Intramural Sports Participant Handbook


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**IM INFORMATION/CONTACTS**

- Intramural Sports Office, Room 202, Second Floor of the Student Development Complex (SDC)
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[www.mtu.edu/kip/undergraduate/intramural/]
MISSION STATEMENT

Our mission is to provide a wide variety of recreational activities that will appeal to the leisure-time pursuits of the students, faculty, and staff. We encourage that participation be for fun, fitness, and friendship. We promote and honor individual and team sportsmanship. We provide the opportunity for students to compete against and interact with other students, thus promoting good citizenship and socialization. Student employees develop social and leadership skills that are essential for lifelong learning. The Intramural-Recreational Sports Services program is designed to be consistent with the educational objectives of Michigan Technological University.

VISION STATEMENT

We will be a vital component of the total development and well-being of the Michigan Tech community.

INTRAMURAL-RECREATIONAL SPORTS PROGRAM

Michigan Technological University's Intramural-Recreational Sports Program is designed to provide all of its participants with the opportunity to participate in organized sports and recreational activities.

It is the purpose of the Intramural (IM) program to provide a sound, attractive schedule of activities that will appeal to the leisure-time pursuits of Michigan Tech students, faculty, staff and administration.

Intramural competition operates on a voluntary basis, and is both a supplement to and a continuation of various physical education classes. Intramurals are for those students who, because of skill level or inclination, do not compete on a varsity level (check the eligibility rules and regulations for status on varsity athletes).

Further objectives of the Intramural Sports Program include:

1. Encourage participation for fun and pleasure.
2. Provide a program which will be structured to meet the interests, characteristics and needs of the participants.
3. Provide a program which will include competitive activities ranging from vigorous to moderate in nature.
4. Motivate students so as to achieve maximum participation.
5. Give each student the opportunity to work with others, thus promoting good citizenship and sportsmanship.
6. Provide an opportunity to develop physically, mentally and socially.
7. Develop interest and skill in recreational activities and provide activities with carry-over (lifelong) value to the participants.
8. Establish a rapport between Michigan Tech students, organizations, faculty, staff and university administrators.

The Intramural Program is designed to be consistent with the educational objectives of the university. It is the hope of the Intramural Department that the students, faculty, staff and administration of Michigan Technological University will find time to participate in some phase of the Intramural-Recreational Sports Program. We hope that you will receive personal satisfaction and enjoyment from the program.
PARTICIPANT INFORMATION

Individual and Dual Sports
Michigan Tech intramural individual/dual competition is conducted on a single elimination, double elimination, consolation or ladder basis with drawings made for tournament positions. Participants must sign up on IM Leagues or at the Intramural Office. Individual/dual activities for each term are listed on the Intramural Schedule of Events sheets.

Team Sports
Team intramural competition is conducted via a single elimination, consolation or round robin format. Team sports for each term are listed on the IM Schedule of Events sheets.

Leagues or Divisions for Competition
The following classifications are utilized in intramural sports to maintain equity of competition whenever possible. In the event that there are only a limited number of teams in any of these divisions, cross competition may occur in order to permit full season play for all participants.

- **Men's Division** - The men's division is composed of male individuals who are currently enrolled Michigan Tech students, faculty, and staff.
- **Women's Division** - The women's division is composed of female individuals who are currently enrolled Michigan Tech students, faculty, and staff. Women are allowed to play on Men's Teams at all levels of play.
- **Co-Rec Division** - The co-rec division provides dual and team sport competition in which men and women compete together. The rules for this division may be modified (depending on the sport) to encourage equal playing opportunity for both men and women. This division is open to all current Michigan Tech students, faculty, and staff.

**Note**: Individuals may only play on one intramural team during a season (men, women). If a co-rec league is run in conjunction with a men's and women's league, an individual may play on both a men's or women's team and a co-rec team, but can never play on two or more men's, women's or co-rec teams simultaneously.

Skill Levels of Competition
Four skill levels of competition are offered, when possible, in team sports. The intent of these skill levels is to equalize play by grouping teams of equal ability together. Each skill level, excluding recreational, will have their own league and playoff schedules.

