Intramural Sports Handbook

General Rules and Regulations for Intramural Sports Participation
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1. **Intro and Purpose of Intramural Sports**
   
a. By emphasizing sportsmanship, participation, and respect the Intramural Sports Program is committed to making a positive impact on the University community by fostering a healthy and safe sport experience for all regardless of athletic skill and background.

b. Intramural Sports is here to **promote participation over competition**.

2. **Eligibility Requirements**
   
a. All officially enrolled University of Nevada, Reno students, as well as University faculty and staff, are eligible to participate in Intramural Sports.
   
i. When competing in Intramural Sports, participants must be enrolled in at least **six (6) undergraduate credits**, **three (3) graduate credits**, or **employed by UNR**.
   
   ii. All participants must provide a valid, current university ID before they participate in any intramural sports event.
   
   iii. Participants and team captains are responsible for their own eligibility status. The Coordinator of Intramural Sports will make the final determination as to a player’s eligibility.
   
   iv. Players on a Co-Ed team may also play in the Men’s or Women’s divisions of the same sport.
   
   v. Players on a fraternity or sorority team may play on a Co-Ed team as well as **one** Men or Women’s team of the same sport.

b. Rosters should include all names of team members as they are listed on score-sheets of individual games. Once an individual’s name appears on a score-sheet, that player is considered a member of that team. **Members may only be added up until the Sunday after the first week of play. After that no new players will be added to teams.**

c. Any member on more than one men’s/women’s team has until the 1st game to decide which team they wish to play for. After the 1st game played on a team player is committed to that team. Once the week has passed they will be placed on the roster of the team they play for first and will be removed from all others.

d. Special restrictions are placed on different players wishing to participate in intramural sports play as a group.
i. **Intercollegiate sport team members**: Any student who has competed on an intercollegiate team in a regularly scheduled match or game is ineligible to compete in that sport or any associated sport for a period of one year from the last eligible participation date. **No more than 3 intercollegiate athletes are allowed per team.**

ii. **Professional sport team members**: Any student who has participated on a professional sports team either in a practice, scrimmage, and/or regularly scheduled game is ineligible to compete in that sport or any associated sport for a period of two years.

iii. **CRW employee sport team members**: Only three (3) CRW employees (building staff, lifeguards, intramural employees, etc.) are allowed per team.

e. Each participant must show a valid UNR ID each time you wish to participate. Officials will check IDs for gameplay, but will not keep IDs at the table. Participants are responsible for holding on to their own IDs.

f. Any problems with lost or misplaced ID’s must be taken care of prior to the game at the Intramural Sports Office between 2pm-6pm.

### 3. Liability/Insurance Information

- Participation in Intramural Sports is voluntary.
- All participants must individually sign the team informed consent form.
- Only players whose names appear on that form with signature, and date will be eligible to participate.
- The State of Nevada, NHSE, and University of Nevada, Reno cannot and will not accept liability for injury while participating in an Intramural Sports activity.
- Participants are encouraged to provide their own accident insurance coverage as Intramural Sports will not provide it.

### 4. Program Structure

a. **League Play**

   i. Leagues typically consist of a 5-week regular season.
ii. Each team will play one night per week, and one game per week. Exceptions can be made for make-up games due to cancellations, condensed leagues, weather-outs, and holidays.

iii. Tentative schedules will be available at the captain’s meetings and final schedules will be posted on IM Leagues the Friday before competition begins.

iv. It is the responsibility of the team to check the posted schedule.

v. Fraternity leagues will play in a round-robin style league to ensure that each team plays each other over the course of the league.

b. Post Season

i. Depending on the time and facility space every attempt will be made to schedule an end of the season, single elimination, championship tournament. The top teams from each division with winning records and the appropriate code of conduct average will advance to the tournament.

   1. Exceptions can be made with regards to record in order to fill a bracket and will be done so at the discretion of the Intramural Sports Coordinator.
   2. Fraternity leagues will not have a post season unless one is needed in order to break a tie for standings.

ii. Every attempt will be made to include all eligible teams in the post season. However teams are not guaranteed a spot in playoffs.

iii. Post season schedule will be posted at least one day prior to the start of playoffs.

iv. Post season games may take place any day and at any time. It is the team’s responsibility to check the playoff schedule for game day and time. Intramural Sports will not call teams in advance to inform them of game times and/or days. Schedules will be posted both online and at the Intramural desk.

v. A code of conduct score of at least “3.0” must be maintained in each postseason game in order to progress in the post season.

