



The University of Iowa Intramural Sports 2009-2010 RULES AND REGULATIONS

(Team captains are responsible for sharing the following information with all team members)

TEAM ROSTERS and UNIVERSITY ID REQUIREMENTS

All players participating in any intramural event will be required to show a University of Iowa ID prior to participation in each intramural game/event. Anyone who does not produce a University of Iowa ID will not be allowed to participate. **NO ID = NO PLAY. NO EXCEPTIONS.** Anyone found misusing an ID for participation in Intramural sports will be suspended from all Intramural events for one year.

All Intramural teams will be required to complete a Team Roster form in order to register for an event. Team Roster forms will require the printed name, student ID number, and signature of all players on the team. Team registrations will not be accepted without a completed team roster form. **Specific team roster requirements for each sport will be listed on the entry form.**

Team rosters for league sports may be updated throughout any sport's regular season. Team captains can add or drop players by using the Roster Addition Form or the Roster Drop Form. **In order for the roster additions/drops to take effect, the forms must be turned in at E 216 Field House by 8:00 AM on the day of the game for weekday games. For games on Saturday and Sunday, the deadline is Friday at 5:00 PM.** League sports rosters will freeze once the regular season has ended. All players playing for a team in the playoffs must have played at least one regular season game for that team. For tournament-only sports, team rosters cannot be changed once the tournament begins.

ELIGIBILITY

Each team captain is responsible for verification of their team member's eligibility as provided in these rules. Whenever a specific case is reported to the division by protest, an investigation will be made to determine whether the person in question is eligible. Recreational Services reserves the right to check eligibility of any players or teams at any time. Any teams found to have ineligible players are subject to disciplinary actions including, but not limited to: forfeiture of games, player/team dismissal from the league, etc.

Any team found using a player that is playing under a fictitious name or ID will forfeit all games in which that player playing under the fictitious name or ID played. The player and team captain may also be suspended from future Intramural activities

1. Only University of Iowa students, faculty and staff members are eligible for competition in the Intramural Program. Spouses of University of Iowa students, faculty and staff are eligible for competition in co-rec and open Intramural events.
2. A player may be a member of only one men's/women's team and only one co-rec team in a sport in a season. After entering one contest with a team, a player may not transfer to another team in that sport. Once an individual plays on a second team, they are ineligible for all further competition on any team in that sport. Any team using ineligible players will forfeit all games in which the ineligible player(s) played.
3. In order to compete for a fraternity or sorority, an individual must be an active undergraduate member of that organization. In order to compete for a residence hall team, all team members must live in a residence hall. A pledge living in a residence hall may play for either the residence hall or the fraternity or sorority they are pledging. Each individual fraternity/sorority can only pay the registration fee for a maximum of two teams in each sport.

- Any male/female student, who was a member of a team in a NCAA Division I sport, shall not be eligible to participate in that related sport in the intramural program for two full semesters following the one in which he/she was a team member. Example: If he/she played for the Iowa Hawkeyes during the 2008 fall semester, he/she will not be eligible to play intramurals in that related sport for the 2009 spring semester or 2009 fall semester. The following are considered equivalent sports for former intercollegiate players:

INTRAMURAL SPORT	INTERCOLLEGIATE SPORT
Flag Football, Punt/Pass/Kick	Football
Tennis	Tennis
Golf, Mini-Golf	Golf
Basketball, 3-on-3 Basketball, 3-Point Shooting	Basketball
Steve Goff 5K Run	Cross Country or Track
Indoor Soccer	Soccer
Wrestling	Wrestling
Softball, Wiffleball	Baseball or Softball
Indoor or Sand Volleyball	Volleyball

- Current members of intercollegiate squads are not permitted to take part in the sport or equivalent sport to that in which they are currently participating. The members of an intercollegiate team shall be determined by official athletic department staff and intramural staff. Any individual who retires or drops out of an intercollegiate activity may petition for immediate eligibility to the intramural activity that is equivalent to their intercollegiate sport. Special immediate eligibility must be granted before participating in the sport. The intramural staff will determine eligibility. During scholastic ineligibility, an intercollegiate squad member shall not participate in the equivalent intramural activity.
- No more than two players on an intramural team may be a coach of an intercollegiate team or a member or coach of sports club in that particular sport. Members or coaches can be determined by current sport club roster lists, by verification by the Recreational Services Sports Club Coordinator, or by any public information regarding that sport club.
- Any individual who would be ineligible for intercollegiate competition because of professional status must petition for consideration for eligibility to participate in intramural sports.
- Special eligibility rules are also printed on the entry form for each sport.