- **Class A (Highly Skilled/Highly Competitive)** – Numerous experiences as a participant in the given sport, participating for the enjoyment in a highly competitive environment.
- **Class B (Above Average Skilled/Competitive)** – Some experience as a participant in the given sport, participating for the enjoyment in somewhat of a competitive environment.
- **Class C (Averaged Skilled/Lower Competitiveness)** – Participants at this level have little or no experience as a participant in a given sport. Participating for the pure enjoyment and looking to gain some experience in a lower-competitive environment.
- **Recreational (Just for Fun)** – This level may be added in certain sports with a higher number of participants. Participants at this level have little or no experience as a participant in a given sport. Participating for the pure enjoyment and looking to gain some experience in a recreational environment. Generally no play-offs are offered, but the season is usually extended.

**Notes**: The intramural staff reserves the right to reassign teams to other skill levels. In some sports - It may be necessary to combine classes or leagues in the case of limited entries.

Publicity
The Intramural Schedule of Events sheets are available at the beginning of each term. This information can be picked up at the Intramural Office. All IM information is posted on the intramural bulletin board. This bulletin board is located across from the IM Office. Intramural Schedules are available in residence halls and the student union. Some intramural information and results are printed in the school newspaper (The Lode). Also, some information may be displayed on the campus electronic display system.
Injuries and Insurance
Everyone participates voluntarily in the Intramural-Recreational Sports Services program. Medical costs incurred by participants injured in intramural contests must be covered by the individual's personal insurance. Information on insurance coverage is available at the Office of Student Affairs and at the Center for International Education.

All injuries must be reported to the student supervisor or building personnel. Necessary assistance/referral will be provided.

Practice periods and health examinations are strongly recommended for all sports, particularly for those participants with a known medical history of sport restriction.

Students wearing glasses should use protective guards or have special glasses. Students must not play without taking these precautions. Racquetball eye guards are available from the Intramural Office and Equipment Issue. Softball face masks are recommended for all catchers.

Sports Rules/Policy Changes
Intramural-Recreational Sports Services reserves the right to change and amend any policy or rule (general or sport specific) as seen necessary. Influencing factors may include participant safety, program needs and incidents that are uncontrollable by nature. The Intramural-Recreational Sports Services also reserves the right to rule and make judgments on all interpretations pertaining to Intramural Sports rules, regulations, eligibility and disciplinary action. Before doing so, the department will attempt to notify team managers. (All rules are posted on the IM web-site). The decision of the department is final.

Inclement Weather
A scheduled game may be delayed, postponed, or cancelled due to inclement weather in an effort to protect the safety of the participants/employees and the quality of our playing fields. Participants/employees should not assume that games will be cancelled due to rain or the possibility of a storm. A decision regarding the playing of games will be made by 3:00 PM that day when possible. Information on the status of games will be available by calling the Intramural Office at 487-3556 or visit the IMLeagues website at: www.imleagues.com/MTU. In the event of inclement weather after the Intramural-Recreational Sports Services Office closes for the evening, decisions regarding the continuation of the intramural contests will be made on the field by the Intramural Supervisors on duty. Games that are cancelled because of inclement weather will be rescheduled if time, space, and personnel are available. Check the IMLeagues web-site for scheduling updates

When the University is officially closed or classes are cancelled due to weather conditions, all intramural sports, whether indoor or outdoor, will be cancelled. The games will be rescheduled at a later date if possible.

Jewelry, Clothing & Equipment Restrictions
Most jewelry is prohibited in IM play. The only exceptions are wedding bands, medical bracelets and stud earrings (must be taped, and tape will not be provided by IM Staff). Please check individual sports rules for more specific rules on jewelry for that sport. Hard-billed caps are not allowed in any sports with the exception of softball. Metal cleats are not permitted. In all indoor sports, non-athletic shoes are not permitted. Shirts are required in all sports unless the specific rules state otherwise (e.g. Inner tube Water Polo).

Intramural Advisory Council
The purpose of an Intramural Advisory Council is to assist the Intramural Director in promoting and improving the Intramural-Recreational Sports Services Program. The Intramural Advisory Council at Michigan Technological University consists of a faculty-staff advisor, and a female and male undergraduate student.

Through an Intramural Advisory Council, the students and faculty have a voice in the rules, regulations, new activity ideas, intramural decisions, and other pertinent intramural matters. Council meetings are held at the beginning and end of each academic year. Additional meetings are scheduled as needed.