   1. Sportsmanship scores will be evaluated at both half time and at the end of the game. If at half time a team has not been able to achieve at least a score of 2.5 or higher the game will be called and the other team will advance. If
neither team can maintain a 2.5 by half time, both teams will be eliminated.

c. **Team Categories and Levels of Play**
   
i. Every major sport will have a Men’s, Women’s, Co-Ed, or Fraternity League based on participation and sign-ups.

   ii. Some sports will have further divided levels of play that could include an “A” or “B” league in a division.

   1. “A” or “B” designation usually means the level of play; “A” designation indicating in general a higher level of play than “B”.

   2. All leagues are recreational to promote participation over competition.

   iii. Co-Ed Leagues will have a minimum number of women needed to start a game and in most cases this is half the amount of players needed to field a team.

   1. Co-Ed teams must have at least one male on the field of play for each game.

   2. More specific rules on the number of females are available in the specific sport’s rulebooks.

   iv. Women’s teams will be combined with sorority teams if there aren’t enough teams in the sorority division. If the women’s and sorority teams are combined to play in one league women will be allowed to play on one women’s or sorority team.

   v. Fraternity teams will NOT be combined with other men teams during league play.

   vi. Each fraternity and/or sorority team participating in a designated fraternity or sorority division must be a valid university recognized Greek organization with the University of Nevada, Reno.

d. **Free Agents**

   i. Individuals who are looking to join a team as well as teams who do not have enough players, there is a free agent option.

   1. For Free Agents (individuals looking to join a team): Must attend the captain’s meeting for the sport they desire to play.
e. **Fees**

i. Each league sport has the same fee amount. Tournament sport cost may vary depending on what it costs to run that sport. Fees for each sport can be found on the website and posted up at the Membership Services Desk in the Lombardi Recreation Center.

ii. Fees are to be paid at the Lombardi Membership Services desk between the hours of 2pm and 5pm Monday-Thursday.

iii. Fees must be paid by cash, check, or credit card (excluding American Express).

iv. Fees are to be paid at the time of sign-up and will not be accepted after the deadline date. **Intramural Sports office will not approve a team into a league or tournament without payment.**

v. **Refund Policy:** In the event that Intramural Sports decides to drop a league due to low enrollment or other factors, a refund will be given to the team **as long as it is prior to the beginning of the season.** If a team is removed from competition due to player or team misconduct or the inability to produce a team at scheduled contests the Intramural Sports Department reserves the right to refuse a refund request. For a reason other than a dropped league, refunds will not be granted after the first week of play.

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5. **Team Requirements**

a. Teams will sign up for their teams on IMLeagues, not on site at the Lombardi Recreation Center.

   i. Members will need to individually sign up on www.imleagues.com. More specific information is available at the Intramural Sports desk as well as on our website at www.unr.edu/campusrec.

b. **Team Name Requirements**

   i. It is the responsibility of the team captain to submit an appropriate team name for their Intramural Sports team. The following restrictions are enforced:

      1. No vulgar language.
      2. No reference to alcohol or other drugs.
      3. No discriminatory references (race, gender, religion, color, national origin, or sexual orientation).
ii. The Intramural Sports Coordinator reserves the right to censor and change team names.

iii. In the event the Intramural Coordinator changes a team name, the team can change the name and submit the change for approval in IM Leagues.

iv. If the team name re-submitted for approval, and isn’t appropriate, the team may not be consider for league or tournament play for violating the rule for team name requirements.

c. Uniforms

i. Intramural Sports will provide jerseys for most sports. However, if you would like to wear your own there are certain guidelines that need to be followed depending on the sport. Guidelines can be found in the rulebook for that specific sport for any specific guidelines that concern uniforms and appropriate clothing attire.

d. Identification

i. Prior to the first game of the season that a player participates in, it is imperative that they present their valid University ID. If a student does not have an ID, they will no be allowed to participate in intramural sports. After a player’s eligibility has been determined, if an intramural participant forgets their University ID, another form of identification will work for one game. Some form of photo ID is needed to check in before each and every game.

