

2009-2010

### MISSION STATEMENT

The mission of the Campus Recreation Center, a premier fitness and recreation facility, is to provide excellent and financially responsible programs and services to a student, employee, and community membership base.

### INTRAMURAL SPORTS

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 league and tournaments.

The mission of the University of Cincinnati Intramural Sports is to provide students, faculty and staff with the opportunity to participate in a variety of competitive recreational sports in a fun, safe environment; to provide quality facilities and equipment; to promote healthy lifestyles; and provide social opportunities.

### SCHEDULE OF EVENTS

**Fall Quarter**  
Flag Football League  
Volleyball League

**Winter Quarter**  
Basketball League

**Spring Quarter**  
Softball League  
Soccer League

### Section I. General Information

- Article I.**     **Assumption of Risk:** Warning, you may suffer physical and/or mental injury from participating in these activities. 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.
- Article II.**    **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 Campus Recreation activities, including Intramural Leagues, do so at their own risk. UC Campus Recreation **does not** provide health insurance. It is recommended that participants carry medical coverage.
- Article III.**   **Open Wounds & Lacerations:** Whenever an Open League 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.
- Article IV.**    **Web Site:** The Intramural League website is located at <http://www.uc.edu/reccenter/> and will be the official source of information pertaining to Intramural Sports activities. The site shall contain information regarding team schedules, deadline dates, entry information, playing conditions, etc. Participants and team managers are urged to check the site daily to stay abreast on current notifications.

## Section II. Participation

**Article I. Participation:** To participate in intramural sports you must be a student or faculty/staff CRC member. All players on your roster must be a CAMPUS RECREATION CENTER MEMBER; full time students are automatically members of the Campus Recreation Center. Part time, co-op, branch students (Clermont College/Raymond Walters) and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk or go online at [www.uc.edu/reccenter](http://www.uc.edu/reccenter). A player who plays on your team in the regular season is eligible for playoffs. You cannot add players to your roster during playoffs for intramural sports.

**IDs:** Individuals who participate in UC Intramural Sports must have a current, valid UC I.D. and be a member of the Campus Recreation Center. Any player caught using another individual's identification, playing on more than two teams (according the handbook policy) or giving false information to the IM Sports Staff about their student or membership status will be ejected from all IM Sports events and activities for the remainder of the quarter, with further disciplinary action possible. In addition, any team who uses an illegal participant will forfeit any game in which the illegal participant played.

**Article II. Divisions of Competition:** Participants may choose from individual, dual or team activities. Activities are divided into one of three divisions including Coed, Greek, and Independent. Often "A" and "B" categories of play are offered within the Independent division based on a team's level of experience and desire for competition (i.e., competitive vs. recreational). An individual must be a member of the organization for which s/he is competing. A member is defined as follows:

Coed - Men and women participate together. A few rule adjustments are made to make games as fair and fun as possible.

Greek - Only active undergraduate members and pledges of a recognized fraternity or sorority, as determined by the Student Activities and Leadership Development Office, may compete.

Independent- Teams or individuals who are not eligible to compete in the Greek or division compete in this division. Men's and women's competition is available.

- Category A - Designed to meet the needs of the highly skilled, highly competitive participant. This division places emphasis on the competitive aspect of sport for those participants who have competed in the sport at an advanced skill level.
- Category B - 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.

**Article III. General Eligibility Rules**

The following rules are intended to promote fair and orderly competition:

1. An individual is permitted to play on one coed team and a men's or women's team for that same sport.

2. During the regular season, any player who plays for a team other than those permitted by Rule 1 causes the second team to forfeit all games in which the ineligible player participated. If a violation is detected during the playoffs, the team with the ineligible player will automatically forfeit the game in which the player is detected. No preceding playoff games will be affected (i.e., no games will be replayed). A player who has signed in for a game is considered to have played for that team even if that person never entered the game.
3. No more than two members of a club team may participate on one team in the same sport as the club. No more than one member of a club team may participate on one dual sport team in the same sport as the club. 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.
4. Any student trying out for an intercollegiate team is considered eligible for intramural play. Once an individual makes an intercollegiate team, s/he is no longer eligible for that like sport. For example, an intercollegiate basketball player may not play intramural basketball.
5. Teams are allowed one former member of an intercollegiate team for the sport in which s/he competed, however he/she must sit out 365 days from the last intercollegiate game competed.
6. Red Shirt intercollegiate athletes and Proposition 48 players are not eligible for intramural competition in a like sport.
7. An individual who has been declared a professional in a sport may not compete in that intramural sport.
8. Campus Recreation reserves the right to modify or issue any ruling that is deemed essential to the success of the program.

