Mission

The University of Cincinnati Intramural Sports program offers various activities for students, faculty, and staff. The program offers team, individual, and dual events for men, women, and coed teams in a variety of leagues and tournaments.

The mission of the University of Cincinnati Intramural Sports Program is to:

- Provide students, faculty, and staff with the opportunity to participate in a variety of competitive recreational sports in a fun, safe environment.
- Provide quality facilities and equipment.
- Promote healthy lifestyles.
- Provide social opportunities.

Contact Information

Office Hours: Monday – Friday, 9:00a.m. to 5:00p.m.
Phone: 513-556-0604
Weather Hotline: 513-556-4FUN (4386)
Fax: 513-556-0601
E-mail: intramural@uc.edu
Websites: http://www.uc.edu/intramurals (Information) http://www.imleagues.com/UC (Schedules)

Professional Staff:
Drew Salvador                       Phil Carroll
Assistant Director – Intramural Sports & Camps Coordinator – Intramural Sports & Camps
513-556-0603                        513-556-5729
drew.salvador@uc.edu                philip.carroll@uc.edu

1. Assumption of Risk

General Statement: You may suffer physical and/or mental injury from participating in Intramural Sports. There are certain risks of injury that are inherent to participation in sports and recreational activities. These types of injuries may be minor or serious and may result from the actions or inactions of themselves or others. By participating in Intramural Sports, you do so at your own risk.

Health: It is understood that most activities require a certain level of fitness and health, and that each person has a different capacity for participating in these activities. Participants of Intramural Sports are highly encouraged to have a physical examination and procure health insurance prior to play. UC Campus Recreation does not provide health insurance.

Open Wounds & Lacerations: Whenever a participant suffers a laceration or wound where oozing or bleeding occurs, the game shall be stopped at the earliest possible time and the player will be required to leave the field of play. The player will not be allowed to return to the competition until the wound has been covered and the oozing or bleeding has stopped.
2. Notice of Non Discrimination

The University of Cincinnati does not discriminate on the basis of disability, race, color, religion, national origin, ancestry, medical condition, genetic information, marital status, sex, age, sexual orientation, veteran status or gender identity and expression in its programs and activities.

The university does not tolerate discrimination, harassment, or retaliation on these bases and takes steps to ensure that students, employees, and third parties are not subject to a hostile environment in University programs or activities.

The university responds promptly and effectively to allegations of discrimination, harassment, and retaliation. It promptly conducts investigations and takes appropriate action, including disciplinary action, against individuals found to have violated its policies, as well as provides appropriate remedies to complainants and the campus community. The university takes immediate action to end a hostile environment if one has been created, prevent its recurrence, and remedy the effects of any hostile environment on affected members of the campus community.

3. Player Eligibility

To be eligible for intramural participation, players must:

1. Hold an active membership to the University of Cincinnati Campus Recreation Center.
   - AND -
2. Be a current University of Cincinnati student (actively taking classes), faculty, or staff member.

**Full-time students** automatically receive a CRC membership through full payment of the student life fee. **Part-time students, co-op students, branch students, faculty, and staff** do not pay the full student life fee and do not automatically have an active membership to the CRC. These populations must purchase a membership in order to become eligible for intramural play. For information on rates, please visit the CRC’s [membership website](http://www.crc.uc.edu/membership).

**Playing on Multiple Teams**

Per sport, per season, men may play on:

(1) One men’s team (Men’s or Men’s A or Men’s B or Fraternity)
   - AND -
(1) One coed team (Coed or Coed A or Coed B)

Per sport, per season women may play on:

(1) One women’s team (Women’s or Sorority)
   - AND -
(1) One coed team (Coed or Coed A or Coed B)

During the regular season, any player in violation of this rule may be suspended. The Intramural Department may also choose to forfeit affected games of teams with players in violation of this rule.

**Club Team Players**

No more than two (2) members of a competitive club sports team may participate on one team in the same or similar sport as the club. No more than one (1) member of a club team may participate on one dual sport team in the same or similar sport as the club. Club sports players competing in a same or similar intramural sport must compete in the highest competition level available (i.e. Men’s A, Coed A, etc.). A sports club member is defined as one who has practiced or played in a contest for that respective sports club during the academic year.
Varsity Athletes

Current varsity athletes are not allowed to play on an intramural team of the same or similar sport. Former varsity athletes must sit out 365 days from their last competition to be eligible to play in the same or similar sport. Following this time period, former varsity athletes competing in a same or similar intramural sport must compete in the highest competition level available (i.e. Men’s A, Coed A, etc.). Teams are allowed one (1) former varsity athlete per team. Redshirt/Prop 48 players are not eligible to participate in the same or similar sport.