Awards
T-shirts are awarded to all first place winners. Intramural plastic mugs are awarded to all runners-up. Awards will be distributed upon completion of competition or the athletic manager can pick up all awards at the Intramural Office. For the team sports, participants must have played in at least half of the team's contests to receive an award.
All intramural participants will be required to create an account on IMLeagues.com.

To create an IMLeagues account: **Note** IMLeagues offers a live support button in the top right corner of all pages, please use this button if you encounter any difficulties.

1. Go to www.imleagues.com/MTU/Registration
   OR
   Go to www.imleagues.com and click Create Account
   OR
   Go to www.imleagues.com and click “Log in with Facebook” if you have a facebook account with your school email attached - this will automatically create an account, fill in your info, and join you to the school (steps 2-4)

2. Enter your information, and use your School email if applicable (@mtu.edu) and submit.

3. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account.

4. You should be automatically joined to your school – If not you can search schools by clicking the “Schools” link

How to sign up for an intramural sport:

1. Log in to your IMLeagues.com account.

2. Click the Create/Join Team button at the top right of your User Homepage page
   OR
   Click on the “Michigan Tech University” link to go to your school’s homepage on IMLeagues.

3. The current sports will be displayed, click on the sport you wish to join.

4. Choose the league you wish to play in (Men's, Women's, Co-Rec, etc.)

5. Choose the division you’d like to play in (Class “A”, Class “B”, Class “C”, Etc….)

6. You can join the sport one of three ways:
   a. Create a team (For team captains)
      i. Captains can invite members to their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to be joined to your team.
         1. If they’ve already registered on IMLeagues: search for their name, and invite them
         2. If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their email address.
   b. Join a team
      i. Use the Create/Join Team Button at top right of every page
         ii. Accepting a request from the captain to join his team
         iii. Finding the team and captain name on division/league page and requesting to join
         iv. Going to the captain’s playercard page, viewing his team, and requesting to join
   c. Join as a Free Agent
      i. You can list yourself as a free agent in as many divisions within a league as you’d like. You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.
INTRAMURAL TEAM MANAGERS

Each intramural team sport should have a manager (also an assistant manager). It is important for this individual to be interested and conscientious, to reduce forfeits and to increase the opportunities for students to participate in the intramural program. All important matters will be directed to him/her and it is his/her duty to see that their respective team is informed.

On-Line Manager Meetings
Starting in Fall 2013, there will no longer be any pre-season manager meetings. Managers will be responsible to review the on-line manager meeting power point for each team sport he/she is wishing to create a team for. The power points will highlight both the intramural handbook and the rules for the selected sports. They can be accessed through our web-page: [www.mtu.edu/kip/undergraduate/intramural](http://www.mtu.edu/kip/undergraduate/intramural) under the “Managers' Resources” section.

Managers’ Quizzes
After reviewing the on-line manager meeting power point, managers must pass the Managers’ Quiz in order to create a team in any Intramural Sports activity. The quiz will be taken online, via IMLeagues.com during the individual’s team registration process. A certain percentage score is required for a Manager to have his/her team created. Managers will have an unlimited amount of attempts to pass the quiz.

Playoff Manager Meetings
These meetings are held prior to the beginning of playoffs. These are mandatory meetings where anyone can represent the team. Failure to attend will result in disqualification from the playoffs. Rules are reviewed/clarified, concerns are addressed by both intramural staff and participants, and expectations are reiterated at this meeting. Playoffs will be attempted to be scheduled at this meeting. All managers will be notified of the meeting by email as the meeting date approaches. The intramural sports office reserves the right to amend playoff qualification requirements as warranted.

Manager Responsibilities
1. The manager must have a good line of communication with each of the players and the IM Office.
2. Enter correct and complete information while creating your team on IMLeagues.
3. Review on-line manager meeting power points and pass the manager quizzes
4. Payment of forfeit fees if needed.
5. Checking the IM bulletin display cases and web-site for information. This display cases are located across from the IM Office. Notifying members of their team regarding playing schedules and/or schedule changes. Due to the number of teams, as well as weather conditions, all scheduling, including cancellations or postponements of scheduled games, shall be determined by the Intramural-Recreational Sports Services Department.
6. Being familiar with the eligibility rules and making sure all players are eligible for each contest. Please note in the eligibility rules that team managers should make it clear to the players that they are jeopardizing the team’s chances to participate if the players are not eligible in that intramural sport. Managers allowing any violations of the eligibility rules may be suspended from participation in any capacity at the Intramural Director’s discretion.
7. Being responsible for maintaining fair play and a positive atmosphere at game sites and cooperating with the intramural supervisor. Appropriate conduct is important for the health and safety of all players.
8. Be familiar with all rules of the game and relating this information to team members.
9. Signing up players with correct names on all score sheets.
10. Providing a substitute manager for any game in case the regular manager is absent.
11. Representing their team in case of negotiations and/or protests.
12. Making sure their team does not forfeit any scheduled contests.