INDIVIDUAL AND DOUBLES EVENTS

- Replacements for a player are allowed before the first round of play for individual and doubles events. Once a player is replaced in an event the replaced player may not re-enter into the event.
- Upon completion of the first or first and second round of play, it becomes the responsibility of each participant to check the tournament draw sheet posted on the bulletin board outside Recreational Services, contact and play the next opponent before the deadline for the next round of play. Those participants advancing are responsible for seeing that a score card is turned in at Recreational Services before the match deadline.

TEAM EVENTS

- Instant scheduling will be implemented in the team sports of flag football, indoor volleyball and regular season basketball. Teams will sign up for a specific league, day, and time at the time of registration.
- The team captain is responsible for picking up the tournament schedule for each event.

TEAM CAPTAIN'S MEETINGS

For league flag football, volleyball, indoor soccer and basketball, all team captains will be required to attend one of the meetings offered. **These meetings are MANDATORY.** If a team captain cannot attend either meeting, another team representative can attend in the captain's place. Failure of a team representative to attend either meeting will result in the team being dropped from the league. The captain's meetings will cover sport rules, eligibility, schedules, and answer any questions from the captains.

PARTICIPANT CONDUCT

Participants in University of Iowa Intramural events are expected to conduct themselves in a manner that represents the University of Iowa, Recreational Services, and the Intramural Program in a positive way. Any participant or team failing to adhere to this standard is subject to suspension or expulsion penalties imposed by the Intramural Staff. Participant actions are subject to this standard before, during, and after the intramural event.

SPORTSMANSHIP

In order to foster a healthy recreational atmosphere where violence is not tolerated, participants are expected to conduct themselves in a sportsmanlike manner at all times. In cases of verbal abuse or other forms of conduct constituting harassment, whether directed at an official, staff member or another participant, Recreational Services will take action to eject the participant from the game and suspend him/her from competition for an appropriate number of games.

Any participant who is ejected from a game due to unsportsmanlike conduct is required, along with their team captain, to meet with the Intramural Director or Intramural Staff designee. The ejected participant and the team captain will not be eligible to participate in any Intramural event until after the meeting with the Intramural Director has occurred. Any player(s) ejected for unsportsmanlike conduct will be suspended for at least one additional game following the ejection. A second ejection for unsportsmanlike conduct will result in suspension from the time of the incident for one (1) calendar year, and could lead to University sanctions imposed by the Dean of Students. Anyone who is ejected and/or suspended from Intramural events is also banned from the facility during the time Intramural events are taking place.

Any foul deemed flagrant will result in an automatic ejection from the game for the player committing the flagrant foul. Based upon the severity of the offense, the person committing the flagrant foul can be suspended for future games. A flagrant foul is defined as a foul that is excessive, a non-sport related play, or committed with the intent to injure.

If the level of sportsmanship and/or dangerous play in a game jeopardizes the safety and well-being of game participants or officials, that game may be terminated by any Intramural Official or Staff member. In the event a game is terminated due to these reasons, the teams, team captains, and all players may be suspended from future Intramural activities.

Teams and team captains are also responsible for the behavior and sportsmanship of their team's fans. Intramural Staff and Officials have the authority to impose penalties against the team and/or team captain for improper behavior or poor sportsmanship. Fans are also subject to ejection from the facility.

FIGHTING

The University of Iowa Violence Policy prohibits fighting during athletic contests and other recreational events. Any student participating in a campus recreational event who strikes, or attempts to strike, an official, supervisor, or another participant or joins a fight in progress will be suspended automatically from all Recreational Services activities from the time of the incident for one (1) calendar year, and is also subject to criminal charges filed by University Police. In addition, the Division of Recreational Services will forward all complaints of fighting to the Dean of Students, who is authorized to recommend sanctions up to and including suspension or dismissal from the University.

SPORTSMANSHIP RATINGS

Officials in flag football, soccer and basketball fill out team sportsmanship ratings for each game. Rating categories are from 1 – 4, (1 = excellent, 2 = above average, 3 = below average, 4 = poor). The captain of any team that receives a 4 rating will be required to meet with the Intramural Director before that team's next game. Teams receiving a 4 rating will be rated by the Intramural Supervisor in their next game. Any team that receives more than one sportsmanship rating of 4 in a season will not be eligible to compete in the playoffs. In addition, teams must finish the regular season with a sportsmanship rating average of **2.5** or better to qualify for the playoffs. During the playoffs, any team that receives a 4 rating will be eliminated from the playoffs, regardless of the outcome of that game.

