

Weber State University

Intramural Handbook



WEBER STATE UNIVERSITY

Campus Recreation

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Table of Contents

| | |
|--|----|
| Welcome to the Intramural Sports Program | 1 |
| Intramural Sports Budget..... | 1 |
| Team Captains..... | 1 |
| Eligibility | 2 |
| Intramural Membership Fees and Refunds | 4 |
| Registration Regulations | 5 |
| League, Tournament, and Special Event Structure..... | 5 |
| Divisions of Play | 6 |
| Playing Rules/Mercy Rules..... | 7 |
| Improper Use of Identification | 7 |
| Roster Changes | 8 |
| Sportsmanship | 8 |
| Ejections..... | 9 |
| Appeals..... | 10 |
| Protests | 10 |
| Forfeits | 11 |
| Cancellations/Rescheduling | 12 |
| Officials Feedback | 12 |
| T-Shirt Policy/Uniform Guideline | 12 |
| Illegal Equipment | 13 |
| Health and Safety..... | 13 |
| Awards | 14 |
| Student Employment Opportunities..... | 14 |

Notice: Any section of this handbook may be subject to change at any time and at the discretion of the Competitive Sports Staff. The Competitive Sports Staff reserves the right to rule on any issue not specifically or completely covered in this handbook or the official rules of the game.



Welcome to the Intramural Sports Program

The Department of Campus Recreation at Weber State University provides students, faculty, staff, and members of the community the opportunity to become actively involved in an organized sports and recreation program. Services provided by Campus Recreation include intramural sports, sport clubs, fitness and group exercises classes, open swim, swim lessons, instructional classes, and outdoor programming.

Intramural Sports are competitive and recreational activities designed to encourage participation by all members in a wide variety of sports and are generally played on campus or at nearby facilities. Intramurals are structured for different skill levels and are conducted in a safe environment. Participants do not need to be an experienced athlete to participate! Intramural Sports are open to all currently enrolled Weber State University students, alumni, faculty and staff, and community members. Intramural sports are a fun way to play, meet friends, learn new sports, test one's physical ability, and relieve the stress of daily routines. Most activities allow for participants to select the days and times they play, as well as the people on each team.

Many jobs opportunities exist within the program which provide quality training in sports officiating and supervision, office management, and computer programming. This handbook describes policies and procedures which establish a framework for reasonable decision-making regarding the administration of the program. The Competitive Sports staff recommends that all participants read this handbook and agree to be governed by its rules and regulations.

Purpose and Objectives

The mission of Campus Recreation is to create an environment that supports the classroom experience, which is conducive to productive growth and development of its participants. The structure and scope of activities are designed to bring together the diverse university community in a spirit of fair play and sportsmanship. Our service pledge is to value all individuals and treat them with integrity, dignity, and worth.

Intramural Sports Budget

The Intramural Sports Program is funded by Student Fees and intramural membership fees.

Team Captains

The captain is responsible for informing their team of the rules governing the specific activities, as well as the time and place they will play their games. Captains will be held responsible for the behavior of teammates and spectators. Prior to game time, the captain is responsible for ensuring that all players have signed in with the Competitive Sports Supervisor (all players should check in 15 minutes prior to their scheduled game time).

Following the game, both captains must confirm that the game is recorded correctly with the Competitive Sports Supervisor. Captains are urged to notify all players and fans that alcohol, tobacco and other illegal substances are prohibited on all Intramural Sports playing sites and that no one is allowed to participate while under the influence of said substances. Captains should advise teammates



that parking on service drives and in non-marked parking spaces is prohibited. Vehicles not parked properly will be subject to ticketing and towing by the University.

Captains should also explain the schedule to their teammates. Since scheduling can be based off of both team's availability, the schedules will vary. It is up to the captain to ensure the members of the team know when and where the games are held.

Team captains are a vital link in the communication process between Competitive Sports Office and the individual participants. Team captains are responsible for obtaining and understanding all intramural information, passing it on to team members, and regularly checking for changes in schedules and information.

Preseason Duties:

Prior to the specified deadlines, the team captain should:

- Select team name, division, days, and times the team would like to play.
- Participate in any mandatory captain's clinic for each sport and pass any associated quizzes with a score of 80% or better. Failure to pass the captain's quiz is not grounds for refunds.
- Read and comprehend the Intramural Sports Handbook and activity rules and regulations, and ensure that all team members understand and abide by them.
- Ensure the minimum number of required team members have registered and paid their intramural membership fee prior to the registration deadline.

