

General Rules

Department of Intramurals

Bloomsburg University

Revised September 2017



BLOOMSBURG UNIVERSITY INTRAMURAL SPORTS ~ GENERAL RULES

These General Rules govern ALL Intramural (IM) Leagues in addition to the IM modifications specific to each sport. The following rules and procedures are intended to promote safe, fair and enjoyable competition among intramural participants. Any of these rules are subject to change at the discretion of the Intramural staff. The Intramural Director reserves the right to issue any new rules or regulations that are deemed essential to the success of the total program.

MISSION STATEMENT:

The purpose of the Intramural Sports Program is to enhance participant fitness, personal skills and enjoyment by providing opportunities for cooperative and competitive play. The Program also offers opportunities for leadership, management, program planning and interpersonal skills as they relate to intramurals and recreational programs.

The Intramural Sports Program is a part of the Community Government Association and the Student Life Program at Bloomsburg University.

STATEMENT of RISK:

The intramural participant is encouraged to consider his/her personal health and physical condition prior to participation in intramural activities. Such participation involves physical exertion, fundamental skills for that sport or activity, and may involve physical contact. The participant, being aware of any conditions predisposing him/her to injury or illness, and in consideration of the inherent physical exertion and possible contact involved in intramural participation, may wish to seek the advice of a physician prior to participation or may choose not to participate at all.

INSURANCE: The intramural program carries NO INSURANCE. Therefore, participants are encouraged to purchase insurance that will cover them in the case of an injury occurring as a result of participation.

INJURIES: The intramural staff will do everything possible to provide suitable and safe playing facilities with supervision.

ELIGIBILITY:

1. **BU ID Cards are REQUIRED to participate!** BU ID Cards will be requested for eligibility verification prior to each contest and at any given time.
2. **PARTICIPANTS MUST BE:** undergraduate students, registered graduate students, or current faculty & staff members of Bloomsburg University to be eligible for any Intramural tournament.
3. **RESPONSIBILITY...** Team Captains are held responsible for informing all of the players on their team and abiding by these IM General Rules and the specific IM Sport Rules.
4. **FALSE NAMES...** An individual who uses an assumed name, or plays under the name of another person, forfeits their right to participate further in the intramural program.
5. **ENFORCEMENT...** Protests on eligibility must be made in writing to the Intramural Director within 24 hours of the game in question. See "PROTESTS" for details.
6. **PLAYOFF TEAMS:** No new players! Teams who advance to the playoffs (league ties included) may ONLY use players who have played in at least two regular season games for that team.
7. **CLUB SPORTS PARTICIPANTS:** Limits are placed on Sports Club participants to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, members of club sports will refer to that sport IM registration details for participation limitations.

Club members are persons who:

- a) have participated in extramural games with the team
- b) have paid membership dues to the club
- c) are on the club's team roster
- d) are recognized by the club officers as a team member for valid reasons other than those listed above.

Any violators of these rules are subject to the stated penalties plus further discipline by the Intramural Office. Questions about the interpretation of these rules should be directed to the Intramurals Director.

