

INTRAMURAL SPORTS MANUAL



2023-2024

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UNIVERSITY RECREATION MISSION STATEMENT

The UREC Mission is to promote and advance healthy lifestyles through educational programs, participation opportunities, and support services. Our qualified staff is committed to excellence and responsive to the developmental needs of our participants. Our motto is “Motivating Madison into Motion!”

UNIVERSITY RECREATION VALUES

- **Academic Quality:** We are dedicated to exemplary learning experiences because they are the essence of our mission.
- **Community:** We thrive when we collaborate, respect and serve others, and appreciate our interconnectedness.
- **Diversity:** We strive to be an inclusive community that values the richness of all individuals and perspectives.
- **Excellence:** We seek to be innovative and to perform at the highest levels.
- **Integrity:** We pursue ethical reasoning because it is essential to meaningful citizenship.
- **Student Focus:** We provide experiences that challenge and support students.

PROGRAM OVERVIEW

The James Madison University, University Recreation (UREC) Intramural Sports program offers:

- Team Sports
- Individual/Dual Sports
- Various Single and Extended Tournaments
- Educational Programs

All opportunities are offered in different skill and interest levels. Our friendly professional and student staff are committed to fostering teamwork, sportsmanship, and leadership in a clean, safe, and social setting.

UREC and the Intramural Sports program are dedicated to promoting and enforcing positive sportsmanship among all participants. Through each contest, participants shall portray fair play, respect for opponents and staff, and graciousness in both winning and losing. This manual outlines the policies and procedures that will guide the success of the Intramural Sports program and its participants. **UREC reserves the right to amend, alter or dissolve any of these guidelines or rules to benefit the program and its participants.**

Intramural Sports

PROGRAMMING HOURS AND CONTACT INFORMATION

Staff Programming Hours: Sunday-Thursday 3:00pm-4:45pm

Email: urec-intramurals@jmu.edu

Office Phone: (540)568-8786

Web Page: [UREC - Intramural Sports](#)

INTRAMURAL SPORTS STAFF

PROFESSIONAL STAFF

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**UNIVERSITY RECREATION
INTRAMURAL SPORTS
POLICIES & PROCEDURES**

*Please note that changes from the previous handbook are indicated with a **gray highlight**.*

SECTION 1: ASSUMPTION OF RISK

Participants are highly encouraged to have a physical examination and obtain adequate health and accident insurance prior to participation in all UREC activities. Individuals who choose to participate in UREC activities do so at their own risk. James Madison University does not provide insurance and is not responsible for any injury that may occur to individuals participating in any UREC activity. Participation is encouraged but is voluntary. Student Health and Accident Insurance information may be obtained at the University Health Center.

The use of alcohol and/or other drugs by participants before and/or during any recreational activity is prohibited. UREC strongly discourages the use of alcohol and/or drugs by participants prior to any recreational activity. Additionally, food, beverages, and tobacco products (dip, chew, cigarettes, vaping, etc.) are not allowed at any Intramural Sports activity site(s).

The Intramural Sports staff reserves the right to implement and enforce emergency and risk management rules relative to the program to ensure the safety of each contest for all our participants.

SECTION 2: ELIGIBILITY

The Intramural Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University JACards, UREC access cards, and/or UREC App Profiles will be required during all Intramural Sports activities to verify identity. Any individual the Intramural Sports staff deems to be ineligible will not be allowed to participate. (See Section 11, Article 2, for information on Protests).

Article 1: Undergraduate Students

All undergraduate students enrolled in seven (7) or more credit hours at JMU are eligible for participation in Intramural Sports activities. Undergraduate students enrolled in less than seven (7) credit hours will be required to pay a recreation fee to participate.

Article 2: Graduate Students

All graduate students enrolled in six (6) or more credit hours at JMU are eligible to participate in Intramural Sports activities. Graduate students enrolled in less than six (6) credit hours will be required to pay a recreation fee to participate.

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Article 3: Summer Enrollment and Eligibility

1. Any student(s) who is enrolled in the minimum credit hour requirement for the spring semester and/or the first four-week summer term is eligible to participate in Intramural Sports activities through the first summer term.
2. Any student who is enrolled in the minimum credit hour requirement for any summer term after the first four-week term is eligible to participate in Intramural Sports activities through the end of the summer.

Article 4: Faculty and Staff

All full-time and part-time faculty and staff members at JMU are eligible to participate in Intramural Sports activities.

Article 5: Spouses

1. Spouses of full-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained a UREC access card. Information on applying for a UREC access card can be found on UREC's website, here: <https://www.jmu.edu/recreation/hours-access/memberships.shtml>
2. Spouses of part-time students, faculty and staff members are not eligible to participate in Intramural Sports activities.

Article 6: Alumni

Alumni of James Madison University are not eligible to participate in Intramural Sports activities.

Article 7: Affiliates

Employees who are classified as "Affiliates" within James Madison University are not eligible to participate in Intramural Sports activities.

Article 7: Professional Athletes and Coaches

Students may be ineligible for varsity competition due to professional status are prohibited from participation in that related intramural sport(s). (See Section 2, Article 10 for Similar/Related Intramural Sports). Participants with professional status will be ineligible for five (5) years from the date their professional career ended. (This does not include try-outs and cuts from a professional team).

