

POLICIES AND PROCEDURES

UAB Intramural Sports are designed to help students, faculty, and staff become involved in recreational activities regardless of age, gender, handicap, skill level, or past experience. We are committed to creating an inclusive environment and providing programs that support all members. Our expectation of the UAB community is to embrace an open-minded and respectful attitude toward individual differences of all participants.

UAB Intramural Sports follow the intramural sport guidelines of NIRSA (National Intramural Recreational Sports Association) <http://play.nirsa.net/>, as well as the UAB Campus Recreation policies and procedures <http://www.uab.edu/students/campusrecreation/about/campus-recreation-policies>.

PLAYER IDENTIFICATION

1. Each participant must present a current UAB student or faculty/staff ID card in order to be eligible to participate.

PARTICIPATION

1. All currently enrolled students and current faculty/staff are eligible to participate. (Spouses are eligible during the summer semester only.)
2. A player is not permitted to play with more than one men's/women's team and one co-rec team in each sport. (A player whose name appears on 2 or more rosters will officially be on the team on which his/her name first appeared on a score sheet.)
 - a. When an activity makes a gender designation, an individual who has transitioned to a different gender can participate in the division of the individual's current gender. If an individual is in the process of transitioning to a different gender, participation in a particular gender designated activity will be handled on a case-by-case basis.
3. Registration will end at the scheduled registration deadline for all events.
4. Roster additions must be made via IMLeagues.com by 12:00pm on game day, prior to the participation of the new player(s).
 - a. A player of a team that forfeits out of a league without having played a game, may join another team.
 - b. Any team that allows an ineligible player to participate shall forfeit the game(s) in which the ineligible player participated.
5. Students whose names appear on an official intercollegiate athletic roster list shall be ineligible to compete in that sport, or any related sports.
6. Playoff eligibility will be determined by the names on the roster. All players must play in at least one regular season game before being eligible for the playoffs.
7. Both team captains must sign the scoresheet used at the end of each game played, in order to verify the final score recorded.
8. **Drug and alcohol will not be permitted at any activity.** Playing or being suspected as playing under the influence of alcohol or another drug is cause for immediate ejection and removal from activity location.

CLOTHING/ACCESSORIES

1. **Jewelry:** No jewelry or any other item deemed dangerous by the intramural staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
2. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
3. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
4. **Eyeglasses:** If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

5. A player with blood on his/her clothing or body must leave the game immediately. The bleeding must be stopped and the open wound covered. If there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate any further.

TEAM REGISTRATION

1. Registration is done on IMLeagues.com for all leagues, tournaments, and special events (unless otherwise noted).
 - a. All team captains and participants must register online, take the captain's quiz (if applicable), and pay the sport fee (if applicable).

FORFEITS, DEFAULTS

1. Game time is forfeit time. A team not fielding the minimum number of players at game time for a contest shall receive a forfeit loss.
 - a. If both teams fail to field the minimum number of players for a contest, both will receive a forfeit.
 - b. Two forfeits will result in a team being dropped from their league. The team will also lose their forfeit fee.
2. ***NEW FORFEIT FEE*** If a team fails to appear for a contest or forfeits a game, they will receive a notification from the intramural staff that a second forfeit will result in a forfeit fee. If a team fails to appear for a second contest in one season, or forfeits a second game in one season, they will be assessed a \$10 forfeit fee. This fee must be paid no later than 24 hours in advance of their next scheduled game, in order for the team to be eligible to come back into the league or tournament.
 - a. If payment is not made by the deadline, the team will be dropped from the league or tournament.
 - b. Payments for forfeit fees can be made at the Campus Recreation Center in the form of cash, check or credit card.
3. Campus Recreation encourages the use of defaults instead, to communicate when a team knows in advance they will not be able to field enough players for a game.
 - a. Teams may request to default one contest during the regular season, provided the request is done by 2:00pm the day of the contest. The team will still receive a loss, but not a forfeit.

CANCELLATIONS

1. Outdoor sports are at the mercy of the weather and the field conditions on any particular day. The weather conditions and forecast, as well as the field conditions will be checked on a daily basis. Teams will be notified no later than 4:00pm if their game is cancelled that day. Team captains will be contacted via email/text alerts that they have set up on IMLeagues. We encourage all captains to include both in their preferences when creating a team online.
2. There are no guarantees for rescheduled games that are cancelled due to weather or field conditions, however the Competitive Sports staff will make every effort to find time to make-up cancelled games.
3. If a game is already in progress when a weather-related cancellation occurs, the game will be considered completed and count if halftime or the half-way mark has already been reached and one team is ahead by at least one point or run.
 - a. If a game has not reached the half-way mark when a weather-related cancellation occurs, then the rescheduled game will pick up where the game left off.
 - b. If a game has reached the half-way mark, but is tied, then the rescheduled game will pick up where the game left off.

PROTESTS

1. If a disagreement should arise between a player and an official/supervisor concerning the interpretation of the rules, or a question on a participant's eligibility, a protest may be made by the team captain to the supervisor.
 - a. All protests must be made at the time the dispute arises and before play is resumed.
 - b. The captain must complete the protest form and submit it to the Coordinator of Competitive Sports and Camps (fagan422@uab.edu) no later than 5pm the next day.
 - c. The protest fee is \$10 and will be returned to the team/captain if the protest is upheld, and the game will be replayed from the point of protest.
 - d. Misapplication of the rules and participant eligibility are the only elements of the contest that may be protested.
 - i. Officials' judgment calls may not be protested.