Season Duties:

- Inform team members of league and playoff game schedules to ensure enough team members are present at each game to avoid a forfeit.
- Remind team members to bring required ID and passes to each game.
- Contact the Competitive Sports office for rain-out information, cancellations, and rescheduled events.

General Duties:

- Control team behavior and accept the responsibility for the conduct of all team members and spectators.
- Maintain a cooperative attitude with all intramural officials and supervisors.
- Serve as an example of good sportsmanship for others to follow.
- Be familiar with the rules and officiating techniques of all sports entered.
- Accommodate players without teams by inviting "Free Agents" to play on your team.

Eligibility

All individuals who meet the eligibility requirements for participation in the intramural sports program and have paid their membership fee are eligible and encouraged to participate. Individuals may participate in accordance with their personal gender identity and expression. Participants classified as students, faculty, or staff must present their own Wildcat Card on site. Community members wishing to participate must present their government issued ID on site and at the entrance of the facility. Proper



identification should remain on-site for the duration of the game. Failure to do so may result in a team default and the player(s) being suspended for the remainder of the sport. Participants will not be allowed to play without a proper ID that has the picture and all information clearly visible. It is the responsibility of the team captain to ascertain the eligibility of his/her players prior to game time.

The following individuals are eligible to participate in Intramural Sports activities once they paid their membership fee:

- | | |
|-----------|--|
| 1. | Currently enrolled, activity-fee paying students |
| 2. | WSU Faculty |
| 3. | WSU Staff |
| 4. | Members of the community* |

***Must be 18 years old or older to participate.**

Playing with Multiple Teams

The following are a list of team combinations a participant may play on during one sport:

- Men’s Competitive and Co-Rec (Rec or Comp if offered)
- Men’s Recreational and Co-Rec (Rec or Comp if offered)
- Men’s and Co-Rec (Rec or Comp if offered)
- Open and Co-Rec (Rec or Comp if offered)
- Women’s and Co-Rec (Rec or Comp if offered)

Once an individual has checked in for a team with the Competitive Sports Supervisor, they may not play for another team in that league for the remainder of the season (exception - see roster changes). A player found to be playing on two teams (one of those not being Co-Rec) in the same sport will be suspended from all intramural sports play. This participant will receive instructions via email on becoming reinstated. If a player has played on two teams without properly going through the drop procedure (see roster changes), the second team that the individual plays for will default all games that that person played in.

Olympic & Professional Athletes

Current and/or former Olympic and professional athletes are not eligible to participate in their related sport. An athlete will be deemed a "professional" if at any point they were given financial compensation for participating on a team in a professional or semi-professional league. Examples include, but are not limited to: NFL, NFL Europe, AFL, CFL, MLB, NHL, NBA, WNBA, MLS, Pro Beach Volleyball circuit or PGA/Nationwide Tour. Olympic athletes are considered individuals who competed for their country in the Olympics or World Championships, but not the Olympic trials. In order to protest the eligibility of a said "Professional/Olympic" athlete, the protesting team must provide the name of the individual in question and a copy of the Professional/Olympic team roster.

Collegiate & Sport Club Athletes

Present scholarship athletes and walk-ons are not eligible in their related sport until the following academic year (beginning Fall Semester) after they have quit the team or their eligibility has expired. These players will be considered ineligible if they are participating/practicing with the team during their NCAA sanctioned semester.



For the purpose of determining Intramural Sports eligibility in their related sport, "current sport club members" are defined as individuals who have participated in any team practice or traveled to any sport club event to participate with said club. "Current sport club members" will retain their sport club status for 12 consecutive months after their last participation in a sport club practice or traveling event.

For the purpose of determining Intramural Sports eligibility in their related sport, "former collegiate varsity athlete" is defined as individuals who participated with a collegiate varsity team in said related sport within three (3) academic years (academic years begin in Fall Semesters and end at the conclusion of the Summer Semesters). Walk-ons and scholarship athletes are considered as "former collegiate varsity athletes" starting the academic year after they are no longer involved with the varsity team.

