

# Central Michigan University University Recreation

## Intramural Sports Policies & Procedures Handbook



Central Michigan University

**UR**ec

UNIVERSITY RECREATION

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# University Recreation Mission Statement

University Recreation is dedicated to provide outstanding recreation, leisure and wellness programs, services and facilities for our students, members, and guests in a safe environment that promotes healthy lifestyles, values diversity and contributes to co-curricular learning & leadership opportunities.

## Intramural Sports Mission Statement

It is the mission of the Intramural Sports Staff to provide each participant with an enjoyable and positive intramural experience in an organized and competitive environment.

## Important Contact Information

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## Assumption of Risk

Neither Central Michigan University nor the University Recreation Department assumes any responsibility for injuries received during intramural sports, special events or other recreation activities. While we strive to provide safe and well-supervised activities, there is an inherent risk for physical injury and/or death in all sports activities. It is highly recommended that all Intramural Sports participants undergo a medical examination and obtain their own medical coverage or verify their coverage under another policy, a parent's or otherwise.

All injuries that occur during intramural play should be immediately reported to the intramural supervisor on duty. The supervisor will handle the incident according to the Central Michigan University and University Recreation Department's emergency procedures.

## **Intramural Policies & Procedures**

All policies have been established to provide the best conditions for CMU students, faculty and staff. It is the responsibility of every intramural participant to be familiar with these policies and to adhere to them throughout competition. Team Captains will be held responsible for knowing all policies and procedures, for relaying this information to their teammates, and maintaining a high level of sportsmanship for themselves and their team.

## **Facilities**

The site for Intramural Events varies by sport. For specific facility information and court/ field schedules, please refer to the Intramural website. Intramural Sports take place at the following facilities:

- Outdoor Sports Complex, located at Broomfield & Crawford
- Large/ Small Sports Forums, located on the lower level of the SAC
- Multi Activity Centers (MAC 1&2), located on the lower level of the SAC
- ULanes, located on the main level of the SAC
- ICE Arena, located at Isabella & Remus/ High
- other sites as noted

## **Fees**

The cost for Intramural Sports varies by sport or event. A list of fees is available on the intramural website. Entry fees are non-refundable if a team drops from a league after the end of the registration period. If a team chooses to withdraw prior to the end of registration, they will be refunded \$5 less than the registration fee. A ten dollar service charge will be added to all entries turned in after the entry deadline. Teams that return entries after the deadline will be placed on a waiting list, but will not be guaranteed entry into a league.

# Registration Process

All intramural sport entry materials are available at the Program Desk at least one week before the entry due date. To enter a team, captains must pick up the following materials from the Program Desk: sport information sheet, entry form, and entry fee receipt. Sport rules will be available to all teams via the intramural website. Entry forms must be filled out and returned to the Program Desk where the entry fee must be paid prior to the entry deadline. Teams will be placed into league times based on their own preference on a first come, first serve basis. Once a team signs up for a specific time slot, they may not switch divisions without the approval of the IM Director. If a specific league/ time slot does not have at least 3 teams, the teams may be asked to switch into another division. A \$10 service charge will be added to all entries received after the deadline. A waiting list will be formed for all late entries. The Intramural Staff reserves the right to turn away late entries.

The Intramural Staff reserves the right to change any team names deemed inappropriate.

Registration information such as costs and deadlines can be found on our website at: [www.urec.cmich.edu](http://www.urec.cmich.edu).

## Divisions of Competition

### **Independent Men's & Women's**

Any men's or women's team is made up of same-sex teammates who are eligible under IM Sports regulations. An individual may play on only one men's or women's team, whether in the independent or Greek league.

### **CoRec**

CoRec teams consist of male and female combined competition and are open to anyone who is eligible under IM Sports regulations. Individuals may play on one CoRec team in addition to one men's or women's team. Stipulations as to male/ female ratio during CoRec play vary by sport. Please see specific sport rules for further details.

### **Greek Leagues**

Participants must be active members or pledge members of the fraternity or sorority they are representing. A participant may NOT play in both a Greek league and an independent men's or women's league. Greek organizations may enter multiple teams.

### **Residence Halls**

Participants must reside in a residence hall and may compete only for that hall. If a team does not exist for a resident's respective hall, a participant may play on another hall team.