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Article 8: Varsity Student Athletes, Coaches, and Staff

1. Any person whose name appears on a collegiate roster as a player, or a coach will be ineligible in that specific intramural sport for one calendar year (See Section 2, Article 10 for Similar/Related Intramural Sports). This includes all players who are "red shirted" in any sport, coaching staff, team staff, graduate assistants, and/or other individuals listed on the team roster. These individuals will be allowed to participate in their related Intramural Sport after one full calendar year following their final varsity season.
***NOTE*: A varsity season ends with the completion of the NCAA National Championship Game, or equivalent championship game, in that sport.**
2. Teams may only carry one former varsity player, coach, or other staff member on their Intramural Sport team roster.
3. Any team that contains a former varsity player, coach, or other staff member on its roster **MUST** participate in a Competitive league (Recreational league participation is not permitted).

Article 9: Sport Club Members

1. Sport club members are defined as individuals who meet any one of the following criteria:
 - a. Name appears on sport club team roster during the academic year.
 - b. Signed a participation waiver and is actively participating in club functions.
 - c. Actively participating with the club during their season.
2. Teams are restricted to two sport club members on their related Intramural Sport team roster (See Section 2, Article 10 for Similar/Related Intramural Sports). Sport club members may only participate in the Competitive League (recreational league participation is not permitted).
3. Teams participating in dual sports are restricted to one sport club member in their related Intramural Sport. **Example:** A racquetball doubles team may only contain one Club Racquetball player.
4. If a team has more than the allotted amount of Sport Club players on its roster, the last player(s) added chronologically in excess of the allotted amount will be removed from the roster and the team is subject to the eligibility policies in Section 2 Article 13.
 - a. We will allow changes to team rosters for Intramural Sports, with regards to Sport Club players, prior to the first game of the team's Intramural season for that sport, but not afterwards. Please contact UREC-Intramurals@jmu.edu with any questions.

Intramural Sports

Article 10: Similar/Related Sports

The professional/varsity/club sports that have similar or related Intramural Sports are defined in this chart:

PROFESSIONAL/VARSITY/CLUB SPORTS	INTRAMURAL SPORTS
Football	7-v-7 Flag Football, 4-v-4 Flag Football
Soccer	Outdoor Soccer, Indoor Soccer
Basketball	5-v-5 Basketball, 3-v-3 Basketball
Dodgeball	Dodgeball
Volleyball	Indoor Volleyball, Sand Volleyball
Baseball, Softball	Softball
Ice Hockey, Field Hockey, Roller Hockey	Floor Hockey, Street Hockey
Tennis, Pickleball	Pickleball, Tennis Tournament
Racquetball	Racquetball
Team Handball	Team Handball
Ultimate Frisbee	Ultimate Frisbee
Badminton	Badminton
Disc Golf	Disc Golf
Spikeball	Spikeball Tournament
Table Tennis	Table Tennis Tournament

Article 11: Number of Teams

1. An individual may participate on one single-gender and one Co-Rec or Open (no gender restrictions) team within each sport. **EXCEPTION:** If there is a sport with only Co-Rec and Open divisions, a participant may play in both divisions at the same level. **Example:** Ultimate Frisbee only has Co-Rec and Open. A participant can play in Co-Rec Comp and Open Comp or Co-Rec rec and Open rec.
1. If a participant's name is discovered on more than one single-gender, Open, or co-recreational roster within a sport, their proper eligibility lies with the team for which they participated in first. **EXCEPTION:** An individual may participate in both Singles and Doubles single-gender, Open, or co-recreational leagues.

Article 12: Gender

1. All players may participate in the gender-specific league that identifies with their personal gender identity. A participant's gender identity will be applied when there are gender specific rules or player ratio requirements within Intramural Sports leagues. Gender is selected when a participant registers for the first time on IMLeagues. If a participant needs to change the selection they have made on IMLeagues, they must contact the Intramural Sports office via email: UREC-Intramurals@jmu.edu.

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Article 13: Participation

1. Any person who has checked in on their team roster at the game site is considered to have participated in that Intramural Sports activity.
2. In order for participants to be eligible for the playoffs, each participant must have played in at least one (1) regular season game.
3. Any person found in violation of the eligibility rules of Intramural Sports is considered ineligible. The following are disciplinary actions for players found to be ineligible.
 - a. Any person(s) participating in an Intramural activity found to be ineligible will be removed from their team's roster and may be suspended from that activity for the remainder of the season; this decision will be made at the discretion of the Intramural Sports professional staff.
 - b. Any team using an ineligible player shall receive an eligibility forfeit for the game in question, lose their team's forfeit deposit, and every previous game in which the ineligible player participated will be marked as a loss.
 - c. A player participating under an assumed name will be suspended from Intramural Sports participation for the remainder of the season and placed on probation for the remainder of the school year. **Violation of probation may result in expulsion from the Intramural Sports program.**

Article 14: Rosters

All participants must be listed on the official team roster prior to their participation in any Intramural Sports activity. All roster additions must be completed in one of the following ways:

1. Participants may be added to the team roster and approved by the team captain on IMLeagues. This requires each participant to log into IMLeagues via the JMU UREC website (<https://www.jmu.edu/recreation/sports/intramural-sports/how-to-sign-up.shtml>) to accept the invitation sent by the team captain. Those participants who are added to the roster before 4:00pm on the day of the contest will be displayed on the score sheet.
2. If a participant is not on the score sheet at the scheduled game time, they may be added to the team roster at the activity site prior to or during any regular season contest. In this circumstance, each participant is required to log into IMLeagues and accept the invitation sent by the team captain.
 - a. ***NOTE***: The addition of any participant to the roster at the game site must be confirmed by the Intramural Sports Site Manager in order for that participant to play in that contest. Failure to do so, will result in the player being marked as an ineligible participant and the team will be subject to the participation policies detailed in this handbook (See Section 2, Article 13).
 - b. The Intramural Sports Site Manager is a UREC employee, wearing a gold name tag and a purple polo, that oversees the site of each Intramural Sports contest. Intramural Sport Officials are the UREC employees, wearing officiating uniforms, that officiate each Intramural Sports contest. Intramural Sport Officials do not give the final approval with regards to this policy; only Intramural Sports Site Managers have the authority to do so.
3. In both circumstances, the team captain must log into IMLeagues and accept the player addition before that player's name will show on the team's roster.

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4. Names which appear on the official team roster should match or closely match that of the name on the participant's JACard or UREC App, which must be presented at the game site prior to participation.
5. **Each team must have at least the minimum player requirement and a forfeit deposit paid for by 11:59pm of the final day of registration, which can be found on IMLeagues.** Any team whose roster has not met the minimum player requirement or a forfeit deposit that has not been paid by this deadline, will be moved to the league's Waitlist and replaced by a team from the Waitlist.

Article 15: Player Identification

1. All participants must show an Intramural Sports staff member their own valid JACard, JMU Access Card, or UREC App Profile prior to participation. If either the name or picture is not legible by the staff member, a second form of identification will be required. If neither the name nor the picture is legible, the JACard will not be accepted, and that participant **will not be eligible to play**.
2. Misuse of identification (transferring, lending, borrowing, or altering university-issued identification) is a violation of the Student Standards of Conduct and will result in ejection from the game and possible referral to the Office of Student Accountability and Restorative Practices [James Madison University - Office of Student Accountability and Restorative Practices \(jmu.edu\)](https://www.jmu.edu/osar/)
3. In the event the **JACard does not match the participant using it**, the Intramural Sports Staff **may confiscate the JACard** and the participant may be referred to the Office of Student Accountability and Restorative Practices.

SECTION 3: CAPTAIN'S RESPONSIBILITIES

Article 1: Team Captain

Students, faculty, and staff form their own team(s) and register during the appropriate dates and times as indicated on the UREC website. One team member must be designated as Team Captain. This individual will serve as the liaison between the Intramural Sports Staff and their team(s).

Article 2: Responsibilities

1. Before the Season

- a. Complete Captain's Quiz on IMLeagues.
- b. Invite players to your team.
- c. Ensure that the team roster has met the minimum player requirement for that sport before the deadline stated in Section 2, Article 14-5.
- d. Ensure that the Forfeit Deposit is paid during the designated Forfeit Deposit Collection times.
- e. Check eligibility of all team members and ensure they meet the requirements outlined in Section 2.
- f. Become familiar with respective sport rules, policies and procedures, the Sportsmanship Rating System, and any additional information covered in the Captain's Quiz.
- g. Familiarize team members with respective sport rules, policies and procedures, the Sportsmanship Rating System, and any additional information covered in the Captain's Quiz.
- h. Notify all team members of their weekly schedule and playoff schedule (Playoff game times will vary from regular season game times based on results of the Playoff Draw and playoff scheduling constraints).

2. During the Season

- a. Continually encourage team members to be at the game site 15 minutes prior to the scheduled game time with their JACards/UREC Access Card/UREC App.
- b. Maintain communication with the Intramural Sports Staff throughout the season regarding schedules, scores, playoffs, sportsmanship, and any pertinent feedback.
- c. Uphold sportsmanship among all team members and spectators before, during, and after each contest. **The team captain will be held responsible for any sportsmanship violations committed by team members and spectators before, during, and after games** (this includes excessive amounts of trash left behind by teams at game sites).
- d. Ensure that team members return jerseys to Intramural Sports staff after checking them out for use during games.
- e. Verify the final score and Sportsmanship Ratings on IMLeagues after each game and **notify the Intramural Sports staff if there is an error.**
- f. Select team's spot in the Playoff Bracket on IMLeagues during the designated online bracket selection period, if applicable to that sport and league.
- g. Respectfully speak with the Intramural Sports Staff in reference to any team-related issue.