13. Register the days and times your team *cannot* play while creating your team on IMLeagues.

**NO POSTPONEMENTS!**

**Playoffs**
The regular season of all major team sports will be followed by a single elimination tournament. Qualifying teams will be determined on a sport by sport basis. Please check the IMLeagues website at: www.imleagues.com/MTU for more details.

**Officials**
Most IM sports are officiated by MTU students who are trained and evaluated over the course of the semester for each sport they officiate. All people interested in officiating will need to attend a sports specific officials training clinic. Those interested in becoming an IM Official, please see the IM website or contact IM office for more information.

**INTRAMURAL TEAM NAMES**
It is the responsibility of the athletic manager to submit a proper team name for their intramural sports team. The following guidelines have been established by the university’s Name Review Committee.

1. Two words, no more than twelve letters (no Greek letters).
2. No vulgar language.
3. No reference to alcohol or other drugs.
4. No reference to sexually explicit, invasive or violent activities.
5. No discriminatory reference (race, religion, color, national origin, age, sex, sexual orientation, height, weight, marital status, handicapped, veteran).

The Committee recommends that the above names or acronyms not be permitted to be used in any official function or competition on this campus. More detailed information is provided in the Board of Control Policy Manual.
ELIGIBILITY RULES

The spirit of the rules calls for their most careful consideration. They have been established to protect the intramural athletes and to insure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules.

No athlete should compete on intercollegiate teams and also take the place of other students in the IM sports in which the athlete has gained an advantage. Intercollegiate level training and coaching enables these athletes to dominate IM competition in their sport.

All students, faculty and staff who participate in the intramural program must be knowledgeable of the eligibility rules which govern their specific activity. Each individual has the right to expect a fair and equal opportunity to participate, while at the same time maintaining a level of conduct and respect for opponents consistent with the spirit of IM activities.

PENALTY: It is the responsibility of each team manager to understand these eligibility rules and communicate that knowledge to other teammates. These rules are discussed at team manager's meetings and are available to any individual at the IM Office. Team managers must check the eligibility of each team player and make it clear that their team's chances are jeopardized if ineligible players are participating. Any team using a student who is ineligible shall lose all contests in which the student played if the violation is detected (through protest or by officials) before league playoffs and tournaments begin. If detected during playoffs, the team shall lose the game in which the player is detected. The game will be awarded to the team that originally lost the game, and that team will automatically advance.

1. Who is Eligible
   a. All **students** who enroll and pay Michigan Tech University tuition are eligible for all intramural activities as provided for in these rules during the term in which they are enrolled. Pictured identification cards may be checked prior to IM contests. Also, spouses of students are eligible for intramural competition. But, they must meet other eligibility rules and regulations.

   b. **Employees** (faculty, staff and spouses of employees) are eligible for intramural competition. There may be separate divisions for employees and spouses. This will be determined upon receipt of entries. Separate divisions would most likely occur in individual events.

2. Varsity Athletes
   a. **Varsity athlete** award winners from any four-year institution (college or university), regardless of size, may not participate in any sports or associated sports in which they earned their awards until the lapse of one year from the end of the season in which the last award was earned.

   b. Varsity athletes in season or in organized practice or training may not participate in the related intramural sport (red shirt athletes are also ineligible).

   c. Members of any varsity athletic squad under organized practice at the beginning of that team's active season, or anyone who joins that squad after the season begins, shall not be eligible to participate in intramural competition in that sport or any associated sport for the school year. "Active Season" is defined as the date of the first scheduled contest in that sport.

   d. An individual, who is dropped/cut (pre-season) from an intercollegiate team or if he/she quits, must wait a one week period before becoming eligible for intramural play.

   e. Any student who has been dismissed from a Michigan Tech varsity team for disciplinary reasons may not participate in intramurals during the season of the sport from which they were dismissed.