FORFEITS/DEFAULT

Teams not ready to play within ten minutes of the scheduled game time shall forfeit. Intramural Supervisors shall declare the contest forfeited to the team that is on hand and ready to play. "Ready to play" means that a team must be at the playing area with at least the minimum number of men and/or women needed to constitute a team. Teams that postpone games or agree to forfeiture without consulting the Division of Recreational Services are both liable to the penalty of a forfeit.

Any team that forfeits one of its scheduled games in league play or elimination tournaments will automatically be dropped from the remainder of the schedule. They may apply for reinstatement by paying a forfeit fee within 48 hours of the forfeited contest. The forfeit fee will be refunded to the team captain's U-Bill if the team completes its remaining schedule without forfeiting again. The forfeit fee will not be refunded if that team forfeits a second time. Teams may avoid a forfeit by coming to Recreational Services (E 216 Field House) by 1:00 PM of the day of the game on weekdays or at least 4 hours prior to a scheduled game time on Saturday and Sunday. A default will allow the team to continue in league play and would avoid the payment and/or loss of any forfeit fees that would otherwise be lost.

POSTPONEMENTS

Recreational Services is willing to cooperate by allowing an occasional postponement. Due to limited playing facilities, postponements must be agreed upon by both captains and Recreational Services. Arrangements must be completed at least one day prior to the game and by 1:00 PM on Friday for Saturday and Sunday contests.

In individual and doubles matches, postponed contests may be played at a time agreed upon by the participants. If they extend into the time frames of the next round of play, the next round opponent must also agree to play the winner before the next match deadline.

RULES PROTEST

If a team feels an official has misinterpreted a rule, they must lodge a protest at the time of the ruling. The team must call a timeout at the time of the ruling and inform the official they wish to protest a misapplication or misinterpretation of a rule. The game will be stopped to obtain a ruling from the Intramural Supervisor. Failure to call timeout and obtain an immediate ruling from the Intramural Supervisor at the time of the rule in question will void any future right to protest. If the officials' ruling stands, the protesting team will be charged the timeout. If the officials' ruling is changed, the team is not charged a timeout. No protest concerning officials' judgment will be considered.

If the protesting team still feels the ruling is incorrect, it must then lodge a written protest form accompanied by a \$5.00 fee to the Director of Intramural Sports by 1:00 PM of the business day following the game in question.

PLAYOFF QUALIFICATION

In order to determine playoff qualification, the Intramural Staff will use the following guidelines in order:

1. Win/loss record will determine final regular season standings. Please see individual sport registration form/rules to determine the number of teams that qualify from each division.
 - A. Any game that is defaulted by a team will count worse than a loss for that defaulting team's record.
 - B. Any game that is forfeited by a team will count worse than a default for that forfeiting team's record.
2. In the case of a tie between two teams, head-to-head record will be the tie-breaker.
3. In the case of a tie between three or more teams in flag football, indoor soccer, and basketball, point differential in all regular season games will be used. In volleyball and dodgeball, game record differential will be the tie-breaker for three or more teams. For example, a basketball team that has won 3 games by 10 points and lost 1 game by 5 points would have a point differential total of +25. If a team wins (or loses) by forfeit or default, that team will get credit for winning (or losing) by the following amounts in each sport:
 - a. Football 6-0
 - b. Volleyball 2-0
 - c. Indoor Soccer 2-0
 - d. Basketball 10-0
 - e. Softball 5-0
 - f. Dodgeball 10-0
4. In sports with the sportsmanship rating system, teams must have a sportsmanship rating average of 2.5 or better to qualify for the playoffs. Any team with a sportsmanship rating average worse than 2.5 will not qualify for playoffs, despite what their regular season record might be.

INTRAMURAL CHAMPIONSHIP POINTS SYSTEM

Points are awarded to each team that participates in intramural sports. Teams are awarded points based upon their finish in a sport with a minimum number of point guaranteed to each participating team. In order to accumulate Intramural Championship points, teams must keep the same team name throughout the year. Intramural Championship teams will be awarded in the Men's, Women's, and Co-Rec divisions.

INTRAMURAL ADVISORY BOARD

At the written request of any Intramural participant, an Intramural Advisory Board Committee can be sought to review any specific incident or regulation regarding the Intramural Sports Program. The Intramural Advisory Board Committee will be chaired by the Recreational Services Senior Associate Director. This Advisory Committee can be made up of students, staff, and/or faculty members at the request of the Senior Associate Director. Written requests to review a specific incident or regulation can be emailed to: wayne-fett@uiowa.edu.

RAINOUT HOTLINE

In the event that outdoor Intramural events are cancelled due to weather or unplayable field conditions, the Rainout Information Hotline will be updated by 3:00 PM on weekdays and by Noon on weekends.

Call **319-353-3000** and then **press 2** when prompted to check the status of Intramural events.