must complete a protest form with the names of the suspected individuals before leaving the game site. A protest will not be considered after both captains have signed the scorecard.
- The Division of Campus Recreation will not assume responsibility, but reserves the right, to verify the eligibility of participants. The participants in the program have the primary responsibility for monitoring player eligibility.

## **VII. Discipline**

- **All ejected participants will be required to set up a meeting with the Assistant Director of Intramural Sports or his/her designee.** Before this meeting takes place, a written account of the events must be submitted by the ejected party. This should be emailed directly to the Assistant Director or dropped off at the Intramural office in the ARC. Additionally, any individual ejected will be placed on the Sanction List and will not be permitted to participate in Intramural Activities or allowed in any Campus Recreation facility until such time determined by the Assistant Director of Intramural Activities.
- **NOTE:** Participation in any further Intramural Activities prior to meeting with the Assistant Director will be looked upon as a blatant disregard of Campus Recreation policies. The individual will then be ineligible to participate in any Intramural Activities program until a meeting has taken place and sanctions served.
- Rulings may include, but are not limited to, probation, game/league suspension, no access to any Campus Recreation facility, the assessment of forfeit fee charges, community/departmental service, and in severe cases, lifetime expulsion and/or University Judicial Board Review.
- The Assistant Director or his/her designee can sanction individuals, teams, and organizations.

A team or organization that is suspended or placed on probation results in each team member on the roster when that particular game was played being suspended or placed on probation. Sanctions against an organization include all teams that play under that organization's name. Repeated violations by an organization may lead to organization sanctions.

## **VIII. Injuries and Blood Policy**

- Participation in Intramural Activities is completely voluntary. Individuals participate at their own risk and assume responsibility for their own health and safety. SportWell, a joint program of the Division of Campus Recreation and McKinley Health Center, is available for care of injuries received by students participating in recreational activities.
- The following is Campus Recreation's policy for bleeding during Intramural Activities:
  - If an intramural participant is bleeding, he/she will be removed from the contest immediately.
  - If an intramural participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the clothing saturated with blood has been removed.
  - Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration be covered.

- It is the suggestion of the Intramural staff that each player bring an extra pair of shorts and t-shirt. If clothing saturated with blood cannot be replaced, that individual will not be allowed to participate.

### **IX. Equipment**

- Intramural Activities will be providing all game balls. These balls will be used for all games NO EXCEPTIONS. Teams are responsible for providing any other equipment that should be of regulation size and weight. For example, softball bats should be labeled "Official Softball."
- **Participants are required to wear their own team shirts during all Intramural contests.** For Football, Soccer, Broomball, and Basketball games, teams should bring both a light and dark numbered jerseys all of which should be the same color. (Note: Grey shirts are considered to be "light" in color.) Jerseys will not be available for checkout at the Intramural games. If teams do not have the proper uniforms, they will be charged with a **FORFEIT**, with all rules of forfeits applying. If this happens two times, a team will be charged a second forfeit and will be removed from the league.
- In order to protect participants, **jewelry is not allowed during any Intramural contest.** Jewelry must be removed and not taped over. Failure to remove jewelry will result in that player subbing out until the jewelry is removed. Any protective equipment that has to be worn by a participant that is not covered by regular clothing must have a doctor's permit to participate. On the second offense players will receive a red card, unsportsmanlike or technical foul. However, participants are allowed to wear jewelry for medical reasons, for example, medical alert bracelets. Supervisors will not supply any items that may cover jewelry.