## **Free Agents**

For people in search of a team to play on, as well as captains who need extra players, a free agent list is available online for all team sports. To sign onto the free agent list, visit the Program Desk. These free agents are welcome to attend the captains meeting in order to attempt to join a team. It is not the responsibility of the IM Staff to place free agents on teams.

## **Roster Limitations**

All intramural participants must be registered with the Intramural Office on a team roster prior to participation. All team sports will follow an unlimited roster policy. Players may be added to the roster at game time and teams may pick up players throughout the regular season, provided they have not already played for another team. While there is an unlimited roster policy, there will be a maximum amount of championship shirts given out, depending on the sport.

To be eligible for the playoffs, a player must have signed in for at least one regular season game for his or her team. It is the responsibility of all team captains to verify their team roster after their last regular season game. Once playoffs begin that will be your official roster. If a player is not on a roster once playoffs begin and he or she plays in a game, that person will be considered illegal and their team will default that game, if protested by the other team.

# Schedules

Schedules will be available on the IM website after the conclusion of the captain's meetings. No schedules will be given out over the phone or via email. While the IM staff will do its best to accommodate teams' scheduling requests and preferences, it is a possibility that you may have games scheduled outside of your regular time. Scores from all intramural events will be posted on the intramural website the day after the games are played.

In the event that an odd number of teams sign up for a division in a team sport, teams may receive only three games rather than the customary four if the division were to fill up. In this situation, teams will not be refunded due to having lesser games, but the standards for making playoffs are changed, and teams may make playoffs without having won two games.

## Preseason Games

Preseason games will be available in certain sports for teams after a paid entry is received. Team captains may schedule one preseason game per sport. Preseason games will be played with the same rules as a regular season game and serve as a practice source for teams and a training material for the IM staff. Results will not count for or against a team's record unless a forfeit occurs, which would exclude the forfeiting team from the playoffs. Preseason games are scheduled on a first come, first serve basis. Teams are not guaranteed a preseason game. In the interest of time and starting the regular season on schedule, preseason games cancelled due to inclement weather likely will not be rescheduled.

# Check-in & Starting the Game

It is recommended that teams arrive to the playing site at least 15 minutes early to warm up and sign in. All players must present their ID to an IM Staff member to be signed in for their game. Captains will be called by officials for a pre-game meeting. Teams needing to check out equipment should do so prior to the start of the game. If a team is late signing in or getting onto the court/ field, the clock may be started and that time subtracted from the overall game time. This is only done in an effort to keep the night's games started on schedule. If a team has no players present at the scheduled start time, the game will be forfeited.

## Playoffs

The regular season of all competitive team leagues will be followed by a single elimination tournament. All teams that have maintained a record equal to or above .500, a sportsmanship rating equal to or above 3.00 and have not forfeited any games will qualify for the playoffs. Teams must also maintain a minimum sportsmanship rating of 2.75 throughout the playoffs to remain eligible for play. Teams with only three regular season games must have at least a .333 record to be eligible. The following is a breakdown of records which will or will not include a team in playoffs.

Make Playoffs	Do Not Make Playoffs
4-0	0-4
3-1	1-3
2-2	1-2-1
2-1-1	0-3-1
2-0-2	0-1-2
1-1-2	0-2-2
3-0-1	0-0-4
1-0-3	0-1-3
3-0	0-3
2-1	0-2-1
1-2	0-0-3
1-0-2	
1-1-1	

# Captains Meeting

Each intramural team sport and some individual/ dual sports have a scheduled captains meeting before the start of the regular season. Every team must have a representative at the meeting to assure the team's place in a league. The meeting will cover schedules, rescheduling procedures, forfeits, defaults, inclement weather procedures, disciplinary action, protests, league-specific rules, and other pertinent information. Dates, times and sites of the captains meeting can be found on the IM website and on the info sheet provided at registration. Doors to the meeting will shut ten minutes after the meeting begins, and anyone coming after that time will have to come to the Program Desk at the SAC the following day to review what was covered at the meeting. If a team does not have a representative attend the captains meeting, it could face penalties such as exclusion from playoffs or a lower sportsmanship rating. If a team does not have a representative at the meeting, the captain is responsible for reviewing the meeting's presentation prior to the team's first scheduled game. Failure to do so will result in a forfeited game and possible removal from the league.