8. **PROFESSIONAL ATHLETES:** Limits are placed on Professional Athlete participants to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body. Current professional athletes are not eligible to participate in their sport or any related sport. A professional player or athlete is defined as one who has received monetary compensation for his/her athletic services. Former professional players may participate in their sport or related sport, but must wait until one full year from the date of his or her last contest.
9. **VARSITY TEAM MEMBERS:** Limits are placed on Varsity Team Member participants to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, members of a varsity sport will not be allowed to participate in the same or "like" sport, in which they are classified as a Varsity Team Member. A varsity squad member is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized college. The active squad rosters on the date of the first varsity contest shall be used to determine intramural eligibility.
Interpretations: Included as a varsity squad member are red shirts, junior varsity players, and freshmen. Anyone who works out with an intercollegiate team and/or retains a locker and equipment is also ineligible for the same or "like" sport. Any student receiving athletic grant-in-aid assistance shall be ineligible to compete in intramurals in the same or "like" sport responsible for such assistance. Once considered a varsity squad member, you are one for the entire school year unless you have been dropped from the squad list and are no longer playing or practicing with the team. You must drop before the second intercollegiate contest for varsity members or before the second junior varsity contest for junior varsity players.
10. **FORMER VARSITY MEMBERS:** Limits are placed on Former Varsity Member to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, Former Varsity Members will refer to that sport IM registration details for participation limitations. A former varsity player is defined as a student who has been listed on a "school's varsity squad list" for any 2-year or 4-year college/university team for more than one academic year: They will be considered a "former varsity member" for a period of two (2) academic years following the completion of the academic year in which s/he received his/her award.
A student who has been a member of a varsity team at a four-year college or university in a particular sport is eligible for intramural competition in that or its related sport during the next academic year. The fall term is considered the start of the next academic year. Teams affected by this rule must play in the highest available division for the league. Graduates or transfers from community colleges are also affected by this rule.

Intercollegiate Sport

Basketball
Football
Softball/Baseball
Field Hockey
Soccer

Intramural Sports (ineligible to play)

Basketball
Flag football
Softball
Field Hockey
Soccer

LEAGUE BASICS:

1. **ENTRY FORMS AND TEAM ROSTERS:** Team rosters, individual and dual entries must be submitted online. These forms will be available on-line at <http://departments.bloomu.edu/intramurals> and must be completed in full before the entry will be accepted. Entries are due by 11:55 P.M. on the entry deadline.
NOTE: When completing the roster, the team manager should fill in playing conflicts (days and/or times) if these conflicts are to be considered in the scheduling of games. We will do our best to avoid conflicts for the preliminary contests.
 - a. **"Individual Registrations"** ~ Individuals who wish to play but do not have a team. An "Individual Registration" is available online at <http://departments.bloomu.edu/intramurals> during the entry period for each tournament. This list will be made available to teams that need extra players. The Intramurals office cannot guarantee participation.
 - b. **"Waiting List"** ~ late teams!!! After the close of entries for a tournament a "Waiting List" will be created. Some "Waiting List" teams may be entered, if the schedule permits. There is no guarantee of inclusion of late teams into a tournament.

2. DESCRIPTION OF DIVISIONS OF PLAY:

a. Division A (Competitive)

Some of our sports will differentiate between competitive and recreational leagues. The Competitive league is designed for teams whose primary objective is to win games. **This is a highly competitive league designed specifically for those who have previous experience playing the sport competitively. Players in this league generally have played high school varsity sports and remain active in that sport and their intramural teams may even hold practices.** These teams have frequently qualified for and advanced past the first round of the playoffs. Individuals and teams in this division are very competitive and the skill level of participation ranges from intermediate to advanced. Teams in this league that qualify for the single elimination tournament will have an opportunity to win an Intramural Champion T-shirt and may advance onto state or national tournaments. **NOTE:** Club Sport members must participate in this division.

b. Division B (Recreational)

Some of our sports will differentiate between competitive and recreational leagues. The Recreational league is designed for teams whose primary objective is to enjoy intramural sports and to have fun. This league is less competitive than the A Division. **This league is designed for those who understand the game but do not have the experience and skill of an advanced player. Most players on these teams have not played at the varsity level and may be slightly active in the sport.** Individuals and teams entered in this division are recreationally oriented. Skill level of participants ranges from beginner to intermediate, along with some more advanced players. Most teams that have never played together before or are first-time participants are better suited to play in the recreational league. If there is a question as to whether or not your team is competitive or recreational, you are likely a recreational caliber team.

3. PLAY for "ONE TEAM" You may PLAY for ONE TEAM within a sport. Playing in ONE game "declares your eligibility for a team" for the remainder of that sport. You cannot switch teams within a season. See "Protests" for penalty.