**Article IV. ID Regulations:** Participants are required to present a valid UC photo ID at pre-game check-in. Without a valid UC ID, Participants may use another photo ID on a twice per quarter basis. (A two time limit per quarter includes usage of Campus Recreation Center workout facilities.) Using an alternative form of ID will require verification by our staff; therefore, make sure you arrive early enough for this process to take place. The participant will be required to come to the Campus Recreation Center to have their ID verified and receive a stamp to be cleared to play.

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

1. An automatic red card and expulsion from the game for the player using the fake ID.
2. If the player using the fake ID will not give his/her name the team captain is required to provide it. If the captain can't/won't provide the player's name then the captain receives the red card and the team will be forfeited for that contest.
3. The ID is confiscated and turned over to Public Safety.
4. The team will be put on probation and any further incidences will result in expulsion from the league.
5. **The incident will be referred to Judicial Affairs Office.**

### Section III. Entry Procedures

**Article I. Team Entry Procedures:** Due to limited facility availability, entries are accepted on a first-come, first-serve basis.

1. Submit entry card and corresponding non-refundable entry fee to the Campus Recreation Administrative Suite by the entry deadline. All entry deadlines are listed on the Campus Recreation web site ([www.uc.edu/reccenter](http://www.uc.edu/reccenter)) under Intramural Sports.
2. Acceptable payment for entry fees includes cash, check, credit card or Bearcat Campus Card. Checks should be made payable to the University of Cincinnati.
3. Ensure that a team captain or team representative attends the mandatory team representative meeting held at the beginning of each quarter. An individual may only represent one team per division/sport (e.g., cannot represent two men's independent basketball teams).

**Article II. Team Captain Responsibilities**

1. Organize teams for competition prior to the sign-up deadline.
2. Be knowledgeable of all intramural rules and policies and ensure that your team and spectators understand and adhere to them.
3. Serve as your team's spokesperson at games.
4. Ensure all players are eligible for participation. Player eligibility is a captain's responsibility.
5. Attend all intramural meetings including the mandatory team representative meeting or send a representative from your team.
6. Check your schedule and league standings weekly and notify your team of any changes. Verify that your win/loss record is correct. Immediately notify Campus Recreation if you detect an error.
7. Maintain your name, current email address and telephone number with the Campus Recreation Office

**Article III. Team Representative Meeting**

A captain or designated team member must attend one of two mandatory team representative meetings for the team sport in which they are participating. An individual may only represent one team per division/sport (e.g., cannot represent two men's independent basketball teams). Team representative meetings are held at the beginning of each quarter for the purpose of reviewing rules and policies, location of facilities, scheduling issues, and to answer questions. **Teams that do not have a representative at one of these meetings are not eligible for post-season play.**

**Article IV. Team Names**

Campus Recreation reserves the right to prohibit or modify team names which it deems to be in poor taste, derogatory, or profane.

**Article V. Rosters**

Teams may sign in up to 20 players per game on the score sheet. Players must provide their UC ID prior to each game. An ID must scan to be eligible for play. A player must have played one regular season game for your team in order to participate in the playoffs.

**Article VI. Free Agent Program**

Free agents are individuals that are not members of a team but would like to join one. Individuals wanting to be picked up by a team should sign the free agent list as soon as entries become available each quarter. You may call 556-5706 to be placed on the Free Agent List or to request a player from the list. Team captains in need of additional players are strongly encouraged to utilize the free agent list. Free agent lists are also available at the mandatory Team Representative meetings.