# Playoff Meeting

At the conclusion of the regular season for each team sport, there will be a meeting to determine playoff position for those teams which have qualified for the postseason tournament. Ranking is determined primarily by record, followed by sportsmanship rating. Captains will select their seeding based on their team's ranking. For instance, a team with a 4-0 record and a 4.0 sportsmanship rating would select before another 4-0 team which had a 3.5 sportsmanship rating. A 4-0 team will always select ahead of a 3-1 team, regardless of sportsmanship rating. If teams have the same record and S.R., points allowed will be the tie-breaker.

This is a mandatory meeting. If a team representative is not in attendance, that team will not be included in the playoff bracket.

No playoff games will be rescheduled. The only exception to this rule is if a team has a conflict with another intramural team sport. The conflict must apply to at least half of the team's members. A team with a schedule conflict with another sport must give as much notice possible. University Recreation has the right to revise this procedure if

inclement weather or facility-scheduling conflicts make the season longer than planned, limiting playoff time. Revisions can also include those based on the number of teams entered in a sport.

## **Eligibility**

All students who are matriculated, registered, and pay tuition for classes on the Mount Pleasant campus are eligible for all Intramural activities during that semester. Students who are student teaching or in off-campus internships are eligible to participate in all URec activities during that semester. Faculty and staff are eligible for intramural participation, but must have a SAC membership to participate in indoor intramural activities. An individual is considered a faculty or staff member if he or she is issued a faculty/ staff ID card by the Campus ID Office.

A person who meets the above requirements is eligible provided they maintain good sportsmanship standing during all intramural play. Individuals may play for one men's or women's team and one CoRec team in a given sport. A player is considered a legal member of the team on which he or she first plays. All games in which the player competes for a team other than his or her original will be defaulted.

High school students who are dual-enrolled at CMU are eligible to participate as long as they have a CMU ID.

People who have SAC memberships but are not CMU students, faculty or staff members (such as CMU alumni or Mid-Michigan students) are not eligible for intramural participation. Exceptions to this may be made for some small sports or special events, as noted.

## ***Club Sport Athletes***

A club sport athlete is an individual who has paid dues to a club sport organization, participated in club competition, or is listed on the official club roster. Club sport members will be eligible for participation in the sport of their specialty, but will be limited to two members per intramural team in their respective or parallel sport. Individual/ dual sport club members are eligible for intramural participation. Doubles teams are limited to one club member per team for their respective or parallel sport.

## *Varsity & Professional Athletes*

A varsity athlete is defined as a person who has practiced or competed with any intercollegiate team after the team has played its first regular season game. They may not participate in Intramural Sports in their respective or parallel sport. This rule applies to red-shirt athletes and athletes who quit or were cut from their respective team. Former varsity letter winners must sit out one entire academic year following their last active season before they may participate in their respective or parallel sport.

Former professional athletes are eligible to participate in Intramural Sports provided they are three calendar years removed from their sport.

Teams are limited to one former varsity or professional athlete from that respective or parallel sport.

## *Parallel Sports*

Parallel Sports are the intramural sports which are considered some variation of a varsity or club sport. Sports considered to be parallel are listed as follows:

Softball:	Baseball
Flag Football:	Football, Rugby
Wiffleball:	Softball, Baseball
Floor Hockey:	Ice Hockey, Field Hockey, Lacrosse

## **Forfeits**

Teams forfeiting a game will not be eligible for postseason play. Any team forfeiting two games will automatically be dropped from competition. Any individual or team may be assessed a forfeit or loss by default for unsportsmanlike conduct. If neither team / individual shows for a game, both will be charged a forfeit, and the game will not be rescheduled. If game time arrives and one team has no players present, a forfeit will be assessed at that time. If game time arrives and one team does not have the minimum of players, the other team has two choices: 1) Take the win by forfeit, or 2) Give the opposing team five additional minutes to show up. If the team shows up in the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain chooses to play the game, the team must accept the results of the

game. If the shorthanded team still does not have enough players after the additional five minutes, the game will be declared a forfeit. In order to win the game by forfeit, the team with players there has to have the minimum number of players present, according to specific sport rules. The opposing team is still to sign in even if the other team has forfeited, as that game will count towards a player's playoff eligibility. Teams will not be refunded for forfeited games or for removal from the league as a result of forfeited games. Forfeits are largely detrimental to the intramural program and are strongly discouraged.