BU ID CARDS are REQUIRED for eligibility verification at ALL intramural contests.

4. ADDING PLAYERS TO YOUR ROSTER? New players may be added to a roster at any time during the "Regular Season". Players must be added by 12 noon on game day AND be on the printed roster. If a player's name is NOT on the roster they can NOT play.

Players must play at least 2 regular season games, to be eligible to play in the playoffs.

You can add people by:

a) Online, through the IMleague website.

A player is not officially on the roster until he/she plays for that team. See specific sport rules.

5. PLAYING, BUT NOT LISTED ON THE SCORE CARD: Not being recorded on the scorecard is a violation of the rules. There may possibly be a one game suspension for the individual as well as the captain. The team involved may be dropped from league play. The scorecard should list only the players present. When a person's name appears on a scorecard, the player is considered to have competed in that contest. Teams may be dropped for violation of this rule.

6. CAPTAIN'S QUIZ... Team captains (or a team representative) for ALL TEAM SPORTS will be REQUIRED to pass a MANDATORY CAPTAIN'S QUIZ. If the quiz is not taken and passed by the deadline, the team will NOT be included in the league schedule.

7. **BU ID CARDS are REQUIRED...** Current Bloomsburg University ID Cards will be required for eligibility verification at all intramural contests.
 - a. **Supervised Sports:** Valid BU ID Cards must be presented to the IM Official or IM Supervisor prior to the start of the contest. Late arrivals must first present their valid BU ID Card to the IM Supervisor for approval and then may participate.
 - b. **Unsupervised Sports:** Valid BU ID Cards must be presented to opponent prior to each match - Honor System.

8. **Forfeits: GAME TIME is FORFEIT TIME!!!** If a team does not have the minimum number of players at the scheduled game time, the game will be called and either a default or forfeit will be recorded.
 - a. **Forfeits:** Teams that have **FEWER THAN HALF THE MINIMUM PLAYER REQUIREMENT** present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
 - i. **1st Violation=** Teams/individuals will lose forfeit deposit.
 - ii. **2nd Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, will be dropped from the league **OR** put down another forfeit deposit to stay in the league.
 - b. **Defaults:** Teams that have half the minimum player requirement, but not enough players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
 - i. **1st Violation=** Grace, teams/individuals are not penalized.
 - ii. **2nd Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
 - iii. **3rd Violation=** 2 Forfeits. Team/individual will be dropped from the tournament **OR** put down another forfeit deposit to stay in the league

9. **RESCHEDULING A GAME**
 - a. **TEAM SPORTS (supervised):** Your team has a choice of play nights (typically M/W or T/TH) as you enter your team. Check your schedule carefully, select wisely, and plan accordingly. Several IM leagues will overlap; it is suggested that you choose alternate play nights. Unfortunately, it is not possible to reschedule any IM regular season games. Due to the size of our leagues and the limited facility space, it is the policy of the Intramural Department NOT to reschedule any regular season games.
 - b. **RACQUET SPORTS (unsupervised):** When there is mutual consent of those involved, matches may be rescheduled, provided they do not delay the advancement of the whole tournament. The Intramurals office MUST be notified of any postponements and that sports coordinator must approve the rescheduled date.

10. **PLAYOFFS:** Any night of the week may be used for playoff game. Championship games maybe played on Fridays or Sundays. A "reasonable" effort will be made to avoid conflicts when playoff games are scheduled. Teams involved in several sports should inform the Intramurals office of possible IM conflicts as soon as possible.