Professional Athletes

Any player who is declared a professional is ineligible from participating in a like or similar intramural sports.

Department Verification

The Intramural Sports department routinely verifies eligibility throughout the season.

Intramural Sports reserves the right to modify or issue any ruling that is deemed essential to the success of the program.

4. Player Identification

All participants are required to present a valid UC photo ID at pre-game check in for all games. Without a valid UC ID, players may present another photo ID on a twice per season basis, provided that the player has played during the regular season already. Players who have not signed in with the team during the season and do not have a UC ID, may present another photo ID to the Campus Recreation Center Member Services Desk and receive a hand stamp indicating their eligibility. Players without a valid ID and hand stamp will be ineligible to play during that contest.

False Identification

Participants caught using a false ID will incur the following consequences:

1. The ID will be confiscated and given to Public Safety.
2. The participant will be asked to give his/her name to the intramural supervisor. If he/she does not provide his/her name, the captain will be asked for the information. If the captain will not provide the player’s name, he or she will be ejected from the game.
3. The team will be put on probation and any further instances will result in expulsion from the league.
4. The incident will be referred to the Judicial Affairs Office.

5. Captain Responsibilities

Captains play an integral part in the Intramural Sports program. Listed below are responsibilities that captains are expected to perform throughout the season.

1. Organize teams for competition prior to the sign-up deadline and pay all fees on time.
2. Be knowledgeable of all intramural rules and policies and ensure their team and spectators understand and adhere to them.
3. Serve as the team’s spokesperson at games.
4. Ensure all players are eligible for participation.
5. Attend the team representative meeting or send a representative to attend.
6. Check schedules online weekly and notify teams of any changes. Verify that the win/loss record is correct and notify the Intramural office of any errors.
7. Maintain an open line of communication with the intramural office.
6. Registration

Due to limited facility availability, entries are accepted on a first-come, first-serve basis. Registration consists of two parts, which must be completed in order to guarantee a spot.

1. Captains must register and pay for their teams in person in the CRC Administrative Office.
   a. Solely registering a team online at IMLeagues.com does NOT reserve a team’s spot in the league.
   b. Acceptable forms of payment include cash, check, credit card, or Bearcat Campus Card. Checks should be made payable to “University of Cincinnati.” Payment must be received in full at the time of registration.
   c. For information on registration dates and pricing, please visit the intramural registration page. Intramural registration fees are non-refundable.
   d. Following registration, captains will need to register their teams online in a timely manner on IMLeagues.com. This website is used primarily for scheduling purposes.
      a. For more information on how to use IMLeagues.com, please visit our website.

Team Names

Campus Recreation reserves the right to prohibit or modify team names which it deems to be in poor taste, derogatory, profane, offensive, or misleading to other teams (i.e. “Bye Week” or “No game”).

Rosters

Teams do not need to have a full roster at the time of registration. Players that sign in prior to each game during the regular season will automatically be added to the roster. Captains may choose to add players online at www.imleagues.com/UC prior to the season if they wish. See individual sport rules for maximum number of players per team. Players may not be added to rosters once playoffs have begun.

6. League Categories

Participants may choose from individual, dual or team activities. Often “A (Competitive)” and “B (Recreational)” categories of play are offered in a select sport’s leagues. An individual must meet the requirements of the league for which s/he is competing.

<table>
<thead>
<tr>
<th>Men’s or Women’s*</th>
<th>Teams or individuals who are not eligible to compete in the Greek league compete in these leagues.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greek (Fraternity or Sorority)**</td>
<td>Only active undergraduate members and pledges of a recognized fraternity or sorority, as determined by the Student Activities and Leadership Development Office, may compete.</td>
</tr>
<tr>
<td>Independent</td>
<td>A special type of league with no coed restrictions. Men and women can participate in this league with no required ratios of men to women. In addition, teams comprised of all males or all females may compete in these leagues. This league is only available in a few sports.</td>
</tr>
<tr>
<td>Coed</td>
<td>Men and women participate together. A few rule adjustments are made to make games as fair and fun as possible.</td>
</tr>
</tbody>
</table>

*In the event that a women’s league does not run for a specific sport, women may play in a men’s league.
**Fraternities and sororities will be limited to one fraternity/sorority team in the Greek league for each sport to allow each Greek organization equal opportunity to participate in the league.

| A Leagues (Competitive) | Designed to meet the needs of the highly skilled, highly competitive participant. This league places emphasis on the competitive aspect of sport for those participants who have competed in the sport at an advanced skill level. |

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campus recreation

uc.edu/campusrec
**B Leagues**  
(Recreational): Designed to meet the needs of the participant who emphasizes participation, fitness, socializing and fun. Participants may range from highly skilled to beginners who wish to play in a recreational atmosphere.