## **Defaults**

A team unable to attend a game may default their game by contacting the Program Desk at 774-3200. This needs to be done 24 hours in advance of the scheduled game time. Sunday games must be defaulted by Friday at 5pm. A default will result in a loss by the defaulting team, but will have no immediate effect on the team's playoff eligibility. Defaults are an alternative to forfeits. The opponents of the defaulting team will be contacted and receive the win without needing to show up for the game. They will not receive any additional games.

## **Rescheduling**

Any rescheduling requests must be submitted to the Program Desk at the Student Activity Center. While teams may request to reschedule, this by no means assures that it will be honored. Games will not be rescheduled for any social activities. In the rare event of an honored reschedule, it has to be agreed upon by both teams and the Intramural Staff. Rescheduling requests for playoff games will not be honored.

## **Protests**

Only team captains can file protests when a rule has been violated which affects the outcome of the event. The captain must, upon occurrence of a discrepancy, immediately inform the official that he or she wishes to put the game under protest.

A protest form must be filled out before the next live ball after the play in question. The captain must also file a written letter of protest by 5pm of the next business day, explaining the protest, and returning it to the Program Desk. Grounds for protest are eligibility concerns and rules interpretations. An official's judgment or interpretation of a player's action does not constitute grounds for protest. Eligibility protests may be filed by anyone throughout the season. If a person files an eligibility protest, that person's team will also have its eligibility checked.

The IM Director will rule on all protests received during the regular season. Intramural supervisors can rule on protests during the playoffs if the IM Director is not present to rule on the protest.

## **Participant Conduct**

Vulgar, obscene, abusive, derogatory and demeaning comments and gestures are not consistent with the environment University Recreation desires to promote. Such comments and behaviors create a hostile environment, generate ill will, place unnecessary pressure on participants and officials, and contribute to a negative recreational experience. Therefore, such actions will not be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeat abuses will be subjected to sanctions under the Student Code of Conduct. Any player ejected from a game for unsportsmanlike reasons must completely leave the facility.

## **Disciplinary Action**

A player ejected from a game for any reason will be noted on a disciplinary action report by the officials or the supervisors. Once on a report, the person has the option to meet with the Intramural Sports Governing Board. The person must contact the Chair of the Governing Board (Intramural Sports Graduate Assistant) if willing to continue participating in Intramural Sports. The Governing Board will issue sanctions on intramural participants who have been referred to them via a disciplinary action report. Suspended players are ineligible to participate in any intramural activity until they have fully served their suspension. Anyone ejected for fighting or striking an

official will be automatically suspended (pending review) and will be referred to the Office of Student Life, where they may be subject to additional sanctions.

*Appeals:* Any player wishing to appeal a ruling must submit a letter of appeal to the Associate Director of Programming within three business days.

## **Sportsmanship Rating System**

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines.

### **Rating Method**

Each team in each contest shall be rated by the officials. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet.

In all cases, IM supervisors and the Intramural Sports administrative staff may provide input which may raise or lower the rating. Supervisors may amend any rating

for inappropriate conduct by a team or its spectators before, during, or after a contest. Intramural Sports administrative staff members may amend any rating for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting.

Officials have been instructed **not** to comment to teams about ratings. Teams may view their sportsmanship ratings at the Intramural Sports website at [www.sac.cmich.edu](http://www.sac.cmich.edu) and click on IM Sports the day after their game. A team captain may appeal his or her team's sportsmanship rating by submitting an appeal to the Program Desk (addressed to the IM Director) by 12 Noon of the next business day following the game or match. **Appeals submitted after this time will not be accepted.**

The Intramural Sports administrative staff reserves the right to review any rating given to a team.

### **Rating Factors**

The following actions and behaviors by team members, spectators, and/or team followers can have a **positive** effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for CMU University Recreation facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a **negative** effect on a team's sportsmanship rating:

- Participants/spectators continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams/spectators may also lead to a lower rating.

-Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

-Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.