Current practice team players, former collegiate varsity athletes and current sport club members may participate in their related sport. In sports with less than four players on the field/court, a team may have only one (1) of the above players (regardless of gender) on their entire roster. In all other sports, teams may have a maximum of 2 (total of the above regardless of gender) players per team roster. For example, a former NCAA varsity softball player that played softball in the 2010-2011 academic year would be considered a "former collegiate varsity athlete" until the conclusion of Summer 2014. Questions concerning sport club player eligibility should be directed to morganfradley@weber.edu.

| The sport club, scholarship and Olympic eligibility rule applies to the following sports: | |
|--|-------------------------------------|
| Club Soccer Teams, WSU Soccer | Indoor & Outdoor Soccer |
| Club Volleyball Teams, WSU Volleyball | Indoor & Sand Volleyball, Wallyball |
| Club Baseball & Softball Teams, WSU Softball | Softball, Wiffleball |
| WSU Football | All Flag Football |
| WSU Basketball | All Basketball |

For individual and dual activities, as well as special events former NCAA/professional athletes may participate so long as they are eligible per the above guidelines.

Intramural Membership Fees and Refunds

All individuals must pay the intramural membership fee in order to participate in an event unless the event is listed as a free event. Students, faculty, and staff will pay the same intramural membership fee. The community members fee includes the facility pass required to enter the facilities and participate with their government issued ID.

| Membership Fees | |
|---|------|
| Yearly Intramural Membership Fee | \$20 |
| Semester Intramural Membership Fee | \$15 |
| Yearly Community Membership Fee | \$30 |
| Semester Community Membership Fee | \$25 |

With the membership fees, participants will no longer pay by the sport. Instead, the participant can play in as many events as they want following the multiple team eligibility guidelines for the duration of their membership. Memberships are based off the academic calendar and not the calendar year. Therefore,



memberships expired at the end of the semester for semester memberships and at the end of the summer semester for the yearly memberships.

Participants are encouraged to pay their membership fee prior to participating in their first event. However, participants have until 2 business days after competing in their first event to pay their membership fee. Membership fees can be paid in the Competitive Sports Office in the Wildcat Center during business hours or online at https://secure.touchnet.com/C20249_ustores/web/store_cat.jsp?STOREID=43&CATID=74

Since participants are no longer paying a team registration fee, there will no longer be a guaranteed minimum number of games. Membership refunds will only be considered for individuals who participate one time or less due to major injury/illness or withdrawal from school. These situations will be handled on a case by case basis.

Registration Regulations

Due to the number of first game forfeits, each team must now have the minimum number of players with paid membership on their IMLeagues roster prior to the registration deadline. The minimum number of players varies by sport and is the same as the minimum number of players required to begin a contest as listed in the “Forfeits” section of this handbook.

Once a team has the minimum number of paid members on their roster, they will be eligible to be scheduled for the regular season and playoffs. Any team that fails to meet this requirement will be moved to the waiting list and can take the place of teams the drop or forfeit out. Waitlisted teams will be added to the schedule based on a first come, first served basis.

Finally, should a team forfeit its first game without notifying the Competitive Sports Office, the team will be removed from the schedule and a team from the waiting list will take their place.

League, Tournament, and Special Event Structure

The Intramural Sports program is designed to match the talent and ability of all participants in a variety of team, individual, and dual sports. Leagues are generally composed of different divisions of team competition including a regular season and a playoff tournament. Teams are only guaranteed three regular season games. Tournaments are generally single elimination or double-elimination formats. Special events and sponsored activities usually range from one day to several day competitions.

Playoff Tournament

All teams who play in the appropriate leagues, meet the appropriate winning and sportsmanship criteria (see Sportsmanship), and forfeit zero or one contest during the regular season will automatically be eligible for the playoffs. All regular season game results and sportsmanship ratings become final at 10:00a.m., the day following the end of the regular season. It is the captain’s responsibility to ensure that all information is correct prior to that deadline. All qualifying teams in each league will be true-seeded in a playoff bracket. Teams that fail to meet the sportsmanship requirement may appeal to the



Competitive Sports Coordinator or Assistant Coordinator over the league to seek inclusion into the playoffs. This must be done no later than 10:00a.m. the day after the end of the regular season and must be done via e-mail. The e-mail should include team information, league, reasons for appeal and times available to meet in-person with the Competitive Sports Coordinator or Assistant Coordinator. Teams will be ranked by their winning percentage with the tiebreaker being accumulated sportsmanship points. This process will be done by the scheduling software.