6. Team Captain Responsibilities

a. Team Captains are responsible for the conduct of their players and spectators and are therefore subject to the same disciplinary action as their players and fans.

b. Each officially organized team will provide a captain for that sport. The Team Captain is responsible for the following:

i. Registration of team on the IM Leagues website and payment for the league by the deadline.

1. Explanation of Deadlines:

   a. **Team Registration Deadline:** Teams must be created and registered on IM Leagues by this date. Team captains are no longer allowed to create a team for a
specific league or tournament after this deadline date. If a team has been created, the captain will visit the Lombardi Recreation Membership Services desk to make payment.

b. **Final Payment Deadline:** The final payment deadline payment day is the last day that teams can pay their teams fees. No teams will be created or accepted on IM Leagues on this date. The Final Payment deadline fee has an additional fee attached to it ($5 to $25 more, depending on the league or tournament).

i. **Payment is due at the time of registration.**

   1. Payment is to be turned in on-site at the Membership Services Desk inside of Lombardi Recreation, not online.
   2. Fees must be paid before the team will be added to a league or tournament.
   3. Teams will be added to leagues/tournaments on a first come (pay), first serve basis. Team creation does not guarantee entrance into a league or tournament.

ii. **Team captains must attend the mandatory informational captain meeting and be responsible for the disbursement and compliance of all rules, regulations, and game times.**

   1. If the captain is unable to attend then the team needs to name a co-captain who be at the meeting in representation for their team.
   2. If no one from the team shows to the meeting, the team will be dropped from the competition and administered a full refund.
   3. A tentative schedule will be available to view at the captain’s meeting. It is the responsibility of the captain to let the Intramural Sports Coordinator **know at that time if there is a conflict with game times.**
   4. The only time a change in game times will only be considered is during the captain’s meetings. After the conclusion of the captain’s meeting, switching of game times will be DENIED.
iv. Ensure that all players on the team appear on time at scheduled contests with their University ID card and are prepared to play.

v. Ensure cooperative and positive conduct of all involved with the team, including fans.

vi. Notify the Intramural Office when their team has a conflict with the game schedule, or if the team needs to forfeit.

vii. To keep informed of eligibility standards, promptly file protests, inform team members of forfeits and postponements.

viii. Team captain participants are expected to exude a good representation of themselves and to lead by example for their teammates while participating in intramural sports play. If a team captain is in a situation to where they receive a technical foul, red card, or any other high level infraction during participation, it will be to the discretion of the Intramural Sports Coordinator to remove them from their team captain position and responsibilities.

ix. Team captains, who wish not to participate in intramural sports play, must still exude all that is asked of a participating team captain.

7. Scheduling of Games (How it is Done)

a. Every attempt is made to ensure full participation of all teams. However, sometimes we are not able to make every concession for every team.

b. There will be a tentative schedule available at the captains meeting. If there is a conflict it will be up to the captain to let the Intramural Sports Office know at that time. After the captain’s meeting the final schedule will be posted and rescheduling will be kept to an absolute minimum (Exceptions: weather and/or facility postponements).

i. Rescheduling: Due to the number of teams, the comparatively short playing season, and busy playing facilities, rescheduling will be kept to an absolute minimum (A game may be rescheduled only with permission from the Coordinator of Intramural Sports and by mutual consent of both teams. Request to reschedule must be made at least one week in advance, any request submitted short of that will not be honored).
ii. **Postponements:** Never assume that a game will be canceled because of weather; check with the Intramural Sports Office first. If games are postponed, the Intramural Office will reschedule them for alternate days and times (most often on Saturdays or as doubleheaders). Unfortunately there is no guarantee that all postponed league games will be played, if this happens the game will be considered a “no-contest”.

iii. **Forfeits:** Teams with **two** no call, no show forfeits will be removed from league and/or tournament play, and will be ineligible to sign-up for league or tournament play in the following semester.