-Taunting an opponent or opposing team spectator (trash talk).

-Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

-Physical abuse by participants/spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.

-Any threatening behavior (verbal and/or nonverbal) to any CMU Intramural Sports or University Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

-Individuals/teams played after the consumption of alcohol/drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility and the contest will be forfeited to the opponent.

-Damage to or destruction of any CMU or CMU University Recreation Facilities.

### **Rating Scale**

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

#### **“A” or 4 points: Excellent Sportsmanship**

-Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each others efforts. At no time was

this team disrespectful of opponents and officials and encouraged each others efforts. At no time was this team disrespectful towards participants or officials.

**“B” or 3 points: Acceptable Sportsmanship**

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

**“C” or 2 points: Sportsmanship Needs Improvement**

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

**“D” or 1 point: Unacceptable Sportsmanship**

-Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis.

Teams which receive a second unacceptable rating (“D”) in the same sport or activity are subject to immediate dismissal from league or tournament play.

**“F” or 0 points: Season Ending Rating**

-The following actions can result in an “F” sportsmanship rating:

-Team is completely uncooperative and out of control before, during, and after intramural sports contest(s).

-Team captain(spokesperson) exhibits poor control over self, the team, and/or the spectators.

-Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

-Team fails to cooperate/comply with intramural sports administrative staff/University officials while performing their duties; falsely represents or withholds any requested information.

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

### **Special Game Situations**

A team winning a game by default or forfeit with no game play occurring will receive a 4 rating, unless special circumstances dictate otherwise. A team that wins a game by forfeit after the game has started and game play has occurred shall receive a rating based on their sportsmanship in the game play up to the time of the forfeit.

A team losing by default will receive a 4 rating. A team losing by forfeit will receive a 0 rating.

### **Team Sportsmanship & Playoff Eligibility**

A team must have a 3.0 average or better sportsmanship rating during the regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similar to the grade point/game ratio.

#### *Playoff Tournament Sportsmanship*

A team must maintain a 2.75 average or better sportsmanship rating during the playoffs. The average will include regular season and playoff games.

Any team which receives a 0 sportsmanship rating during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action (if necessary).

A losing team which receives a 1 or 0 sportsmanship rating in their final playoff game, is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

# Officials

Most intramural team sports are officiated by the intramural staff. Intramural officials are CMU students who are trained and evaluated over the course of the semester for each sport they officiate. If you have an interest in becoming an intramural official, please see the calendar on the URec website for dates of Officials Round-ups or speak with an IM Staff member for more information.

# Spectator Policy

The role of the spectators is to provide support and encouragement which will be beneficial to the participants and the Intramural Sports Program. Spectators must remain in designated areas and may not enter the playing areas. Spectators violating these guidelines or exhibiting unsportsmanlike conduct will be asked to leave the playing facility. Teams are responsible and can be penalized for spectators in their bench area.

To view Intramural Sports within the Student Activity Center, all spectators who aren't current students or SAC members must obtain a pass from the Service Center. All spectators will receive a wristband that allows them admittance into the SAC to watch the intramural game. **No other use of the SAC is allowed with this pass.** For a parent and any siblings of CMU students accompanied by parents, the wristband is free of charge. All other spectators will be charged a \$5 entry fee. All parent/ sibling wristbands must be returned upon exit of the facility. Wristbands for all others may be discarded after leaving the facility.

# Assumed Name

An assumed name situation occurs when a player does not use his or her own name when participating in intramural activities. Any player competing under an assumed name will be ineligible for Intramural participation for one calendar year beginning at the time the discrepancy is first noted. If a player provides another person's CMU ID to attempt to sign into a game, that ID will be held onto by the IM Staff and the person whose ID was presented must come meet with the Assistant Director of Intramural Sports to obtain their ID. Team captains using a player under an assumed

name are responsible for their team and that player, and the same sanctions may apply to him or her.

## **No ID, No Play**

Every team member must present a valid CMU ID card to the game official before the game begins. Acceptable valid CMU ID's are student ID cards and faculty/ staff ID cards only. Lack of proper ID will prohibit the player from participating. Driver's licenses or other forms of identification will not be accepted. If a participant does not have his or her ID card, they will not be allowed to play.