**Section IV. Forfeits/Defaults**

**Article I. Forfeits:** 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 either teams or individuals fail to appear or are not prepared to begin play with the minimum number of players at game time. Teams have up to 10 minutes past the designated game time to field enough players to start a game but will be subject to the following sport specific penalties.

<b>Flag Football</b>	<b><u>Minutes Late</u></b>	<b><u>Penalty</u></b>
	1-5	7 points and other team's ball
	6-9	14 points and other team's ball
	10	Game forfeited
<b>Volleyball</b>	<b><u>Minutes Late</u></b>	<b><u>Penalty</u></b>
	1-5	5 points and other team's serve
	6-9	10 points and other team's serve
	10	Game forfeited
<b>Basketball</b>	<b><u>Minutes Late</u></b>	<b><u>Penalty</u></b>
	1-9	2 points per minute and other team's ball
	10	Game forfeited
<b>Softball</b>	<b><u>Minutes Late</u></b>	<b><u>Penalty</u></b>
	1-5	3 runs
	6-9	7 runs and loss of at bat
	10	Game forfeited
<b>Soccer</b>	<b><u>Minutes Late</u></b>	<b><u>Penalty</u></b>
	1-5	2 goals and other team's ball
	6-9	4 goals and other team's ball
	10	Game forfeited

Consult individual sport rules for the minimum number of individuals required to begin play. A team that wins a game by forfeit may count all players checked-in for that contest for playoff purposes.

**Article II. Reinstatement Fee:**

1. A team can erase one forfeit and become eligible for playoffs by paying the \$20 reinstatement fee prior to the deadline established each quarter. Teams that forfeit twice are dropped from league play and are ineligible for playoffs. Furthermore, their entry fee will not be refunded.
2. If a team misses a Mandatory Team Representative Meeting they may pay a \$20 reinstatement fee and meet with the Assistant Director of Intramural Sports to take an exam on sport specific rules and intramural policies and procedures. If the Team Representative passes the exam the team will then be reinstated for post season play.

**Article III. Default:** A default provides a team with an opportunity to cancel a game for a loss and not be assessed a forfeit. A team is limited to one default per sport, per quarter. A team captain must notify Campus Recreation in writing at least 48 hours before the scheduled game. Requests must be received during regular business hours, Monday-Friday, 8am-5pm. Defaults can be submitted via the intramural email account ([intramural@email.uc.edu](mailto:intramural@email.uc.edu)). If a request to default was submitted via the intramural email account a team captain will receive an email response indicating if the request was received prior to the appropriate deadline. Requests received after the required 48 hours will result in a team loss and forfeit.

**Section V. Scheduling**

**Article I. Schedules:** All league schedules and playoff brackets are posted on the Campus Recreation Center web site ([www.uc.edu/reccenter](http://www.uc.edu/reccenter)). 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.

**Article II. 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.

**Article III. Schedules and Reschedules:** Athletic facilities are shared between the Campus Recreation and the Department of Athletics. Periodically, schedules need to be modified because of changes in athletic practices or contests. For this reason the 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.

**Article IV. Cancelled Games:** 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 will not be rescheduled.

**Article V.** **Game 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.

**Article VI.** **Sports Results:** In team sports results are recorded on a score sheet 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, reporting any inaccuracies to the Campus Recreation by noon following the last day of league play. Score sheets for individual sports can be picked up at the Campus Recreation Center Front Desk.

## Section VI. Sportsmanship

**Article I.** **Conduct:** 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.

**Article II.** **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 of Intramural Sports and Associate Director of Programs. Additionally, the incident will be referred to the Judicial Affairs Office. Criminal charges may be filed.

**Article III.** **Abusive Language:** Abusive language from participants or spectators will not be tolerated.

**Article IV.** **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 one year 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 of Intramural Sports and Associate Director. Additionally, the incident will be referred to the Judicial Affairs Office. Criminal charges may be filed.

**Article V.** **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.

- Article VI. 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.
- Article VII. 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.
- Article VIII. 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.
- Article IX. 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, suspended until he/she meets with the Assistant Director 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 quarter to quarter. Any team that reaches the nine strikes total during the academic year will receive a two game suspension which will carry over into subsequent quarters if necessary.