SECTION 4: REGISTRATION

Article 1: Online Registration

1. Registration for all sports will be completed through IMLeagues. Captains must register teams on IMLeagues and ensure that the Forfeit Bond is paid within the Forfeit Bond collection times.
2. Forfeit Deposit collection times will be communicated to team captains upon the completion of the team registration process via email and reminded using IMLeagues during their captain's quiz.
3. In order to register a team, captains/participants will need to complete the following steps:

Step 1: Login through URECRRegister & IMLeagues

- Go to urecregister.jmu.edu
- **Login using your JMU eID credentials.** *Every JMU student and Faculty/Staff member should already have an account and will be able to login using their eID credentials.*
- Click **Intramural Sports** from the URECRRegister home screen
- Then, click the orange **Intramural Sports IMLeagues banner**

Step 2: Sign up for Intramural Sports

- **Create an IMLeagues account**, inputting your first and last name, email, birth date etc.
- Under the **"Get in the Game!"** tab, click the **green Register button** on your screen.
- Select a **Sport**, then a **League** (Men's, Women's, Co-Rec, Open) and then a **division** (indicated by day and time of games) for which you are interested in participating, while registration is open.
- **Fill out each field** for which you are prompted on the registration form.
- After selecting the **"Create Team"** button, fill out each field for which you are prompted on the team registration page.
- Click **"Submit,"** and make sure your team name is displayed within the division.

If your team name does not display on the division page, your team is not registered.

Article 2: Forfeit Deposit Payment/Confirming Your Team

1. In order to confirm a team's spot within a league, the team captain or another team representative **must pay the Forfeit Deposit** for that team during the collection times indicated in Article 1.
2. Forfeit Deposits will be collected via FLEX accounts at the UREC Welcome Center or University Park. Any team that does not forfeit any games during the season will get their forfeit deposit returned to them.
3. Any team that has not paid a Forfeit Deposit by the designated date will be moved to the league's Waitlist. Those teams' spots will be filled by teams registered on the Waitlist that have paid their Forfeit Deposits before the end of the registration period.

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4. If there are open spots in a division at the time registration closes, the Intramural Sports Staff will contact the teams on the Waitlist that have paid their Forfeit Deposits to fill those spots.

Article 3: Free Agents

Any eligible participant can register as a free agent in an unlimited number of leagues/divisions on IMLeagues. Those free agents will be visible to all teams and can request to join teams or post information about themselves so any team can request to add those free agents to their roster.

Article 4: Team Names and Uniforms

1. Participants are responsible for selecting their own team names. **The Intramural Sports program reserves the right to change any duplicate team names or team names that are deemed inappropriate or offensive.**
2. The Intramural Sports program reserves the right to prohibit teams from wearing uniforms/jerseys that contain inappropriate or offensive language or artwork.
3. If you are unsure if a team name or uniform language/artwork will be acceptable, please contact the Intramural Sports Staff.

SECTION 5: LEAGUE STRUCTURES AND REQUIREMENTS

Article 1: Team Composition

Leagues will be established for Men's, Women's, Co-recreational, and Open team participation. All team members in single-gender leagues must meet the gender requirements as outlined in Section 2, Articles 11 and 12.

Article 2: League Structures

All team sports that need officials and administrative staff for operation will require a \$30.00 Forfeit Deposit payment at the time of registration. Individual/dual and team sports that need only administrative staff for operation will require a \$10.00 Forfeit Deposit payment. Games will be scheduled at the division level according to the day and time for which teams are registered.

1. Recreational Leagues
 - a. These leagues are designed for teams that have a primary objective of participating in an organized environment and having fun. Recreational leagues will play a longer season than the Competitive leagues and there will be no playoffs to determine a league champion.
2. Competitive Leagues
 - a. These leagues are designed for teams that are interested in playing in competitive contests. Competitive leagues will contain both a regular season and playoffs to determine a league champion. For more information on playoff structures, see Section 13 – Playoff Information.
NOTE: If the type of league is not specified, it is a competitive league.
3. Men's Leagues
 - a. These leagues are designed for individuals who identify as male.
4. Women's Leagues
 - a. These leagues are designed for individuals who identify as female.
5. Co-Recreational Leagues
 - a. These leagues are designed for individuals who identify as male or female. These leagues have a gender ratio requirement that is determined on a sport-by-sport basis.
6. Open Leagues
 - a. These leagues have no gender ratio requirement.

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7. Fraternity/Sorority Leagues
 - a. These leagues are reserved for teams and participants who are representatives of national social fraternities/sororities and active members or pledges. To participate in these leagues, an active member must be initiated, active, and their name must appear on both the current Greek rolls and on the intramural team roster for the given sport which they wish to participate in. For a pledge to represent their organization in an intramural sport, they must comply with the following:
 - i. Their name must appear on the current Greek roster and the intramural roster.
 - ii. Participant's signed pledge card must be on file with the Fraternity and Sorority Life Office before participating.
8. Waitlist
 - a. Each league will have a Waitlist option for teams to register. Any team that registers for the Waitlist will remain there in case a team needs to be removed from a league for any reason. Waitlist teams will be selected to take the place of teams removed from leagues according to the following criteria:
 - i. Teams that have paid their Forfeit Deposits will be offered the open spot first.
 - ii. If multiple teams have paid their Forfeit Deposits, the Intramural Sports Staff will offer the open spot(s) to those teams chronologically according to the date and time they registered.