## **Awards**

URec will award championship t-shirts for all activities in which champions are determined. They will be given to players on the championship teams in each division (Men's, Women's, CoRec, IFC, Sorority and RHA). Players must be listed on the roster and have participated in at least one contest to receive a shirt. Teams will receive a maximum number of shirts based on the maximum number for that specific sport. Shirts will not be awarded to coaches.

## **Extramural Events**

Over the course of the year, there are several opportunities for teams to engage in 'extramural' competition. An extramural event is a state, regional or national tournament held with teams from numerous colleges and universities competing over the course of a weekend. Traditionally, extramural tournaments are in flag football and basketball, but there may be other sports available. Fees for extramural events will be funded by the teams wishing to participate, unless otherwise noted. Extramural participation must be approved by the Assistant Director of Intramurals. While participating in an extramural event, you are representing the Department of University Recreation, and will be held accountable for your actions during such. If you wish to learn more about extramural events, please contact the Assistant Director of Intramurals.

## **Inclement Weather**

Games cancelled due to inclement weather will be rescheduled whenever possible. A decision to play or not to play will be made at least one hour prior to the first scheduled game of the evening. After the first game of the night, the IM staff will decide the status of the cancellations from there on. Any games cancelled due to weather after the midpoint of the game will be considered complete games.

If games are to be cancelled, a representative from the URec staff will contact the team captains. If your captain has not received a call, assume the games are on as originally scheduled. The team captain must contact the IM office 48 hours after the cancelled game to obtain rescheduling information. Please call the Program Desk at 774-3200 for cancellation information.

## **Equipment Check-out**

Equipment is available to be checked out for Intramural Sports. During outdoor sports there is an equipment attendant at the Outdoor Sports Complex building who can check out equipment in exchange for your CMU ID. For indoor sports, the equipment attendant can be located at the storage room at Court 5. Items available for check-out include, but are not limited to, footballs, flag belts, jerseys, soccer balls, softball bats, basketballs, volleyballs, and basketball jerseys.

## **Jewelry, Clothing & Equipment Restrictions**

Most jewelry is prohibited in intramural play. The only exceptions are wedding bands, medical bracelets and stud earrings (must be taped, and tape will not be provided by IM Staff). Hard-billed caps are not allowed in any sports with the exception of softball. Bandanas with a not are not permitted in any sport involving any kind of contact. Metal cleats are not permitted. In all indoor sports, non-marking shoes are not permitted. For other applicable restrictions, please see specific sport rules.

There are jerseys available for check-out for certain intramural sports, but teams are strongly encouraged to have their own jerseys, shirts, or uniforms. Certain sports will require each participant to have a numbered shirt, such as basketball, broomball or floor hockey.

When an official observes a player who is bleeding, has an open wound, or has an excessive amount of blood on his or her clothing, the official will temporarily stop the game in the same manner as the official would have temporarily stopped the game for an injured player, except that the bloody player must leave the game. A removed player is expected to receive appropriate treatment before returning to the game. The player involved shall not return to the contest until the bleeding has stopped, the open wound is covered, or an excessively bloody piece of clothing is changed and disposed of properly. An excessive amount of blood on a piece of clothing means the clothing is saturated so that the blood would transfer to another player or the blood could soak through to the skin. Once play has stopped under this rule, the player may not re-enter the game until the official declares the player eligible.

## **Drugs, Alcohol & Tobacco**

If any member of your team is suspected to be under the influence of drugs or alcohol by the supervisor or official on duty, that person will be removed from the premises and the team may be additionally punished. The team captain and the person suspected to be under the influence must meet with the Governing Board before the player can be considered for reinstatement. Reinstatement in these cases is not likely.

Because University Recreation promotes a healthy lifestyle, any form of drugs, alcohol or tobacco is not permitted at any Intramural event by participants or spectators.

## **Pets**

Pets are not permitted inside the Student Activity Center or on the fields at the Outdoor Sports Complex. Any pet at the Outdoor Sports Complex must be kept on a leash.

## **Omissions**

In cases where policies are not outlined in this handbook, the intramural sports staff and Coordinator reserve the right to use common sense, fairness and

the “spirit of the Central Michigan University Intramural Sports Program” in providing interpretations on the policies and procedures contained within.

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