Divisions of Play

Divisions of play are separated by gender requirements and team goals. While the Competitive Sports Office hopes to offer a variety of leagues combination (example: Men's Competitive, Men's Recreational, Women's, etc.), sometimes leagues must be combined due to the number of team registrations. Should the Competitive Sports Coordinator or Assistant Coordinator over the league need to combine leagues, each team being moved into a league they did not register for will be given the option of the league move or cancellation of the team.

Men's Leagues

Open to all male students, faculty, staff, and community members who meet the specific eligibility requirements of intramural play. Individuals may participate in accordance with their personal gender identity and expression.

Women's Leagues

Open to all female students, faculty, staff, and community members who meet the specific eligibility requirements of intramural play. Individuals may participate in accordance with their personal gender identity and expression.

Co-Rec Leagues

Open to all male and female students, faculty, staff, and community members who meet the specific eligibility requirements of intramural play. Individuals may participate in accordance with their personal gender identity and expression. These leagues typically have gender requirements in order to play and have gender specific rules. See the individual sport rules sheet for more information on gender requirements and gender specific rules.

Open Leagues

Open to all students, faculty, staff, and community members who meet the specific eligibility requirements of intramural play. This league is only offered when a gender-specific league is not available for a specific activity.

Competitive

The Competitive league is designed for teams whose primary objective is to win games. Players in this league generally have played high school varsity sports and remain active in that sport, and their Intramural Sports teams may even hold practices. These teams have frequently qualified for and advanced past the first round of the playoffs. Competitive leagues will offer a regular season (3 game minimum) and a single elimination playoff tournament for all qualifying teams (see playoff eligibility requirements).



Recreation

The Recreational league is designed for teams whose primary objective is to enjoy Intramural Sports and to have fun; winning is secondary. Most players on these teams have not played at the varsity level and may be slightly active in the sport. Most teams that have never played together before or are first-time participants are better suited to play in the recreational league. Teams will play a regular season (4 game minimum) with no playoffs. This is designed for teams to be given more games and to be able to enjoy those games without the pressure of winning in order to advance. No winner will be named in this league nor are these teams eligible to receive champion t-shirts.

Playing Rules/Mercy Rules

The rules in all sports are based on national association rules with modifications, when appropriate, to make the activity safe and enjoyable for the players while attempting to maintain the identity of the game. Intramural Sports reserves the right to modify playing rules at any time to meet the best interests of the league. The rules of each sport are available for download on the scheduling platform as well as the intramural website. Competitive Sports Supervisors have the authority to rule on items not specifically covered in the rules in cases which the contest officials cannot come to a decision. The supervisor or Competitive Sports staff may also assess conduct penalties which the game officials do not call in order to ensure proper safety and sportsmanship, and may default or end games prior to normal conclusion, if deemed necessary. A game becomes official after half of its normal length has been completed.

Many of our leagues have a point differential at which a contest is ended at no penalty, default or forfeit, to either team. This point will not take place until at least half of the game has been completed. A game will be concluded when the mercy rule is reached regardless if both the winning and losing team wish to continue play. The mercy rules for each sport can be found in the rules online.

Improper Use of Identification

If a Competitive Sports Supervisor determines that an individual is attempting to check-in with false identification in order to participate in an Intramural Sports contest, the ID will be confiscated and that individual will not be allowed to play. The individual will be ejected and asked to show proper identification. If the individual refuses or fails to show proper identification or cooperate fully with the supervisor on site, the team captain may also be ejected from the contest. If a captain is ejected due to a participant not providing proper identification, the captain will have the right to remove that player from their roster for the remainder of the semester. If the Competitive Sports Supervisor determines that the team captain was aware of the individual's use of improper identification, then that team may default their game and be subject to removal from the league. Any individual caught trying to check-in with an ID that is not their own has jeopardized themselves and the owner of the ID to disciplinary action by the university.

Rightful Owner

If the rightful owner of a confiscated ID wishes to retrieve their ID the same evening it was confiscated, they may do so at the site it was taken by simply showing their Wildcat Card or government issued identification to the Competitive Sports Supervisor to prove that the ID is being returned to the correct



person. Otherwise, the individual may pick up their ID at the Campus Rec office inside the Wildcat Center beginning at 9 a.m. the business day following said confiscation. The owner must speak to the Competitive Sports Coordinator or Assistant Coordinator to retrieve the ID as well as provide proper identification to verify their identity. ID's not retrieved by the rightful owner will be destroyed after one year.