Article 4: Tournaments and Special Events

1. Participation in on-campus tournaments and special events are open to all students who meet the eligibility requirements outlined in Section 2. Tournament and special event league structures will be determined by the Intramural Sports staff.
2. Participation in extramural (off-campus) tournaments is open to all students who meet the eligibility requirements outlined in Section 2. Any Intramural Sports team that wishes to participate in an extramural tournament must contact the Intramural Sports professional staff to begin the registration process for those events.
 - a. Information on extramural tournaments can be found on the NIRSA website:
<http://play.nirsa.net/>

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SECTION 6: DEFAULTS

Article 1: Default Policy

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default that contest. In order for the contest to be considered a “Default.” A team member who is on the official team roster must contact the Intramural Sports staff via email or phone before 4:00pm on the day of the contest.

1. Any contest that has been processed as a “Default” will not count as a loss if the contest is canceled due to inclement weather or unsafe playing conditions.
2. Any contest that has been processed as a “Default” during the playoffs will not count as a loss if the contest would have to be rescheduled due to inclement weather or unsafe playing conditions. If either team cannot make the rescheduled contest, they will need to submit a new default request.

Article 2: Default vs. Forfeit

A team that follows the proper “Default” protocol will only receive a loss in the league standings as opposed to a loss and a forfeit.

“Default” vs. Forfeit - What’s the Difference?	Default	Forfeit
My team cannot play a scheduled game and I submitted my “Default” to the Intramural Sports staff by 4:00pm on the day of my game. My team will receive a...	YES	NO
My team simply does not show up for a scheduled game and the officials and other team are waiting to play. My team will receive a...	NO	YES
My team will be removed from the league if we record two (2)...	NO	YES
If my team does not meet the minimum player requirement, including gender ratio requirements for Co-Rec contests, at the time the game is scheduled to start, my team will receive a...	NO	YES
If my team cannot make a scheduled game, it is common courtesy to the Intramural Sports staff and the opposing team if I...	YES	NO
My Forfeit Deposit will not be returned to me at the end of the season if my team records a...	NO	YES
My team will receive a Sportsmanship Rating of 2.0 for a game if we...	NO	YES
My team will receive a Sportsmanship Rating of 3.5 for a game if we...	YES	NO

SECTION 7: FORFEITS

Article 1: Types of Forfeits

Forfeits will be classified based on one of the following:

1. **No-show:** Team does not meet the minimum player requirement at the scheduled game time.
 - A no-show forfeit will result in a Sportsmanship Rating no higher than 2.0 for that contest.
2. **Eligibility:** Game is declared a forfeit due to the ineligibility of one or more players according to the eligibility requirements outlined in Section 2.
 - An eligibility forfeit will result in a Sportsmanship Rating no higher than 2.0 for that contest.
3. **Sportsmanship:** Game is ended by Intramural Sports staff for sportsmanship-related reasons. This includes but is not limited to maximum amount of player ejections and/or unsportsmanlike conduct penalties. The Intramural Sports staff will have the authority to reach this decision.
 - A sportsmanship-related forfeit will result in Sportsmanship Rating of 0 for that contest.
4. **Social Media Etiquette:** A team posts material to **IMLeagues** or social media outlet(s) that are deemed to be in violation of the Intramural Sports program's web etiquette policy.
 - A web etiquette forfeit will result in a Sportsmanship Rating no higher than 2.0 for that contest.

Article 2: Game Time

GAME TIME = FORFEIT TIME. Any team that fails to report or has not met the minimum player requirement to participate at the scheduled game time may forfeit that game. If both teams fail to report or meet the minimum player requirement to participate, each team shall be credited with a no-show forfeit and the game will not be rescheduled.

Article 3: Captain's Choice

If only one team has the minimum number of players ready to play at the scheduled game time, the following will occur:

1. The game clock will start (if applicable).
2. The captain of that team will be asked if they wish to take an immediate win by forfeit or wait 10 minutes for the other team.
 - a. If they elect to take an immediate win by forfeit, their team is declared the winner by forfeit with a score of 1-0 in sports that require playing a single game and a score of 2-0 in sports that require playing a 3-game series. Sportsmanship Ratings are assigned as per Section 9, Article 6.
 - b. If they elect to wait the 10 minutes for the other team, for every minute that passes while the minimum player requirement is not met, that team will lose 0.1 on its Sportsmanship Rating for that game.
 - **Example:** If a team does not meet the minimum player requirement for a basketball game until 4 minutes past the scheduled game time, the game will start with 16 minutes remaining in the first half and 0.4 will be deducted from that team's Sportsmanship Rating when it is assessed at the end of the game.

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- c. If the late-arriving team meets the minimum player requirement within the 10-minute grace period, that team will automatically lose the coin toss (if applicable) and the team that is waiting will have the option(s) that come with winning said toss.
- d. If the team does not meet the minimum player requirement within the 10-minute Captain's Choice period, that team will receive a loss by forfeit and 2.0 Sportsmanship Rating for that contest and the team that is waiting will win by forfeit.

***NOTE*:** If a team decides to wait for the late-arriving team, they must wait the full 10 minutes and neither team may use a time-out to stop the game clock during that 10-minute period.

SECTION 8: NO-SHOWS

Article 1. No-Shows

If a team does not show up for one of their scheduled games because of a Default or Forfeit, the Intramural Sports Staff will record a "no show" for that team.