3. TEAM MEMBERSHIP: Players may participate on only one team in each intramural sport except **softball, flag football, basketball and volleyball** (co-rec league available; a female/male could play in their league and also on a co-rec team). A player declares his/her team affiliation by their **first participation**. Any student violating this rule will receive a one game suspension or a suspension for the remainder of the season.
4. Any player using an **assumed name** shall be barred from intramural competition during that season and the team penalized with losses for all the games in which the violator participated. Teams using a player under an assumed name shall be barred from playoff competition. The IM Department has the responsibility to bar any organization that willfully uses an ineligible player.

5. **Professional Athletes** may participate in any sport except the sport or sports in which they have competed. Professional athletes permanently terminating their active training and competition will have the same eligibility as varsity award winners.

### RE-SCHEDULING GAMES/FORFEITS/DEFAULTS

Because the true purpose of intramurals is participation, forfeits cannot be tolerated. The Intramural-Recreational Sports Services will do everything to help avoid forfeits. We have developed a new rescheduling of contest procedure. We also added a “Default” and a “For the Love of the Game” options that will hopefully decrease the number of forfeits.

1. **Schedules**
   a. Participants and team captains are responsible for obtaining schedules and all information contained within.
   b. Schedules will be posted by 5pm on the Friday proceeding the first day of play.
   c. Participants can find their schedules on the Michigan Tech IMLeagues.com web-site. There is also a link on the main Intramurals webpage.
   d. Schedules are subject to change based on unforeseen circumstances; in the event that a scheduling change occurs that significantly alters a game time or location, Intramurals staff will make their best effort to contact captains via email.
   e. The on-site Intramurals staff may assist, upon request, with verification of a contest date or time, but do not assume responsibility for informing teams of their playing times.

2. **Rescheduling Contests**
   a. The scheduling of Intramural events can create a number of unforeseen conflicts for a team or its individuals. **To accommodate this we try to be as flexible as possible in rescheduling any games that are to be played.** When this occurs, the Intramurals office may attempt to work out viable conflicts with both teams involved. If a conflict cannot be avoided, teams may attempt to reschedule their contest according to the following procedure:
      i. The captain wanting to reschedule must contact the Intramurals-Recreational Sports Services to inquire about available dates and times to reschedule the contest.
      ii. When a scheduling conflict involves only one team or individual, the opposing team may decide whether or not they wish to reschedule the contest.
      iii. If the opposing team or individual does not elect to reschedule the contest, the game will be played at the date and time it was originally scheduled.
   b. If both teams are agreeable to a rescheduled contest, it must be rescheduled in accordance and agreement with the Intramural program staff and dependent upon availability of existing facility space and personnel.
   c. **Such requests must be completed with the Intramurals program staff a minimum of 72 hours (3 days) prior to the original scheduled contest.**
   d. This reschedule process may only be completed during weekday office hours.
e. In the case of a game scheduled on Sunday, Monday or Tuesday, the rescheduling process must be completed by 5:00 pm on the preceding Friday.

f. Please note that there may be instances when games cannot be rescheduled due to time and space limitations, this especially applies to playoffs and tournaments where future games depend on the completion of prior games.

3. Forfeits
   a. Teams who do not appear at their scheduled contest by game time or are unable to produce enough eligible players to field a team (according to the rules of the particular sport) will be assessed a forfeit loss. Team managers are responsible for providing enough players for their team so forfeits do not occur. If extra players are needed, a list is available on the IMLeagues Web-Site of individuals who are seeking teams. The IM office must be contacted as soon as possible if a team is forced to forfeit a game.

   b. FORFEIT TIME: Game time is forfeit time! At game time the clock timing the contest will be started. At this time, the offended team is given the option to take the victory or wait up to 10 minutes for the other team and play the game. Once the decision is made by the offended captain, it may not be reversed and the outcome of the contest will stand. Any time consumed by waiting for a team shall be taken off the time allotted for the game. (Check sport rules for exact forfeit time policy)

   c. FORFEIT FEE: The only sport to be charged a prepaid forfeit fee will be ice hockey. The charge will be $150.00. This fee must be paid when the team manager registers their team. The full amount will be refunded if the team does not forfeit any games. The charge for a forfeit in ice hockey is $75.00. Forfeit fees are to be picked up at the Central Ticket Office at the conclusion of the season. Team managers will be emailed the information on collecting the fee.