2. In case of a disagreement between players in matches without officials, a re-match will be scheduled and an official or supervisor will be assigned if needed.

PLAYOFFS

1. Playoff tournaments will be single elimination and may be scheduled at different times than league play took place.
2. Teams will be seeded based on regular season records and sportsmanship ratings. Please see IMLeagues.com for more details.
 - a. A team must have at least a "B" average to be eligible for the playoffs.

SPORTSMANSHIP

1. The intramural staff will assign a sportsmanship rating to each team, following the conclusion of each game. Sportsmanship ratings will be used to determine playoff eligibility and standing. The following scale will be used to determine rating:
 - a. "A"= Excellent conduct and sportsmanship
 - b. "B"= Good conduct and sportsmanship
 - c. "C"= Average conduct and sportsmanship
 - d. "D"= Below average conduct and sportsmanship
 - e. "F"= Poor conduct and sportsmanship
2. A team must have at least a "B" average or better during the regular season to be eligible for playoffs
3. A team winning a game by forfeit or default will receive an "A" rating
4. A team losing a game by forfeit or default will receive no rating

FRATERNITY/SORORITY LEAGUES

1. Only one team from a fraternity/sorority will be allowed to participate in the Fraternity/Sorority Leagues. All remaining teams must compete in the independent leagues.
2. Players may not participate on more than 1 men's/women's and co-rec team.
3. Only active members are allowed to represent a fraternity or sorority in these leagues and must be listed on the fraternity or sorority's official current roster.

PLAYER CONDUCT

1. The Coordinator of Competitive Sports and Camps reserves the right to assign appropriate penalties. More severe cases may involve referral to the University Non-Academic Judicial officer if misconduct is done by a student.
2. If a player plays under an assumed name or uses another person's identification
 - a. They will be ejected if caught during the contest and suspended from the remainder of the sport-specific season.
 - b. 2nd offense will result in a suspension from all intramural activities for one calendar year.
 - c. 3rd offense will result in a permanent suspension from all intramurals.
3. If a player uses abusive language towards an official, supervisor, other Campus Recreation staff member, or an opponent
 - a. They can be ejected immediately by an official or supervisor.
 - b. 2nd offense will result in a suspension from all intramural activities for one calendar year.
 - c. 3rd offense will result in a permanent suspension from all intramurals.
4. If a player exerts discriminatory behavior
 - a. They can be ejected immediately by an official or supervisor
 - b. 2nd offense will result in suspension from all intramural activities for one calendar year.
 - c. 3rd offense will result in a permanent suspension from all intramurals.
5. If a player exerts unnecessary roughness
 - a. They can be ejected immediately by an official or supervisor.
 - b. 2nd offense will result in suspension from the remainder of the sport-specific season.
 - c. 3rd offense will result in suspension from all intramural activities for one calendar year.
 - d. 4th offense will result in a permanent suspension from all intramurals.
6. If a player attempts to or does hit, swing at, push, wrestle, etc. an opponent, teammate, or spectator
 - a. They can be immediately ejected by an official or supervisor.
 - b. They can be suspended from all intramural activities for one calendar year.

- c. 2nd offense will result in a permanent suspension from all intramurals.
7. If a player attempts to or does hit, push, grab, or threaten an official or supervisor
 - a. They will be immediately ejected by an official or supervisor.
 - b. They will be suspended from all intramural activities indefinitely.
 - i. The Coordinator of Competitive Sports and Camps will determine if and when the suspension will be lifted.
 - c. If a student, they will be reported to the Non-Academic Judicial Officer.
8. If a team uses an ineligible player (suspended, non-student/faculty/staff, etc.)
 - a. Their first offense will be to receive a forfeit for each contest that he/she participated in illegally.
 - b. The 2nd offense will result in the team being dropped from the league.
9. If two or more players from one team are involved in a fight
 - a. The game will be immediately terminated and a loss will be given to the inciting team.
 - b. The 2nd offense will result in team suspension for one calendar year.
10. If a team has players involved in pushing, hitting, or threatening an official or supervisor
 - a. The game will be forfeited by that team and the captain must meet with the Coordinator of Competitive Sports and Camps before the next contest.
 - b. The 2nd offense will result in team suspension for one calendar year.
11. Any player ejected shall leave the site within 5 minutes, or the game shall be forfeited.
 - a. All ejections will carry a 1 or 2 game suspension, by being classified as major or minor.
 - i. All major ejections will result in a 2-game suspension (ex. verbal/physical abuse, illegal player, etc.)
 - ii. All minor ejections are subject to a 1 or 2-game suspension (ex. jewelry violation, footwear violation, etc.)
 - b. Any player suspended must meet with the Coordinator of Competitive Sports and Camps in order to be reinstated. In order to be reinstated, you must contact the Coordinator (fagan422@uab.edu) to set up a meeting to discuss the ejection. The following information must be included in the email:
 - i. Outline the events surrounding the ejection
 - ii. Outline the personal actions that led to the ejection
 - iii. Outline how the behavior will be avoided in the future
 - iv. Outline days and times between 9:00am and 5:00pm, Monday-Friday, you are available to meet regarding your ejection
 - c. Upon receiving your email, a meeting time will be established to discuss your ejection and determine a timeline for reinstatement. Any sanctions will start following the meeting. Any games missed due to being ineligible will not count towards any sanction. And extreme cases may result in the incident being referred to The Office of Student Advocacy, Rights and Conduct.