Article 2. Amount of No-Shows

Any team that records "no-shows" will be removed from the league if those "no-shows" consist of the following scenarios:

1. Two forfeits
2. One forfeit & two defaults
3. More than half of the team's scheduled games for the season have been a combination of defaults/forfeits

Once a team is removed, they will be replaced with a team from the waitlist (if there are teams on the waitlist).

SECTION 9: GAME CANCELLATIONS AND POSTPONEMENTS

Article 1: Cancellation of Activities

Intramural Sports activities are subject to cancellation due to unsafe facility conditions. This may include inclement weather or unforeseen circumstances which may occur in both indoor and outdoor facilities that create unsafe playing conditions. The Intramural Sports staff will make all decisions regarding playability and safety of facilities.

In the event of cancellations, the Intramural Sports staff will send an email to all participants via **email**.

Article 2: Cancellation of Activities in Progress

1. In cases when inclement weather or unforeseen circumstances force the halt of games in progress, the specific rules of that sport will determine if each game is considered official. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.
2. In the event of lightning and/or thunder, the following will occur:
 - a. Games in progress are stopped if the Intramural Sports staff sees lightning or the lightning prediction system signals a warning. Games will not resume until the lightning prediction system clears play or the mandatory 30-minute wait time has passed with no further sight of lightning.

Article 3: Postponements

The Intramural Sports staff will reschedule postponements of playoff games. Participants will receive an **email** to their @dukes.jmu.edu email notifying them of an update to the schedule, and teams will be responsible for checking the time of their rescheduled game.

SECTION 9: SPORTSMANSHIP

Article 1: Philosophy

All participants are expected to take responsibility for their own actions. Participants are expected to respect Intramural Sports staff, opponents, and fellow team members before, during, and after a contest.

Article 2: Sportsmanship Mission

UREC and the Intramural Sports program are dedicated to promoting and enforcing positive sportsmanship among all participants. To encourage proper conduct during games, officials and Intramural Sports staff will make decisions to warn, penalize and/or eject players, coaches, teams, and/or spectators for poor sportsmanship. Please help us make each participant feel welcomed and safe during Intramural Sports. Remember at JMU, [Sportsmanship Lives Here!](#)

Article 2B: Prohibition on Discrimination and Retaliation

“James Madison University does not discriminate and prohibits discrimination in its employment, educational programs, **activities**, and admissions on the basis of: age, color, disability, gender expression, gender identity, genetic information (including family medical history), marital status, military status (including veteran status), national origin (including ethnicity), parental status, political affiliation, pregnancy (including childbirth or related medical conditions), race, religion, sex, sexual orientation, or on any basis protected by law, unless otherwise permitted or required by law. James Madison University prohibits retaliation directed against a person for making a good faith complaint of discrimination or retaliation, or participating in a complaint process. This retaliation prohibition applies regardless of the ultimate disposition of the underlying complaint.

The university reserves the right to investigate any allegation of discrimination or retaliation. In the event that a student, employee, or third party engaged in prohibited discrimination or retaliation, the university will take steps to prevent recurrence of any discrimination and retaliation and to correct its effects.”

<https://www.jmu.edu/jmu-policy/policies/1324.shtml>

Article 3: Captains

The team captain is responsible for the actions of their team and spectators. Additionally, the captain is expected to ensure that all of their team members and spectators are familiar with the rules of play and the policies and procedures contained in this document. Copies of sport rules are available on the UREC website and on **IMLeagues**.

Article 4: Marketing and Social Media Etiquette

All photography and videography requests should be directed to the [Assistant Director for Communications & Engagement](#). We assess each request individually, basing our decision on keeping the safety and privacy of UREC participants our first priority.

Approved photographers/videographers:

- Must have verbal approval of any participants that may be in my photo or video before proceeding.
- Must not engage in photographs that may be a safety risk to themselves or other participants.

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- Must not interrupt the experience of any participant (for example, if they are taking photos of a group fitness class, they must arrive 15 minutes early and speak with the instructor and participants).
- Must not take any photos or video in a bathroom, locker room or personal space.
- Must not solicit interviews with UREC participants unless they know the participant.

Article 5: Ejected Participants

A player who gets ejected from a contest may be asked by the Intramural Sports staff to leave the game site. Failure or refusal to leave the game site upon the staff's request may result in forfeiture of the game for that player's team. That player will immediately be declared ineligible to participate in **ALL** Intramural Sports activity until they have met with the appropriate Intramural Sports professional staff member(s).

The ejected participant will receive an email from the Intramural Sports staff, between 24-48 hours from when the ejection was reported, to schedule a meeting to discuss what happened. The suspension length will be decided by the Intramural Sports staff during the reinstatement meeting. If an ejected participant fails to follow-up with scheduling a meeting, their UREC access may be suspended until this meeting has been conducted.

Article 6: Sportsmanship Ratings and Criteria

At the completion of each game the Intramural Sports staff at the site will assign each team a Sportsmanship Rating on a scale of 4.0 to 0. The Sportsmanship Rating for each game will compile an average that will dictate playoff eligibility and seeding at the end of the regular season. Those playoff eligibility requirements are outlined in Section 12 of this manual.