   1. **If a team reaches two forfeits at any point in the regular season, that team will be removed from play and a team from the waiting list can be moved into their spot for the remainder of the season.** The forfeiting team will not receive a refund.

iv. **Weather-out:** A game will be considered official if it is stopped at or after the halfway point of the contest due to inclement weather.

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**8. Intramural Sports Participation Code of Conduct**

- Any individual or group who commits any act that violates the spirit and intent of the Intramurals Program will automatically be suspended from further participation.

- If you have been suspended from participation in Intramural programs, you will need to schedule an in person appointment with the Intramural Sports Coordinator to discuss options of reinstatement. You will not be allowed to participate in any Campus Recreation and Wellness programs until you have met with the coordinator. Any further participation in any CRW programs will be determined after sanctions have been communicated to the violator.

**Sportsmanship Rating System:**

- This system is designed to help players and teams become more aware of the attitudes and actions they foster in competition towards opponents, CRW officials, CRW staff, teammates, and fans.

- This system is in place to encourage and promote sportsmanlike conduct in all intramural activities.
• Players and teams that cannot display appropriate sportsmanship will not be allowed to compete in the current sport, and are subject to ejection from further sports.
• Sportsmanship scores are given to teams by the officials, scorekeepers, and Intramural supervisors at the end of each game.
• If a team falls below an average of “3.0” for the season, it will forfeit its’ spot in the playoffs.
• A score of zero (0) will result in a team’s immediate ejection from the league.
• The sportsmanship rating system is based on the following criteria, but not limited to:

4.0- Excellent Conduct and Sportsmanship:

• Team captain and team members cooperate with and demonstrate good sportsmanship towards members of opposing teams, spectators, and ALL campus recreation staff.
• Team captain exhibits excellent control of his/her team and spectators
• Team captain converses reasonable and rationally with officials about rule interpretations.
• Team captain cooperates by providing any information requested by an Intramural official staff member.

3.5-Above Average Conduct and Sportsmanship:

• Team captain and team members cooperate with and demonstrate good sportsmanship towards members of opposing teams, spectators, and ALL campus recreation staff.
• Team captain exhibits good control of his/her team and spectators.
• Team captain converses reasonable and rationally with officials about rule interpretations.
• Team captain cooperates by providing any information requested by an Intramural official staff member.
3.0- Average Conduct and Sportsmanship:

- Team captain and team members somewhat cooperate with sportsmanship towards members of opposing teams, spectators, and ALL campus recreation staff.
- Team captain has control of his/her team and spectators.
- Team members have minimal verbal complaints about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams must maintain a 3.0 during tournament play as well. If a 3.0 is not received by the team at the end of game play, the team may be removed from tournament play and will not be administered a refund.
- All teams begin each contest with a 3.0.

2.5-Below Average Conduct and Sportsmanship:

- Team captain and team members somewhat cooperate with sportsmanship towards members of opposing teams, spectators, and ALL campus recreation staff.
- Team captain has some control of his/her team and spectators.
- Team members have constant verbal complaints about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.

2.0- Acceptable Conduct and Sportsmanship:

- Team captain and team members show verbal dissent toward officials and/or opposing team, which may or may not result in an unsportsmanlike conduct penalty.
- Team captain exhibits minor control over team/spectators, but is in control of him/her.
- Team is unable to produce a team at game time, resulting in a forfeit.

1.0- Poor Conduct and Sportsmanship:

- Team captain and team members constantly complain to the officials and/or opposing team from the field/court/sidelines.
- Team captain exhibits NO control over team/spectators or him/herself.
• Team members fail to appear at their scheduled contest or are unable to produce enough players to field a team according to the rules of the involved sport.
• Teams that have one or more players ejected will receive no higher than a “1.0” rating at the end of the contest, but can be further evaluated by the Intramural Sports Coordinator.

0.0- Unacceptable Conduct and Sportsmanship:

• Team is completely uncooperative.
• Team captain has NO control over team, spectators, or him/herself.
• Teams play with ineligible participants or withhold any information requested.
• Damage or destruction of any campus recreation facility/equipment.
• Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive a “0.0” rating.
• Any threatening behavior (verbal/nonverbal/physical) towards any player, spectator, or campus recreation employee.
• Play will be forfeited at any point where play constitutes a “0.0” rating.