**Playoff Reclassification**  
The intramural department reserves the right to place B league teams in A division playoffs if, in its’ opinion, the indicated team is performing at a significantly higher skill level than the rest of the B league teams.

**7. Free Agents**

Individuals that do not have a team but would like to join one are considered free agents. Individuals wanting to be picked up by a team should visit [www.imleagues.com/UC](http://www.imleagues.com/UC) to sign up for free agency. Captains may login and view free agents by league and contact possible players form there. For more detailed instructions, please visit our [website](http://www.imleagues.com/UC).

**8. Team Representative Meetings**

Each team must send one representative (typically the captain) to the scheduled team representative meetings for that particular season. Following registration, captains will be handed a reminder sheet that will contain information on the dates, times, and locations of the team representative meetings. If the captain cannot attend one of the two meetings, he or she must send a representative.

Team representative meetings are held at the beginning of each season for the purpose of reviewing rules and policies, location of facilities, scheduling issues, important rules, and to answer questions. Teams that do not send a representative to one of the two meetings will not be eligible for playoffs.

**Team Representative Meeting Exemption Quiz**

Captains can elect to take an exemption quiz for a season’s team representative meeting for Fall II, Spring I, and Spring II. However, the captain must satisfy the following criteria.

- The individual physically attended a team representative meeting within the same academic year. *For example, a captain who attended the Spring I 2016 meeting would not qualify for an exemption for a Fall I 2017 meeting.*
- The individual is listed as the captain or co-captain of the team he or she is filling the quiz out for.

The online quiz will be e-mailed out to all previous team representative meeting attendees approximately two weeks prior to each season’s team representative meetings. Those that elect to take the quiz must complete it by the given deadline and score at least a 75% to qualify for exemption. Captains that score lower than 75% will be allowed a maximum of one re-test.

**9. Forfeits, Defaults, and Reinstatement Fees**

A forfeit is declared when a team or individual fails to appear or is not prepared to begin play with the minimum number of players by game time. A double forfeit is declared when both teams or individuals fail to appear or are not prepared to begin play with the minimum number of players at game time. Teams have nine (9) minutes past the designated game time to field enough players to start a game but will be subject to the following sport specific penalties.
### Flag Football

<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>7 Points and opponent wins initial coin toss</td>
</tr>
<tr>
<td>6-9</td>
<td>14 points and opponent wins initial coin toss</td>
</tr>
<tr>
<td>10+</td>
<td>Game Forfeited</td>
</tr>
</tbody>
</table>

### Volleyball

<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>5 points and opponent wins initial coin toss</td>
</tr>
<tr>
<td>6-9</td>
<td>10 points and opponent wins initial coin toss</td>
</tr>
<tr>
<td>10+</td>
<td>Game Forfeited</td>
</tr>
</tbody>
</table>

### Ultimate Frisbee

<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>2 scores and opponent wins initial coin toss</td>
</tr>
<tr>
<td>6-9</td>
<td>4 scores and opponent wins initial coin toss</td>
</tr>
<tr>
<td>10+</td>
<td>Game Forfeited</td>
</tr>
</tbody>
</table>

### Basketball

<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-9</td>
<td>2 points/minute and the opponent receives possession</td>
</tr>
<tr>
<td>10+</td>
<td>Game Forfeited</td>
</tr>
</tbody>
</table>

### Kickball/Softball

<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>3 runs</td>
</tr>
<tr>
<td>6-9</td>
<td>7 runs</td>
</tr>
<tr>
<td>10+</td>
<td>Game Forfeited</td>
</tr>
</tbody>
</table>

### Outdoor Soccer

<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>2 goals and opponent wins initial coin toss</td>
</tr>
<tr>
<td>6-9</td>
<td>4 goals and opponent wins initial coin toss</td>
</tr>
<tr>
<td>10+</td>
<td>Game Forfeited</td>
</tr>
</tbody>
</table>

### Dodgeball

<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-5</td>
<td>Down 3 players for first game</td>
</tr>
<tr>
<td>6-9</td>
<td>Down one game</td>
</tr>
<tr>
<td>10+</td>
<td>Game Forfeited</td>
</tr>
</tbody>
</table>

If a team shows up within the nine minutes following the scheduled start time, the opposing captain may elect NOT to assess the penalties mentioned above. However, the number of minutes late will be deducted from the first half or total time in sports that are timed. Please consult individual sport rules for the minimum number of individuals required to begin play.