11. **EQUIPMENT:**
 - a. **Game Equipment:** Game equipment for intramural team sports will be furnished by the Intramural Department. Equipment is the responsibility of the team during the game. At the conclusion of the contest, equipment should be counted and returned to the official. Any missing items will be noted by the official on the back of the scorecard and reported to the Intramural Director. Unreturned equipment can be returned or paid for at specified rates. If not resolved within 30 days, the team captain will be billed. Lost, stolen, broken or misused equipment will also be billed to the user.
 - b. **Personal Equipment:** Any person wearing glasses or contacts assumes responsibility for protecting their eyes during a contest. Closed toe shoes must be worn. Soles may be smooth or have soft or hard rubber cleats. No metal spikes or cleats are allowed. If cleats are held on the sole by a metal post, that post must be part of the cleat, not part of the shoe sole. A worn plastic or rubber cleat showing metal makes the shoe illegal. Cleats worn to a sharp or pointed end are also illegal. Black-soled shoes, which scuff or mark floors, are not allowed on wood playing surfaces.

12. IT'S RAINING ~ What should we do??? Rainout/Cancellation decisions are made no earlier than 4:00 pm on game day. You should check the Intramural Department's website, <http://departments.bloomu.edu/intramurals/> or call the Intramurals Office (389-5288) AFTER 4pm or A message will sent via TEXT MSG through IMLeagues, IF games have been cancelled. NO rescheduling of regular season games will take place.

13. OFFICIATING??? **Want a job? ...** We hire student officials for basketball, dodgeball, football, soccer, softball, and volleyball. Any individual wishing to become an intramural official should contact the Intramurals office during the entry period of that sport at 389-5288 or stop by Intramurals Office located in the Student Recreation Center.

UNSPORTSMANLIKE CONDUCT: of your Players, Coaches, & Spectators

- 1. EJECTIONS:** If any one of these instances occurs, but not limited to, a player will be automatically ejected.
- Combative behavior.
 - Threatening the wellbeing of another person.
 - Intentional contacting an official.
 - Extreme circumstances deemed unsafe by officials.

All ejections will result in at least a one game suspension and a scheduled meeting with the Director of Intramurals and that sports coordinator. The player that is ejected will be given 2 minutes to leave the playing area and facility. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and facility, the game will be called a loss to the team the player was a member of.

- 2. SUSPENDED INDIVIDUALS:** Before any suspended individual can be reinstated, he/she, accompanied by team captain, must appear for review before the Intramural Director and that sports coordinator in the Intramural Directors office. This person must make an appointment at the convenience of the director. Additional sanctions may be enforced against any person(s) being ejected. Action may also be taken against said individual's team. Severe cases of misconduct will be referred to the Office of Student Standards for possible University action.

The consequences of any player ejected from a contest for any reason will result in the player's immediate suspension from all intramural competition. The individual(s) must set an appointment to discuss reinstatement with the Intramural Director. The Intramural Director shall determine the length of the suspension period.

Any suspensions that were dealt at the conclusion of a season will carry over to the next season the suspended individual participates in.

3. INFRACTIONS MINIMUM SUSPENSION*

| | |
|--|---|
| Unsportsmanlike behavior | One game |
| Verbal abuse (towards players or officials) | One game |
| Physical contact (unnecessary) i.e. bumping, pushing, grabbing | One game |
| Fighting (striking or swinging) | Up to ten (10) academic weeks |
| Threatening behavior (verbal) towards an official | Up to ten (10) academic weeks |
| Threatening behavior (physical) towards an official | Up to one (1) academic year |
| Individual playing under assumed name | Up to ten (10) academic weeks (plus the team may be dropped) |
| Individual playing not listed on the official roster | Captain suspended one game plus forfeit game and deposit |
| Captain of a team that uses a player under an assumed name | Up to four (4) academic weeks and loss of deposit (plus the teams involved may be dropped) |
| Individual playing illegally on a team | Up to four (4) academic weeks (plus the teams involved may be dropped) |
| Captain of a team that uses an ineligible player | Minimum one (1) game and up to four (4) academic weeks and loss of deposit (plus the team may be dropped) |

***The Intramural Director will determine if further suspension is necessary.**

Individuals or teams that behave in an unsportsmanlike manner after the conclusion of a contest could be subject to suspensions similar to the ejection policy for participants. In addition, unsportsmanlike acts committed by players or spectators at the conclusion of a game could result in withholding of awards.