   d. For all other Intramural leagues (3 or 5 game round robin tournament), if a team forfeits a game they will be charged $10.00. All information will be recorded at the IM office and Central Ticket Office.

   e. The supervisor will fill out a form that a forfeit has occurred. He/she will put it in the folder with the score sheets. The director in charge of that sport will contact (email or phone) the team manager the following morning. The team manager, assistant manager or designated team member, must pay the forfeit fee at the Central Ticket Office. If the fee is not paid by the designated date/time the team will be dropped from league play in that sport and they will not participate in any other IM competition until the fee is paid.

   f. 1st Forfeit: Pay $10.00 to remain in the league and removal from playoff consideration

   g. 2nd Forfeit: Dropped from the league. Must pay the $10.00 to play in any other IM Sports.

   h. Paying the fee does not cancel the forfeit. It is still a forfeit. Two forfeits and the team is dropped from league play and playoffs.

   i. DEADLINES FOR PAYING FORFEIT FEE’S:

      1. DAY FORFEIT OCCURRED: DEADLINE TO PAY:
         a. Monday        Tuesday @ 3:00 PM
         b. Tuesday       Wednesday @ 3:00 PM
         c. Wednesday     Thursday @ 3:00 PM
         d. Thursday      Friday @ 3:00 PM
         e. Friday        Monday @ 3:00 PM
         f. Saturday      Monday @ 3:00 PM
         g. Sunday        Monday @ 3:00 PM
4. Defaults
   a. A default is a game that is not played and is recorded as a loss but is not considered a forfeit.
   b. Should a team know in advance that they cannot field a team on a given night and is after the 72 hour rescheduling time; they may avoid the forfeit consequences by contacting the Intramural Office to default their game.
   c. All defaults must be called or emailed in before 1:00 PM on the business day of the contest, or before 1:00 PM on the Friday before a Saturday or Sunday contest.
   d. Only defaults handled over the phone, in a voicemail message, or in an email sent to imsports@mtu.edu before the default deadline will be considered valid.
   e. Please make sure to include your name (captain), team name, sport, and time you are playing so that we can default your game properly. Teams losing by default will lose the contest but will remain eligible for playoffs.
   f. Teams are allowed on ONE (1) DEFAULT per sport season. All others will be declared a FORFEIT.
   g. A team may declare a default prior to game time by using an ineligible player. (See “For the Love of the Game Rule”)

*Officials/Supervisors reserve the right, and retain the authority to deem a contest a no show or forfeit due to the late arrival of participants or due to unsportsmanlike and/or unsafe conduct.

5. For the Love of the Game Rule
   a. A team that is subject to a forfeit may play the game under the “For the Love of the Game Rule”.
   b. If this is declared, then the team may pick up players who are not on their IM Leagues roster and roster limitations do not apply; However sportsmanship rules still do!
   c. The only eligibility concerns would be that the player must be a MTU student, faculty, or staff.
   d. This means the additional players could play for another team.
   e. The team playing with the additional players will still be assessed a loss, however, the game will not be considered a forfeit.
   f. If your normal roster could make the minimum number of players for that game, you cannot enact this rule.

GENERAL RULES AND REGULATIONS

1. Protests
   a. To be valid, a protest must be registered verbally with an official and the sports supervisor must be notified by the protesting team at the time the incident occurs. The official will record all game conditions present when the protest is filed (score, time remaining, period of play, and events surrounding the protest) on the back of the score sheet. The game will then continue under protest. If the officials are not notified of the protest during or before the game, no protest will be allowed. Written support of the protest must be presented in the IM Office before 12:00 noon the next day (day after the protest). If protest occurs on Friday or weekend, written support must be in by noon Monday. If this procedure is not followed, the protest will be dropped and the incident closed.
   b. Protests concerning rule misinterpretations and ineligibility are perfectly justifiable. However, officials' judgment is not valid ground for protest.
   c. To exemplify the values of honest sport competition, protests of alleged ineligibility should be made immediately to IM game officials and supervisor rather than waiting to determine the outcome of the game.
d. Ineligibility problems can be detected and enforced anytime during the season and/or playoffs. Participants, managers, coaches, officials, supervisors, IM Coordinator and IM Director can detect ineligible players.

e. Games altered by a valid protest will be replayed, if possible, from the point at which the protest was registered.

f. IM employees (officials and supervisors) are responsible for reporting any inequities at any time in the intramural program.

g. The Intramural Director will rule on all protests.