Roster Changes

A player may be dropped from a roster one time only, during the regular season so long as they have only signed-in to participate in one game with the team in which they are looking to be dropped from. The player who wishes to be dropped from a team must bring their Wildcat Card to the Competitive Sports Coordinator or Assistant Coordinator during their office hours. This must be done by 10:00am on the last day of the regular season for that sport. No roster drops will be allowed after this time. Every individual who wishes to be dropped from a team must do so during office hours. Once a player has followed the proper drop procedures, they are eligible to join one other team for the remainder of the activity.

Roster Additions

Players who have not played on any Intramural Sports team in a league, who are also eligible to play in that league, may be added to a team roster at any time prior to the end of the regular season and **must check into at least one regular season game** to be eligible to participate in the playoffs. To be added to a roster, participants must create an account on imleagues.com. Through this site participants may add themselves to a team's roster electronically. Instructions for adding players to team rosters are provided on the Intramural Sports website. Additionally, new participants may bring their Wildcat Card to the game site, sign in with the Competitive Sports Supervisor and agree to the participant waiver. Those participants choosing to sign-in at the game site for the first time must log into imleagues.com and complete the waiver prior to future participation.

Injury Reserve

A player may be removed from a roster if they are injured and cannot participate in Intramural Sports contests for the remainder of the semester. To be removed from the roster, the player must email the Competitive Sports Coordinator or Assistant Coordinator over the league and inform them of their inability to participate for the rest of the semester. This cannot be done at the gamesite. The injured player will not be allowed to play ANY Intramural Sports events until the following semester of play. Once a player follows the proper injury drop procedure, they may be replaced on the team's roster with one eligible player that has not played on any team in that team's league (Men's, Women's, Co-Rec, etc.). This policy specifically applies to players who are classified as current sport club or former collegiate varsity players.

Sportsmanship

Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials, scorekeepers and/or supervisors evaluate team behavior and issue sportsmanship points to all teams. In the regular season, captains may view their sportsmanship



score online and questions about particular scores should be directed to the Competitive Sports Coordinator or Assistant Coordinator over the league. In order to be eligible for the playoffs, a team must have a minimum average sportsmanship rating of 3.5.

During playoffs, a score of at least four will guarantee advancement for the winning team. Captains should not leave the playing area without checking with the Competitive Sports supervisor to verify that they did not receive a rating below a four. A winning team with a sportsmanship rating less than four must contact and meet with the Competitive Sports Coordinator or Assistant Coordinator over the league no later than noon the day of the next contest to determine if the team should advance. Teams playing multiple games on the same night must meet with the Competitive Sports administrative staff prior to their next contest if a rating below four is received.

Sportsmanship Rating System

The rating system is designed to rate teams, not individual conduct. However a team is responsible for the actions of each individual team member and spectators related to their team. The designated game captain is responsible to calm difficult situations and to restrain troubled teammates. Appeals for any ratings given will not be accepted. The Competitive Sports Coordinator or Assistant Coordinator reserves the right to review any rating given to a team. If there is a forfeit, the team that shows up will be given an outstanding (5) rating and the team that forfeits will be given an average (4) rating.

| The breakdown of sportsmanship ratings are as follows: | |
|--|--|
| 5 | Respect shown to the game and staff by participants, coaches and spectators at all times. Participants speak to staff members appropriately in all situations. Games defaulted by noon the day of the game. |
| 4 | Participants display disagreement/frustration with decisions of staff/officials. Questioning of judgment/rules interpretation not presented in a respectful manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators or staff. Examples include, but are not limited to, trash talk, cursing in any manner, publicly questioning an official's abilities, mocking the skill level of an opponent. Forfeited game. |
| 3 | Repeated question of judgment/officiating abilities. Unsportsmanlike call in volleyball; flag football; yellow card in soccer; technical foul in basketball; team/player warning in softball; Ejection(s) prior to the contest for illegal use of an ID. |
| 2 | Multiple unsportsmanlike calls and/or technicals (not on the same participant), yellow cards or spectator's harassment of the officials/opposing team. |
| 1 | Any ejection other than ejection prior to the contest for illegal use of an ID. |
| 0 | Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season. |

Note that sportsmanship ratings are affected by team, participant and spectator conduct before, during and after a contest.