SPORTSMANSHIP: Rating Scale

1. **SPORTSMANSHIP RATING:** The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after an intramural contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 average in order to qualify for playoff play. Teams must also maintain a 3.0 average during playoffs in order to advance.** The intramural staff will determine the score for the teams after each intramural contest. Intramural staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team's sportsmanship rating should do so the business day following the contest by contacting the Intramural Director.

2. **RATING SCALE:** The sportsmanship rating system is based on the following criteria, but not limited to:
 - a. **Excellent Conduct and Sportsmanship (4.0)**
 - i. Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus intramural/recreation staff.
 - ii. Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperate by providing any information requested by any intramural staff member.
 - b. **Good Conduct and Sportsmanship (3.0)**
 - i. Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
 - ii. Teams that receive one unsportsmanlike conduct penalty will receive no higher than a "3.0" rating.
 - c. **Fair Conduct and Sportsmanship (2.0)**
 - i. Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
 - ii. Captain exhibits minor control over team/spectators, but is in control of him/herself.
 - iii. Team is unable to produce a team at game time, resulting in a forfeit.
 - iv. Teams receiving multiple unsportsmanlike conduct penalties will receive no higher than a "2.0" rating.
 - d. **Poor Conduct and Sportsmanship (1.0)**
 - i. Team constantly complains to the officials and/or opposing team from the field/court/sidelines, which result in unsportsmanlike conduct penalties.
 - ii. Team captain exhibits little or no control over team/spectators or him/herself.
 - iii. Teams that have a player ejected will receive no higher than a "1.0" rating.
 - e. **VERY Poor Conduct and Sportsmanship (0.0)**
 - i. Team is completely uncooperative; manager has no control over team/spectators/self.
 - ii. Teams play with ineligible participants or withhold any information requested.
 - iii. Damage or destruction of any campus recreation facility/equipment.
 - iv. Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive a "0.0" rating.
 - v. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

3. **CONSEQUENCES**
 - a. Teams that do not maintain a 3.0 average during League play will be required to meet with the Intramural Director before their next scheduled game.
 - b. Teams receiving a "1.0" rating during League play must have their captain meet with the Intramural Director before their next scheduled contest and may lose their deposit.
 - c. Teams receiving a "0.0" rating during League play will not be allowed to advance and will lose their deposit.

PROTESTS: Eligibility and Rule Protests

1. **INELIGIBLE PLAYER Policy:** Bloomsburg ID Cards will be required for eligibility verification prior to each contest and at any given time. Refer to the "ELIGIBILITY" and "ONE TEAM" sections for details on eligibility.

The use of "ineligible players" may result in...

1. Default of Game* involved.
2. Ineligibility of Player from future IM play within that tournament.
3. Ineligibility of both Teams for playoffs within that tournament.

* Note: Eligibility violations discovered after the 24-hour limit will NOT result in game default; however, #2 & #3 will still apply.

2. **ELIGIBILITY PROTESTS:** Protesting the eligibility of players will be the responsibility of the individual team or team captain and should be made at the start of the game or when the player in question arrives at the game site, but must occur prior to the next contest.
 - a. In protests regarding player eligibility, all pertinent information (i.e. date, time, location of contest, and names) must be noted as well as notifying the supervisors at the game site, if possible. If player identification is needed, the supervisors or officials will be utilized.
 - b. Individual players found ineligible automatically forfeit the game in which they participated. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void.

If you suspect an ineligible player AFTER THE GAME HAS ENDED... You have a 24 hour limit from game time to submit a Written Protest Form to the Intramurals Office to receive a "Win by Default". Teams found to involve ineligible players will be dealt with according to the above policy. Provide the players name (if possible), team name, the game date, time and location, and why you believe they are ineligible, to assist with verification.