2. Rosters

a. All players participating in a game should be listed on the team roster. Players can be added during the regular season by seeing the supervisor at the activity site. Team managers must make sure they are eligible. Rosters freeze with the team’s last regular season game. No players can be added for the playoffs after the last regular season game.

b. For single and double elimination tournaments, roster guidelines vary; check the rules for that particular sport.

3. Late Entry Fee

a. All team sports will have a late entry fee assessed if they do not meet the assigned deadline. The fee will be $5.00. There is no guarantee that your entry form will be accepted after the deadline.

4. Sportsmanlike Conduct

a. The many students who work as officials, sports and building supervisors provide indispensable services to their fellow students and the Intramural Program. It is they who, in a very great way, are responsible for the varied, equitable participation students enjoy. These student employees should be treated with respect as one student to another. Under no circumstances should these students be threatened or physically abused.

b. Anyone physically or verbally abusing an intramural official will immediately and automatically be suspended. The suspension will remain in effect throughout the time necessary to clarify and verify the facts surrounding the action. Permanent suspension may follow.

c. Teams and players have a further responsibility in acting to prevent their fans from abusing the officials and to help the officials control their spectators so that the game is not disrupted. In instances where officials are threatened or physically abused by spectators, those teams that are identified with the spectators will be suspended indefinitely.

d. Any player ejected from a game for any reason may be suspended from his/her team's next game. Any further action will depend on the severity of the incident.

e. Fighting or inciting action, whether physical or verbal, will result in automatic suspension. Further action will be decided upon clarification of the situation. Permanent suspension may follow.

f. Severe cases of misconduct/inappropriate behavior can be referred to the Office of Student Affairs and/or Public Safety for possible University action.

2. Participants or organizations that are suspended from intramural participation because of violations of the above rules will be encouraged to participate in the hearings held to insure protection of their rights. The hearing will include those participants, officials and supervisors involved in the allegations of the violations. The intramural staff/Intramural Advisory Council will hear the allegations, observations and information and make an objective decision to the best of its ability.
SPORTSMANSHIP RATING SYSTEM

The Intramural Sports Program is committed to providing a safe, fair and enjoyable environment during IM contests. Unsportsmanlike behavior occasionally causes games to become non enjoyable, unfair and, in some cases, unsafe. In an effort to maintain the proper playing environment for IM games, the Sportsmanship Rating System has been established and will be in effect for regular season and playoff games in basketball and ice hockey. Awards will be given to one women's team and one men's team (basketball flag football, floor hockey and ice hockey) with the highest rating.

1. METHOD OF RATING:

Each team in each contest will be rated on a sportsmanship basis by officials (two officials and scorekeeper). The supervisor can also assist in the rating. The rating will be noted on the score sheet. Officials are not to discuss ratings with the teams. Teams are not to question the officials about the ratings. Teams can check their ratings at the IM Office.

2. GENERAL RATING SYSTEM CRITERIA:

"A" 4.0 EXCELLENT RATING: Players cooperate fully with the officials and supervisor. An open and calm rapport exists between the captain and the officials. The captain has full control of her/his teammates and fans.

"B" 3.0 GOOD RATING: Some players dissent verbally with the officials decisions but, in general, the captain and players cooperated well with the officials and supervisor. The captain had good control of team.

"C" 2.0 AVERAGE RATING: Players more verbal in disagreeing with officials calls. The captain may have failed to control her/his team.

"D" 1.0 POOR RATING: Dissent is open among team members. Team players argue with officials and themselves. The captain fails to assist the officials in game control.

"E" 0.0 UNACCEPTABLE RATING: The team displays little or no sportsmanship. A team causing a game to be terminated due to unsporting behavior will receive an "E" rating. Use of an ineligible player will automatically result in an "E" rating. Managers of teams receiving an "E" rating must meet with the IM Director. The outcome of the meeting will determine further league participation.

It is University Policy that alcoholic beverages or other illegal substances not be consumed on University recreational areas or in University facilities. Team managers must take responsibility to see that neither players nor spectators carry alcoholic beverages to the facilities. IM Supervisors have the authority to tell participants to leave the facility or forfeit games if substance abuse problems occur.

Any further questions of the rules/policies may be answered by contacting the IM Office, 487-3040.
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