Ejections

The Intramural Sports Program reserves the right to eject any individual, team or spectator who interrupts the flow of a game in any manner. Players do not have to accumulate the required number of



infractions to be ejected. Players may be ejected before, during or after any contest and ejections can be made by any official on the contest or any Competitive Sports Supervisors or professional/administrative staff. The jurisdiction of the Competitive Sports staff begins when the participant/spectator enters the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must leave the playing area and facility immediately. If the player refuses to leave within a reasonable time, the game will be defaulted. Captains must assist the Competitive Sports staff with retrieving the ejected participant's identification. Ejected players are ineligible to participate in all Intramural Sports activities until they meet with the Competitive Sports Coordinator (or Assistant Coordinator) and any subsequent suspension has been served. The player must e-mail or call the Competitive Sports Coordinator and schedule an appointment to seek reinstatement. Repeated unsportsmanlike issues will be monitored by the Competitive Sports staff and participants demonstrating a pattern of unsportsmanlike behavior are subject to suspension from all Intramural Sports activities.

All one-game suspension decisions are final and not appealable.

Appeals

Decisions on participant suspensions made by the Competitive Sports Coordinator (or Assistant Coordinator) may be appealed to the Director of Campus Recreation within one business day of the suspension. To appeal, participant should email the Director of Campus Recreation. Appeals will take 1-2 weeks to be heard. During the appeals process the individual(s) involved will not be allowed to participate until a final decision has been determined.

Appeals on participant suspensions will only be heard for the following reasons:

1. Additional information provided not available at time of suspension meeting.
2. Suspension length not consistent with guidelines.

All suspension decisions made by the Director of Campus Recreation are final and not appealable.

Protests

Only protests based on questions of player eligibility and rule interpretation, when the misinterpretation affects the outcome of the game, will be accepted. Protests which challenge the accuracy of a judgment call made by the officials or Competitive Sports Supervisors will not be accepted. The team captain must make any protest involving rule interpretation to the Competitive Sports Supervisor at the time of which the incident in question occurs. Once a situation has passed, however, it is no longer subject to change or protest.

Any team protesting eligibility must provide the player(s) in question's full name. During the regular season, any team found to be using an ineligible player will default all games which that individual played and be subject to removal from the league. All regular season protests must be filed before the final record deadline, which is 10:00 a.m. of the day following the end of the regular season. In the playoffs, if an eligibility protest is found valid, the protesting team advances, but the previous rounds remain the same. During the playoffs, any team protesting the eligibility of a player must do so by noon



of the next business day to allow the Competitive Sports Staff adequate time to determine the validity of the protest. If their next playoff game is that same day, the protest must be turned in immediately following the protested game. Teams may be randomly screened for ineligible players by the Competitive Sports staff without a protest being filed. In cases where a team chooses to protest eligibility at any point after a championship contest has begun, and the protest is upheld, the specific league will not declare a champion, no championship game will be rescheduled and no t-shirts will be awarded.

Forfeits

An individual or team registering for a league or tournament enters into an agreement with Intramural Sports. Intramural Sports administers the events and provides staffing for said events. Participants must fulfill their obligation by being prepared to play at their scheduled game time, ensuring all teammates are properly checked in and complying with all rules of play. Once a team has registered for an event and the registration deadline has passed, a team wishing to be removed from the event will be subject to a forfeit. To avoid risking a forfeit, teams should arrive to the game site at least 15 minutes prior to game time with the minimum number of players listed below.

| The minimum number of required players for each sport* (must meet Co-Rec requirements) are as follows: | |
|--|-----------|
| Sand Volleyball | 3 players |
| 3-on-3 Basketball | 2 players |
| Kickball | 6 players |
| Flag Football | 5 players |
| 5-on-5 Basketball | 4 players |
| Ultimate Frisbee | 5 players |
| Indoor Volleyball | 4 players |
| Indoor Soccer | 5 players |
| Dodgeball | 4 players |

*Note that all other activities not listed here require the number that would normally begin the contest.