#### Reinstatement Fee

Teams that forfeit once are not eligible for playoffs. However, a team can erase one forfeit and become eligible by paying the $20 reinstatement fee prior to the deadline established each season. Teams that forfeit twice (regardless if they have already paid the reinstatement fee that season) are dropped from league play and are ineligible for playoffs. Furthermore, the entry fee will not be refunded.
If a team misses a Mandatory Team Representative Meeting they may pay a $20 reinstatement fee and meet with the Assistant Director or Coordinator of Intramural Sports to take an exam on intramural policies and procedures. If the Team Representative passes the exam the team will then be reinstated for post season play.

Defaults

A default provides a team with an opportunity to cancel a game for a loss and not be assessed a forfeit. In addition, teams that default will receive a 3.0 sportsmanship rating. A team is limited to one default per sport, per season. A team captain must notify Campus Recreation via e-mail; intramural@uc.edu at least 48 hours before the scheduled game. Teams defaulting Sunday contests must notify the Intramural Office by 12 noon on the Friday before. Requests received after the required 48 hours will result in a team loss and forfeit.

10. Schedules

All league schedules and playoff brackets will be posted using UC’s page on IMLeagues.com. At the conclusion of the regular season for each league sport, all teams who are eligible for post-season play will immediately be placed in a single elimination playoff bracket. It is the captain’s responsibility to check the brackets online for information regarding his/her team's next game. Captains will be e-mailed playoff information following completion of the regular season.

Pre-season Scrimmages

Intramural teams have the opportunity to schedule a pre-season scrimmage to help their team get ready for the regular season. Pre-season scrimmages are also used as formal, hands-on training for intramural sports officials. A captain can sign up for a scrimmage when entering a team for a league sport. Scrimmages are available on a first-come, first-serve basis.

Schedules & Re-schedules:

Athletic facilities are shared between the Campus Recreation, Athletics, Club Sports, and other university and non-university groups. Periodically, schedules need to be modified because of changes in athletic practices, contests, or events outside of our control. For this reason, Campus Recreation may have to change game times and/or opponents. Schedule changes may also occur when teams are added or dropped from league competition. Every attempt will be made to ensure that teams are given reasonable notification of schedule changes.

Check-In:

Prior to the start of each contest, players should put on a game jersey provided by Intramural Sports and present a valid UC photo ID to the officials. Officials will check IDs and write down each player’s name and corresponding game jersey number. Teams may also wear their own jerseys provided they are all the same color and have legal numbers on them that are a minimum of 4 inches in height.

Sport Results:

In team sports, results are recorded on a scoresheet maintained by an intramural official. By signing the roster, the team captain verifies the score of the contest and the sportsmanship rating. Captains are responsible for checking league standings posted and reporting any inaccuracies to the Intramural Sports department (intramural@uc.edu) by noon following the last day of league play.

11. Inclement Weather

In the event of inclement weather, participants should call the Intramural Hotline at (513) 556-4FUN for game updates. Cancellations will be made as soon as possible. Due to limited facility availability, regular season games cancelled because of inclement weather may not be rescheduled.
12. Sportsmanship

Rough play, unsportsmanlike conduct, or abusive language will not be tolerated. Team captains are responsible for their players’ and spectators’ actions prior to, during, and following the game.

Intimidation or Threats:
Any team or individual that threatens or tries to intimidate an official, opponent, or Campus Recreation employee will be immediately ejected from the game and could be suspended from all intramural activities for the remainder of their academic career at the University of Cincinnati. Each incident will be handled on case by case basis by the Assistant Director or Coordinator of Intramural Sports and Associate Director of Programs. Additionally, the incident will be referred to the Judicial Affairs Office. Criminal charges may be filed.

Fighting:
Any team or player that participates in a fight before, during, or after an intramural game will be immediately ejected from the Campus Recreation Center facility and suspended from all intramural activities for up to the remainder of their academic career at the University of Cincinnati. Each incident will be handled on a case by case basis by the Assistant Director or Coordinator of Intramural Sports and Associate Director of Programs. Additionally, the incident will be referred to the Judicial Affairs Office. Criminal charges may be filed.