NOTE: Any actions by team members or spectators before, during, or after a contest may affect the team's Sportsmanship Rating for that contest.

4.0 – Superior Sportsmanship and Conduct – “Win with class, lose with dignity”

1. Team cooperates with and respects all decisions made by the Intramural Sports staff.
2. All questions to the officials are respectful and reasonable. Statements are not questions and will not be recognized.
3. All actions by players and spectators are acceptable and appropriate.
4. Players make positive comments of encouragement towards teammates and opponents.
5. Team accepts a loss and congratulates the opponents on their success.
6. Team receives absolutely no warnings, ejections, yellow cards, unsportsmanlike conduct penalties or technical fouls.

3.5 – Excellent Sportsmanship and Conduct – “Major Teamwork, Minor Incidents”

1. Players ask questions and make statements regarding the game.
2. All actions by players and spectators are acceptable and appropriate.
3. Players state positive comments of encouragement towards teammates and opponents.
4. Team accepts a loss and congratulates the opponent on their success.
5. Team receives absolutely no warnings, ejections, yellow cards, unsportsmanlike conduct penalties or technical fouls.

Teams that default will receive a Sportsmanship Rating of 3.5. The opposing team will also receive a Sportsmanship Rating of 3.5.

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3.0 – Good Sportsmanship and Conduct – “Bare Minimum”

1. Players ask questions and make statements regarding the game.
2. All actions by players and spectators are acceptable and appropriate.
3. Players state positive comments of encouragement towards teammates and opponents.
4. Team accepts a loss and congratulates the opponent on their success.
5. Team receives and adheres to verbal warnings, but receives no ejections, yellow cards, unsportsmanlike conduct penalties or technical fouls.

2.5 – Average Sportsmanship and Conduct – “First-Level Penalty, Verbal Altercations”

1. Players ask questions and make statements regarding the game.
2. All actions by players and spectators are acceptable and appropriate.
3. Players state positive comments of encouragement towards teammates and opponents.
4. Team accepts a loss and congratulates the opponent on their success.
5. Team receives one technical foul, yellow card, or unsportsmanlike conduct penalty, but receive no ejections.

An eligibility forfeit will result in a Sportsmanship Rating no higher than 2.0 for that contest.

2.0 – Below Average Sportsmanship and Conduct – “Rude Questions, Verbal Aggression, and Little Control”

1. Players ask questions and make statements regarding the game.
2. The team captain shows little control over the actions of themselves, their teammates, and spectators.
3. Team accepts a loss and congratulates the opponent on their success.
4. Team receives multiple technical fouls, yellow cards, or unsportsmanlike conducts, but receive no ejections.

A no-show forfeit or a web etiquette forfeit will result in a Sportsmanship Rating no higher than 2.0 for that contest.

1.0 – Poor Sportsmanship and Conduct – “No Exception for One Ejection”

1. Players make negative statements regarding the game.
2. The team captain shows little control over the actions of themselves, their teammates, and spectators.
3. Team accepts a loss and congratulates the opponent on their success.
4. Team receives one ejection.

0 – Unacceptable Sportsmanship and Conduct – “Unacceptable”

1. Players are completely uncooperative and/or disrespectful toward opponents, officials, and administrative staff.
2. Players constantly make negative statements regarding the game.
3. The team captain shows little control over the actions of themselves, their teammates, and spectators.
4. Team receives multiple ejections, or the game is declared a forfeit by Intramural Sports staff due to unsportsmanlike behavior.

A sportsmanship-related forfeit will result in Sportsmanship Rating of 0 for that contest.

Article 7: Review of Sportsmanship Ratings/Appeal Process

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1. It is the team captain's responsibility to view their team's Sportsmanship Rating after each contest. The Intramural Sports Site Manager or Sport Official at the game site will be able to provide the captain with this information immediately after the contest.
2. If a team captain wishes to appeal their team's Sportsmanship Rating, they must contact the Intramural Sports professional staff and/or graduate assistant in order to discuss the issue.

Article 8: Continuing Sportsmanship

Sportsmanship Rating Averages will be monitored throughout the season. If a team's Sportsmanship Rating Average falls below 2.0 at any point during the regular season, the team captain will receive an email from the Intramural Sports staff with a reminder of the Sportsmanship Rating system and recommendations to avoid falling below a 2.0 for the future. The Intramural Sports staff reserves the right to request and conduct a meeting with the team captain to ensure this rating system is understood and adhered to throughout the remainder of the season.