Teams have until noon on the day of their game (or noon by Friday for games on the weekend) to email the Competitive Sports staff of their default. However, once a team has defaulted and/or forfeited twice they will be removed from the league. Should a team forfeit their first game of the season, they will be removed from the league regardless.

Intramural Sports recognizes that there are extenuating circumstances which may arise that can cause a team to not have enough players to play a contest. These circumstances include, but are not limited to: accidents, family emergencies and other unforeseen incidents. Parking issues, work and class conflicts/tests are not considered extenuating circumstances. Captains must appeal their removal from the league within 48 hours of their second forfeit by e-mailing morganfradley@weber.edu and providing the reason for said appeal. Evidence may be requested by the Competitive Sports Coordinator or Assistant Coordinator. Appeals may take 1-2 days to be reviewed and captains will be notified of the decision once it is made. Appeals for first-time forfeits in a sport will not be heard, as they do not carry a



forfeit penalty along with said forfeit.

Cancellations/Rescheduling

During inclement weather, the Competitive Sports Supervisor, Athletic Trainer, Competitive Sports administrative staff or Department of Campus Recreation professional staff at the site can cancel games. Intramural Sports will make every reasonable effort to inform teams of cancellations, such as utilizing e-mail, the web site or calling team captains.

In some cases we will call team captains, though due to the number of teams playing per night this is not always possible. Do not assume the game will be canceled, as weather is very unpredictable. Canceled games during the regular season will not be rescheduled (unless unusual weather circumstances occur frequently during the semester), and both teams will receive five sportsmanship points. Playoff games that are canceled will be rescheduled as soon as possible. Due to various factors, games will not be rescheduled for any reason other than weather or facility issues.

Officials Feedback

During each contest Intramural Sports officials are monitored and evaluated by Competitive Sports supervisors and staff. These evaluations are used as a basis for improving job performance. Participants wishing to provide feedback about the official's performance should contact the Competitive Sports Coordinator or Assistant Coordinator over the league by e-mail. These comments should be with the intent to help improve the quality of the officiating in our program and in no way have an effect on the official's employment status or future regular season assignments.

T-Shirt Policy/Uniform Guideline

Matching colored team shirts will be required in all variations of basketball, soccer, ultimate frisbee, flag football, and certain special events. The sport of soccer requires each goalie (if used) to have a different color shirt than his/her teammates and opponents. One or two-digit numbers are required in basketball on the front or back of the shirt and must be at least 3 inches tall.

The team is required to have all players wear that same shade of color to every game. All teams will also be required to bring an alternate white jersey to each game. Prior to game time the Competitive Sports Supervisor, in conjunction with the game officials, will determine if a conflict exists regarding jersey colors. The team in violation of the policy will be asked to wear their alternate white jerseys. In the event they do not have an alternate white jersey and cannot field the minimum number of players for that sport, that team will forfeit. If two teams are wearing the same jersey color and both teams have alternate white jerseys, a coin flip will determine which team wears the alternate jersey. If both teams do not have alternate jerseys, teams must work together to ensure that the game is played. If neither team has their alternate white jerseys, thus causing a game to not be played, both teams will forfeit their contest.



The Competitive Sports Office recognizes that there are cases in which T-shirt colors will not match exactly. We are striving to ensure that participants are able to play while maintaining the integrity of the game. The Competitive Sports Supervisor has the discretion to allow a participant to play when their T-shirt shade is close to the same color as their teammates, but does not exactly match their teammates. For example, if Team A is wearing black shirts and Team B is wearing orange shirts, the Competitive Sports Supervisor may allow a player from Team B to wear a shirt that is red, so long as both the officials and supervisor feel there will be no confusion among staff or participants. If in week 2 Team B was wearing orange and Team C was wearing red, then the Supervisor would not allow a Team B player to wear a red shirt as there would be confusion as to who was playing for what team. This does mean that a team could potentially be able to use a shirt one week but not the next. Teams will be reminded that they must always bring their alternate jersey to ensure their ability to play.

Illegal Equipment

Jewelry (rings, watches, necklaces, ankle bracelets, earrings, rubber bands, etc.) and 'casts' are prohibited. Placing tape or band-aids over jewelry will not be allowed. Participants will be required to remove any bandaids, tape or head/sweat bands which, in the opinion of the Competitive Sports staff, may be covering a piece of jewelry. Religious medallions may be worn so long as they are taped to the body or tucked into clothing. Medical alert bracelets must be taped with proper information visible. Proper shoes are required in all sports except sand volleyball. Combat boots, five-fingered shoes (Vibrams), and metal cleats of any kind are strictly prohibited. Knee braces are permitted with approved protective covers (neoprene protective covers).