9. Major Infractions and Sanctions

• The possession or consumption of alcohol, tobacco, or illegal drugs is prohibited at any Intramural Sports activity at all times (includes Players and Fans).
• Additionally, if the Intramural Sports Program suspects any individual of being under the influence, that person will not be allowed to participate or enter the facility and will be asked to leave.
• Each team captain is responsible for enforcing this policy with team members and spectators.
• Violators will also be subject to disciplinary action in accordance with University policy.
  a. Alcohol:
    • Oftentimes, issues of player and fan misconduct involve alcohol.
    • If suspected, the supervisor has the right to stop participation of any player or team suspected of being under the influence of alcohol.
• Captains are responsible for the conduct of their team members and fans and must strongly discourage drinking prior to or during an Intramural contest.
• Failure to do so will result in a minimum of a forfeit for the team for that contest and can extend to further sanctions such as player/fan/or team removal from the league.

b. **Dissention/Disagreement:**
   • Only the team captain is eligible to discuss rules and decisions with the official and then only during timeouts or between periods and in a non-aggressive manner.
   • Spectators and players on the bench are the responsibility of the team captain.
   • Dissention, whether it be verbal or by gesture, will result in a minimum of a warning and possible ejection.

c. **Profanity/Gestures/Verbal Abuse:**
   • Players who use verbal profanity and/or obscene or profane gesturing toward other players or officials will experience a penalty ranging from a warning to ejection from the game being played and a 1 game suspension, which may lead to a more punitive sanction, depending on the case.
   • If the conduct continues a player or team may be dropped from the participation.
   • Verbal abuse includes but is not limited to: derogatory comments, trash talk, comments about race, religion, sexual orientation, physical appearance, athletic ability, and sarcasm.
   • This infraction will result in first a warning, followed by ejection from the game being played and a 1 game suspension, and possibly more.
     - Any act committed outside of competition, such as in class, around campus, before or after a game, etc, that is connected to Intramurals will carry the same sanctions as #d above would during competition.
d. Threatening Behavior (verbal or physical):
   - Any threatening behavior towards opponents, fellow players, fans, or any CRW staff (officials, building staff, etc) will result in a minimum of ejection from game and suspension of one semester from all CRW facilities and programs.

e. Players Involved in a Fight:
   - This includes player-to-player contact outside of regular game contact (pushing, bumping, and grabbing).
   - Minimum will be ejection from game and a suspension for one semester from all CRW facilities and programs and may be increased to a permanent suspension.
   - Additional sanctions may be imposed at the discretion of the Intramural Coordinator and CRW Administrators.
   - Final decisions on sportsmanship are left to the discretion of the Intramural Sports Coordinator and Director of CRW.

**NOTE*: UNSPORTSMANLIKE BEHAVIOR IN TOURNAMENT OR END OF SEASON CARRIES OVER TO THE NEXT SEASON!
REPORTS OF FIGHTING, THREATENING BEHAVIOR, OR VIOLATIONS OF UNIVERSITY OF NEVADA, RENO CODE OF CONDUCT WILL BE FORWARD TO THE OFFICE OF STUDENT JUDICIAL AFFAIRS.

10. Protesting Calls
   a. What can be protested:
      i. Ineligible players
      ii. Rules of the game
   b. Protests based solely on a decision that relates to an official’s judgment will not be considered.
   c. Misinterpretation of Playing Rules:
      i. An initial protest must be made immediately following the play in question, prior to the play becoming ‘live’ again.
      ii. If either captain believes the ruling to be in error, he/she may request that the officials consult with the sport supervisor on duty. The supervisor/Coordinator of Intramural Sports will make a decision and the game will continue to completion.
iii. During playoffs the protested rule will be resolved on the field or court at the time of protest.

d. The burden of proof rests with the party filing the protest.

11. Directory Information for Intramural Questions and Registration

**Office Hours:** Monday – Thursday: 2:00pm-9:00pm

**Phone:** 784-1897 (IM office direct line)

Website: [http://www.unr.edu/campusrec/intramural-sports](http://www.unr.edu/campusrec/intramural-sports)

IM Leagues: [http://www.imleagues.com/nevada](http://www.imleagues.com/nevada)

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