SECTION 11: PROTESTS

Article 1: Rule-Related Protests

Questions pertaining to interpretation and/or application of rules on the part of sport officials must be posed by participants and resolved by the Intramural Sports Site Manager or Sport Official in charge of that field/court at the time the play occurs and prior to the next live ball. The procedure shall be:

1. If a team/participant feels the official has made a misinterpretation or misapplication of a rule, the team captain shall calmly and immediately request a time-out and inform the official that they wish to have a ruling on the interpretation or application by the Intramural Sports Site Manager or Sport Official overseeing the game site.
2. No protest which involves the judgment of the sport officials shall be honored. The judgment of the official(s) is final. This also includes Intramural Sports staff when necessary.
Example: One foot in-bounds while in possession of the ball constitutes a legal catch in Flag Football.
Case 1: An official rules a pass incomplete because the "player did not have two feet in bounds. This is a rule misinterpretation, which can be legally protested.
Case 2: An official rules a pass incomplete because the "player's first foot landed on the sideline." This is a judgment call, which cannot be legally protested.
3. If corrections are necessary, the Intramural Sports Site Manager or Sport Official shall rule immediately and the team/participant shall not be charged with a time-out. However, if the official's interpretation or application of the rule was free from error, the protest will not be upheld and the team/participant will be charged with a time-out.

Article 2: Eligibility Protests

If a team feels that a member or members of the opposing team are participating illegally according to the eligibility requirements outlined in Section 2 of this manual, that team should inform the Intramural Sports staff that they would like to file a protest regarding an illegal participant.

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This protest should be filed with an Intramural Sports staff member before the end of the game in which the participant-in-question is playing. That participant will be permitted to play in that game, and the Intramural Sports professional staff will review the protest the following day.

If the participant-in-question is found to be participating illegally, the offending team will forfeit the game in question, lose their team's forfeit deposit, and every previous game in which the ineligible player participated will be marked as a loss.

SECTION 12: PLAYOFF INFORMATION

Article 1: Team Eligibility

Eligible teams wishing to participate in the playoffs in their sport must meet all of the following criteria based on the league's structure:

1. Teams must earn and maintain at least a 3.0 Sportsmanship Rating Average for the regular season in order to advance into the playoffs.
2. Teams must maintain at least a 3.0 Sportsmanship Rating Average throughout the duration of the playoffs. If the winning team of a playoff game falls below a 3.0 Sportsmanship Rating Average, no team will advance from that contest.
3. When applicable (see Section 12, Article 5-1, NOTE), teams must select their position in the bracket during their designated online playoff draw period. Any team that is eligible for the playoffs and does not select their position during the online playoff draw period will be placed in the bracket according to their Sportsmanship Rating average.
4. Teams must play at least one game during the regular season. Any team that defaults every game during the regular season will be removed from the division and will not be eligible for the playoffs.

Article 2: Player Eligibility

1. To be eligible for the postseason in an intramural sport(s), an individual must have their name and JACard number on the team's roster.
2. Playoff rosters lock at the end of the last day of the regular season. **No participants can be added to any rosters after that deadline.**
3. In order for participants to be eligible for the playoffs, each participant must have played in at least one (1) regular season game.

Article 3: Seeding

Eligible teams will be seeded prior to the online playoff draw (if applicable) based on the following criteria:

1. Sportsmanship Rating Average
 - a. **EXCEPTION:** In a league that has more than 20 teams, the teams will be split up into two brackets, "A" and "B", for the playoffs and seeded by Win/Loss Record and then by Sportsmanship Rating Average in their respective brackets.
2. Win/Loss Record
3. Head-to-Head
4. Point Differential

Article 4: Verification Responsibility

It is the responsibility of the team captain to verify team record, Sportsmanship Rating Average, and roster after their last regular season game and contact the Intramural Sports staff with any discrepancies by 3:00pm on the day before the online playoff draw.

Article 5: Playoff Brackets

1. The online playoff draw will occur on **IMLeagues** after the conclusion of the regular season. Information regarding a team's bracket selection period will be communicated to the team captains via email following the conclusion of the regular season.

NOTE: Not all leagues will have an online playoff draw. Whether or not a league has an online playoff draw is contingent upon the number of teams eligible for the playoffs in that sport. Brackets for leagues that do not have an online playoff draw will be filled based on the standard seeding structure stated in Article 3.

2. If a team does not select its spot in the playoff bracket during its designated time, that team will be placed in an open spot in the bracket after all remaining selections have occurred.
3. For Competitive leagues that have more than twenty (20) teams, there will be an "A" bracket and a "B" bracket. In this scenario, all teams will be assigned to a bracket according to their overall seeding and then by Sportsmanship Rating Average once they have been split up into their respective brackets. Teams in the top half of the seeding will go into an "A" bracket and teams in the bottom half of the seeding will go into a "B" bracket. Champions will be declared in both the "A" and "B" brackets upon the completion of the playoffs.

SECTION 13: AWARDS

Article 1: Team Sports

Awards will be presented to members of each team that wins the championship within a sport outside of the Recreational Leagues. Each team will receive the number of awards equivalent to twice the maximum amount of players that can be on the field/court at one time in that sport (example: 5-on-5 basketball champions will receive no more than 10 championship awards, and 9-on-9 outdoor soccer champions will receive no more than 18 championship awards). *The team captain will be responsible for selecting which of the team members receive awards if the **number** of players on the roster exceeds the number of championship awards that the team will receive.*

Article 2: Individual/Dual Sports

Awards will be presented to members of each individual who wins a championship in an individual sport and each member of a team that wins a championship in a dual sport.

Article 3: Participant of the Year Award

The Intramural Sports staff **may choose** to present an award to an individual who participates in the most intramural sports and displays outstanding sportsmanship and conduct throughout the academic year.