Health and Safety

The safety of all participants and staff is of the utmost importance and concern to Campus Recreation and Intramural Sports Program. To reduce hazards and prevent injury and accidents, specific policy and procedural guidelines are established such as specific rule modifications, equity in scheduling, quality personnel, player control, environmental and equipment checks, and signed acknowledgment of risk and hold harmless forms.

The University strongly recommends that individuals have regular physical examinations before and during participation in Competitive Sports Programs, and to avoid participation when feeling ill, physically injured or has other harmful health conditions. The University assumes no responsibility for the health condition of participants.

In case of injury or accident, an Accident Report form must be completed immediately by the Competitive Sports Supervisor on duty. Each Competitive Sports Staff member is required to hold certifications CPR/AED for the professional rescuer with First Aid.

Participation in Intramural Sports activities is completely voluntary. These activities intrinsically involve risks of physical injury greater than those encountered in daily life, and by taking part in sports and other activities, participants acknowledge and assume risks inherent therein. Intramural Sports does not carry accident or injury insurance to cover participants in sports activities. Therefore, all students are strongly urged to purchase health insurance before participating in any activity.



Concussion Management

A concussion is a type of brain injury that involves a temporary loss of brain function resulting from a blow to the head. A person with a concussion may not always lose consciousness. The effects of a concussion can appear immediately or very soon after the blow to the head and include sleep, mood and cognitive disturbances, and sensitivity to light and noise. However, some effects do not appear for hours or even days and may last for several days or even longer.

All participants participating in any sporting event should report to a university faculty member, employee, representative, or volunteer any signs or symptoms of a concussion observed in themselves or others. Any participant who is suspected of sustaining a concussion or a traumatic head injury shall be immediately removed from participating in any sporting event.

After being suspected of sustaining a concussion or a traumatic head injury, a participant may not return to any sporting event until the participant is evaluated by a qualified health care provider and provides the university with a written statement from the qualified healthcare provider. The written statement must affirm that (1) the provider has, within three years before the date on which the written statement is made, successfully completed a continuing education course in the evaluation and management of a concussion, and (2) participant is cleared to resume participation in the sporting event.

Lightning Policies

The National Weather Service recommended that thirty minutes should pass after the last sound of thunder is heard and/or sign of lightning is seen prior to resuming play. This is sufficient time to allow the storm to pass and move out of lightning strike range. See the individual sports rules for when a game becomes official as games will not be rescheduled or replayed due to weather conditions.

Awards

Official Intramural Championship Shirts and/or special sponsor prizes will be presented to all winners upon the conclusion of each activity. Participants must be present at the championship game to receive their award. All intramural awards not claimed by participants by the end of each season shall be forfeited.

Student Employment Opportunities

The Competitive Sports program could not be conducted on a successful level without the services of our many student officials, supervisors, and managers. Previous experience as an official is desirable, but not required. Training clinics are offered at the beginning of each sport to teach the skills required. None of these jobs will prevent participation on a team. The Competitive Sports program provides practical training and “hands-on” experience in the organization and administration of the overall program and its activities. Weber State University is an equal opportunity educator and employer. If you are interested in one of the below positions, please apply at: <https://jobs.weber.edu>



Intramural Officials

Intramural (IM) Officials are responsible for officiating intramural events taking place at various campus locations throughout the year. IM Officials serve as the face of the department at intramural events and other Campus Recreation functions.

Competitive Sports Supervisors

Competitive Sports (CoSpo) Supervisors work with both the intramural and sport club programs. CoSpo Supervisors are responsible for supervising Intramural events and Sport Club practices and events taking place at various campus locations throughout the year. Supervisors serve as the representative of the department at Intramural competitions and Sport Club functions.

Competitive Sports Manager

The purpose of the Competitive Sports Manager is to assist the Competitive Sports Coordinator and Assistant Coordinator in advising the 15+ clubs that are under Campus Recreation. This position will assist the Competitive Sports Coordinator and Assistant Coordinator with administration of the intramural events throughout the year.