Alcohol/Controlled Substances:
Illegal use of drugs or alcohol is prohibited under the Student Code of Conduct and Ohio Law. No individual will be allowed to participate in any activity if it is suspected that he/she is under the influence of drugs or alcohol. Spectators and players are prohibited from bringing to and/or consuming alcohol at an activity site. Individuals violating this rule shall be removed immediately. Any participant removed from a game due to a violation of the alcohol policy shall be suspended from that team’s next scheduled contest much like the penalty for an ejected player. Any team that has a participant removed for a violation of the alcohol policy, or does not cooperate fully with Campus Recreation staff in resolving alcohol violations by spectators associated with their team, or is found possessing or consuming alcohol at an activity site shall automatically receive an unsatisfactory sportsmanship rating for that contest and may be expelled for the remainder of the season.

Tobacco:
The use of tobacco during any Intramural Sports activity is strictly prohibited. A team, participant, or spectator caught using tobacco products at an Intramural Sports event will be immediately asked to leave the venue. The game in which the violator is participating (playing/watching) will not resume until that person removes him/herself. Failure of the team to assist the staff in helping to remove the violator may result in a forfeit of the contest. Smoking is prohibited within 25 feet of any university building or athletic facility.

Gambling:
Consistent with Ohio Revised Code, gambling in any form is not permitted on university premises. Such activity includes, but is not limited to, betting on intramural games, football parlays, lotteries, or card games involving the exchange of money.

Sunflower Seeds:
Discarding sunflower seeds on intramural facilities is prohibited. Offenders may be subjected to ejections, suspensions, and/or bans. Offending teams will have sportsmanship points subtracted.

Abusing Equipment or Facilities:
Players defacing, abusing, or wrongly using UC property, including athletic facilities or intramural equipment, will be immediately ejected from the contest and escorted from the premises. In addition, players will be suspended, their entry fee will not be refunded, and the incident will be referred to the Judicial Affairs Office. Teams leaving trash at intramural facilities will be subject to lower sportsmanship ratings, suspensions, and/or bans.
**Yellow/Red Cards:**
A yellow/red sportsmanship card system, similar to the one used in soccer, is in effect during intramural play. A yellow card equals one strike while a red card equals two strikes. **Yellow or red cards may be issued at any time.** In basketball, a technical foul equals a yellow card; a second technical foul on the same player equals a red card.

Any player receiving a red card during an intramural contest shall be immediately ejected and suspended until he/she meets with the Assistant Director or Coordinator of Intramural Sports. The suspended person may face further suspensions. It should be noted that any disciplinary action resulting from intramural participation will equally affect Campus Recreation Center privileges.

Any team receiving two red cards (three technical fouls in basketball) in a single game will immediately forfeit that game. A team will be dropped from intramural league play after it has accumulated seven individual player sportsmanship strikes in a quarter. Team strikes carry over from season to season. Any team that reaches the nine strikes total during the academic year will receive a two game suspension which will carry over into subsequent seasons if necessary.

The intramural definition of the "same" team is any group of individuals from a preceding season that comprises at least half of the roster for the current quarter’s team. For example, a flag football team receives two strikes and registers for basketball in the Spring I season. If at least three members of a flag football team play basketball together the team is considered the same even if the team name is changed.

Identification of players and spectators is considered the responsibility of the captain. Captains who fail to cooperate by refusing to reveal a person's identity will receive a red card. Team captains who cannot or will not control their players and/or spectators will be issued a yellow card. If a violation is recurrent or flagrant, the captain will be given a red card and be ejected from the game.

**Sportsmanship Ratings:**
Teams must average a 3.0 sportsmanship rating throughout the regular season, **failure to do so will result in the team not qualifying for postseason play** (This system is strictly a guideline; Intramural Sports reserve the right to enforce penalties as they see fit).

| 4.0 | • Always respectful to officials and opposing team.  
• Does not argue or complain with or about the officials.  
• Does not comment about officials’ calls. |
|----|----------------------------------|
| 3.0 | • Usually respectful to officials and opposing team.  
• Minimal arguing/complaining about officials’ calls.  
• One yellow sportsmanship card issued. |
| 2.0 | • Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
• Several instances of arguing or complaining.  
• Multiple yellow sportsmanship cards or one red sportsmanship card issued.  
• One ejected player. |
| 1.0 | • Excessive arguing or complaining.  
• Any contact or provocation of officials or opposing team members.  
• Multiple red sportsmanship cards issued.  
• Any player involved in a fight. |
0.0  
- Team and/or players are out of control.
- Multiple persons on team fighting.
- Very disrespectful to officials.
- Destruction or abuse of UC property.
- A team that receives a "0.0" rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition.