The intramural definition of the "same" team is any group of individuals from a preceding quarter 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 winter quarter. 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.

**Article X. Sportsmanship Ratings**

**Please Note:** Teams must average a "B" sportsmanship rating through out 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.)

- A (4 points)** -Always respectful to officials and opposing team.  
 -Does not argue or complain with or about the officials.  
 -Does not comment about officials' calls.
- B (3 points)** -Usually respectful to officials and opposing team.  
 -Minimal arguing/complaining about officials' calls.  
 -One yellow sportsmanship card issued.
- C (2 points)** -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.
- D (1 points)** -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.
- E (0 points)** -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 an "E" rating will be suspended from competition until its captain meets with the Assistant Director of Intramural Sports. The team may be removed from competition.

\*Please not that these are just guidelines and the final interpretation on sportsmanship is determined by the Assistant Director of Intramural Sports.

**Article XI. Sportsmanship Ratings during Playoffs**

1. A team must achieve at least a "B" average sportsmanship rating for the regular season to be eligible for playoffs.
2. If a team receives a "C" rating during playoffs the captain must meet with the Assistant Director of Intramural Sports.
3. **A team that receives a "D" or "E" 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.**

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

## Section VII. Protests

**Article I.** **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.

**Article II.** **Player Eligibility:** Player eligibility may be protested by an opposing team captain. If it is believed that a student has participated on two teams or is not currently enrolled, a team captain may post a \$5 bond and fill out an incident report with the Intramural Supervisor detailing what player's eligibility is being questioned.

The Assistant Director of Intramural Sports will investigate and rule on the player's eligibility. If the captain's protest is denied s/he will lose the bond. If the captain is correct the bond will be returned and the appropriate action against the player in question will be taken. Protests occurring during the regular season must be filed within 48 hours from the game's completion. Protests during the playoffs must be filed within 24 hours of the end of the contest.

## Section VIII. Appropriate Attire

**Article I.** **Athletic Attire:** All participants must wear athletic attire. Jeans, pants with pockets, hooded sweatshirts, and tear away pants are prohibited. Consult individual sport rules to determine permissible athletic attire.

**Article II.** **Athletic Footwear:** The following types of footwear are prohibited on all wood surfaces: street shoes, turf shoes, or any dark-soled shoe that will mark or scuff a wood surface. No one may play in sandals, socks, bare feet, spikes that screw-in, metal or ceramic spikes. Spikes that are molded to the sole of the shoe are permitted. Consult individual sport rules to determine permissible footwear. The decision of the Intramural Supervisor is final.

**Article III.** **Jewelry:** Jewelry is NOT allowed to be worn by participants during Intramural contests. Jewelry consists of any visible rings (including wedding rings), watches, necklaces, earrings, studs, bracelets, rubber bands, and any other similar jewelry. Medical alert bracelets are permitted. (Medical Alert bracelets/necklaces are the only form of jewelry that may be taped) The officials and supervisors on duty have the authority to prevent a participant from playing who they feel would endanger others due to wearing medical alert bracelets or similar types of jewelry. Campus Recreation will not accept protests involving jewelry.

**Section X. Miscellaneous**

- Article I.**     **Program Details:** The Assistant Director of Intramural Sports and Associate Director of Programs reserve the right to make effective immediately any and all changes for the safety of participants and in the best interests of the program. However, he/she shall inform the team managers or individuals of any changes before their next contest. Any matter not covered by this handbook shall be left to the discretion of the Assistant Director of Intramural Sports and Associate Director of Programs.
- Article II.**    **Awards:** The most significant rewards for active participation and success in the intramural sports program are not material. However, to provide participants with a tangible reward, specially designed t-shirts will be presented to winning team members and individual/dual champions.

**Questions/Comments**

We welcome any comments, suggestions or concerns you might have. Feedback from our participants is necessary to making the program better able to serve you. Please refer any comments, concerns or questions regarding Intramural Sports to the Assistant Director of Intramural Sports by calling 556-5706 or 556-0604.