3. **RULE INTERPRETATION PROTESTS:** (Judgment calls by an official cannot be protested)
Protests concerning interpretation of playing rules will be allowed, that is, failure of an official to apply a proper rule, penalty or violation to a given situation that has a direct and immediate impact on the outcome of a contest. The protest must be handled immediately following the play or decision on the field.

4. PROTEST PROCEDURE

- a. Whenever a matter of protest arises during a contest, the captain or manager of the protesting team must notify the official and the opponent of his protest BEFORE THE NEXT BALL IS "LIVE." Failure to lodge a protest will void the protest.
- b. Upon notification of a protest, the official in charge will suspend play.
- c. The protesting captain or manager will state specifically the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
- d. If the protesting party wishes to appeal the decision of the official in charge, he/she must request that the field/court supervisor review the decision before play resumes. The supervisor will render a decision on the question.

5. **APPEAL FOR RULE INTERPRETATION PROTESTS:** If the protesting party is still not satisfied with the decision, he/she must file a formal protest with the Intramural Director prior to the next contest.

The Written Protest Form should be filled out and submitted. It must include:

- a. Date, time, and place of the game
- b. Contestant's names
- c. Names of the officials involved
- d. Citation of official game rules or local rules
- e. Explanation of the situation which prompted the protest (includes the score at the time)
- f. Playing time or plays remaining in the period
- g. Who had possession of the ball and its location; plus any other FACTS involved in the play

If a formal protest is upheld, the Intramural Director will determine the point at which the contest will be continued. This decision lies solely with the Intramural Director. Only games where it is believed that the outcome was directly affected will be considered.

Failure to submit the formal protest as described is cause for denial of the protest.

Rule Summaries take precedence over the Intramural Handbook Policies, Penalties and Procedures.

6. DISCIPLINARY REPORTING PROCESS

- a. Officials, coordinators and supervisors are empowered to eject a player or a contestant whenever deemed necessary.
- b. Individuals or teams displaying undesirable behavior are reported by the officials to the supervisor on duty.
- c. The official circles the name of the player on the score sheet and indicates on the score sheet the reason for the disciplinary action.
- d. The coordinator submits a written report to the Intramural Director. An Incident Report will be completed for all cases involving ejections from a game.
- e. In all instances involving undesirable behavior, the official/coordinator of Intramural Sports will notify the offending individual.
- f. The Intramural Director will review the information provided by the coordinator and the game official's and will assess the disciplinary action deemed appropriate.
- g. For all instances involving suspension from participating, a Disciplinary Report will be sent to the Student Life Office. Further action may be taken by the Student Life Office.
- h. For all instances involving suspension, the student or team will be entitled to an appeal if desired. (Appeals may be directed to the Intramural Director). All Letters and reports will be kept on file in the Intramural Sports Office for at least four years.

7. APPEAL PROCEDURE

- a. The appeal must be made in writing within one working day following the date of the suspension. An appeal form, obtainable from the Intramural Sports Office, must be submitted and must be accompanied by a letter expressing the reason for the appeal.
- b. A date and time for the appeal hearing will be arranged by the Intramural Director. The hearing will be arranged as quickly as possible following receipt of the request for an appeal hearing.
- c. The appeal will be directed to the Intramural Sports Council. Individuals involved may be asked to provide additional information on the incident.
- d. As a result of the hearing, the appeal may be:
 - a. Denied
 - b. Upheld. Should the appeal be upheld, the penalty imposed by the Intramural Director will be either lessened or dismissed completely.
- e. The individual or team requesting the appeal should be aware that only one appeal may be made with the decision of the Intramural Sports Council being final.

ALCOHOL/DRUGS POLICY:

Consuming alcohol and/or drugs before or during an intramural event, on or off campus, is strictly prohibited. This policy includes spectators who are present at the contest as well. Any participant or spectator violating this policy, which shall be determined by the Officials, Coordinators or Intramural Director, will be asked to leave the playing area and may be barred from further competition.