Officials may choose to give or remove additional tenths depending on instances of good or poor sportsmanship during the contest. Please note that these are just guidelines and the final interpretation on sportsmanship is determined by the Assistant Director or Coordinator of Intramural Sports.

**Sportsmanship Ratings during Playoffs**

A team must achieve at least a "3.0" average sportsmanship rating for the regular season to be eligible for playoffs. If a team receives between a 2.0 and 2.9 rating during playoffs, the captain must meet with the Assistant Director or Coordinator of Intramural Sports.

**A team that receives lower than a "2.0" rating during playoffs will be immediately eliminated from post-season competition. The game in which the poor rating was earned will be automatically awarded to the opposing team. The team which was disqualified may be subject to further disciplinary action.**

Any player receiving a red sportsmanship card will be disqualified from any remaining playoff games. Campus Recreation reserves the right to enforce additional penalties extending to subsequent seasons against players receiving yellow or red sportsmanship cards in playoff competition.

**13. Protests**

Players can protest only two specific areas:

**#1 - Rule Interpretation:**
To protest a rule interpretation, the team captain must immediately notify an official when the incident occurs. **If a captain fails to notify an official of his/her intent to protest before play continues, then the team forfeits its right to lodge a protest on that situation.** Upon notification the official will suspend play so the Intramural Supervisor can be brought to the game site to make a ruling prior to the continuation of play. A game shall not resume until a decision has been rendered. The decision of the Intramural Sports Supervisor is final. An official's judgment call cannot be protested.

**#2 - Player Eligibility:**
May be protested by an opposing team captain. If it is believed that a player has violated any eligibility rule (i.e. playing on two men’s teams, more than two club players, not a valid fraternity team member, etc.), a team captain may fill out an incident report with the Intramural Supervisor detailing what player's eligibility is being questioned.

The Assistant Director or Coordinator of Intramural Sports will investigate and rule on the player's eligibility. If the captain is correct, appropriate action against the player in question will be taken. Player eligibility protests occurring during the regular season must be filed within 48 hours from the game's completion. Player eligibility protests during the playoffs must be filed within 24 hours of the end of the contest. **If a game that you are protesting an ineligible player is played on a Thursday (during playoffs), the protest must be filed by noon the next day.** You may send a protest to intramural@uc.edu or leave a message at 513-556-0603 within the parameters listed.
14. Playoffs

Teams must satisfy the following criteria to become eligible for playoffs:

1. Possess a 3.0 average sportsmanship rating or higher at the conclusion of the regular season.
2. Have no forfeits from the regular season OR have paid the $20 reinstatement fee for one forfeit.
3. Have a team representative attend the mandatory team representative meeting at the start of the season OR have had an eligible captain complete the exemption quiz (Fall II, Spring I, or Spring II only – see item #8 for procedure).

Playoff Rosters

All team rosters are locked at the end of the regular season. Players not on the printed roster will be ineligible to participate in playoff contests.

Playoff Time Conflict Forms

Due to leagues playing on multiple nights, a team’s playoff game may not be scheduled during its’ regular season night of play. As a result, captains will be e-mailed out playoff time conflict forms prior to the start of playoffs. Conflict forms must be filled out and submitted properly. The Intramural Office will try to accommodate all schedules as best as possible, but it is not guaranteed that all requests will be honored. Playoff contests will not be rescheduled for any reason other than a valid playoff time conflict form.

Playoff Sportsmanship

During playoffs, teams must receive a 3.0 or higher to automatically move on. Teams receiving between a 2.0 and 2.9 must meet with the Assistant Director or Coordinator prior to the next game. The Assistant Director or Coordinator will make a decision to either advance or not advance the team. Teams receiving under a 2.0 rating will not advance. In all playoff sportsmanship cases, the opposing team will automatically advance if they were rated a 3.0 or higher.

15. Officiating Services

To request intramural officials for outside events, please contact the Assistant Director or Coordinator of Intramural sports. You may also e-mail intramural@uc.edu.
Appendix - Policy and Procedure Change Summary

The following is a list of all changes or additions to this Intramural Handbook for the 2014-2015 season.

| 6. League Categories | • **Added**: In the event that a women’s league does not run for a specific sport, women may play in a men’s league.  
|                       | • **Added**: Fraternities and sororities will be limited to one fraternity/sorority team in the Greek league for each sport to allow each Greek organization equal opportunity to participate in the league. |