



POLICIES AND PROCEDURES

I. Regular Season Sportsmanship

Sportsmanship is graded following each contest according to the following scale and criteria:

- A. "A" or 4 points: Excellent Conduct and Sportsmanship
Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates.
- B. "B" or 3 points: Good Conduct and Sportsmanship
Team members verbally complain about some decisions made by the officials and/or show minor dissension which may or may not merit a yellow card/ technical foul/ warning. Teams that receive a yellow card/ technical foul/ warning will receive no higher than a "B" rating.
- C. "C" or 2 points: Average conduct and Sportsmanship
Team shows verbal dissent towards officials and/or the opposing team which may or may not merit a yellow card/ technical foul/ warning. Captain exhibits minor control over his/herself. Teams receiving multiple warnings (yellow cards/ technical fouls/ warnings) or having a player ejected for an unsportsmanlike act (red card) will receive no higher than a "C" rating.
- D. "D" or 1 point: Below Average Conduct and Sportsmanship
Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. A team which has multiple players ejected will receive a "D" rating.
- F. "F" or 0 points: Poor Conduct and Sportsmanship
Team is completely uncooperative. Captain has no control over teammates and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or has multiple players ejected, shall receive an "F" rating. Any team receiving an "F" rating will be eliminated from playoffs regardless of their end of the season average.

A team must have a "B" (3.0) average or better sportsmanship rating during regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similarly to the grade point-game ratio.

II. Playoff Tournament Sportsmanship

Sportsmanship during playoff games is evaluated according to the following criteria:

- 1. Any team receiving an "F" rating during the regular season or during playoffs will be eliminated.
- 2. Any team receiving a "D" rating must come to the Intramural Sports Office (214 Reynolds Gym) by 12 noon the following day to discuss their rating. A decision will then be made as to whether or not the team will continue to participate in the playoffs. If the team does advance, they must receive an "A" or "B" rating for the remaining playoff games.

III. Special Game Situations

- 1. A team winning a game by forfeit or default will receive an "A" rating.
- 2. A team losing by forfeit will receive no rating and will not be eligible for the playoffs unless there were special circumstances as to why the team did not show. What constitutes a special circumstance will be determined by the Intramural Coordinator.

IV. Player Ejections

- 1. Any person ejected from a game or game site must leave the game site immediately and will be suspended from participating in intramural competition. Length of suspension will depend on the severity of the action that resulted in the ejection.
 - A. Player or spectator makes physical contact in a threatening manner (battery) toward an official/supervisor. INDEFINITE SUSPENSION. Minimum of one year, effective immediately.
 - B. Player strikes another player. IMMEDIATE SUSPENSION. Minimum of one year, effective immediately.
 - C. Team members and/or spectators who leave benches/viewing area to participate in any isolated altercation. INDEFINITE SUSPENSION. Minimum of rest of season.
 - D. Threatening behavior (verbal or physical) toward an official/supervisor/participant. INDEFINITE SUSPENSION.
 - E. Player verbally abuses or threatens an official/supervisor/participant. INDEFINITE SUSPENSION.
 - F. Any individual playing on more than one team in any intramural activity in violation of established eligibility rules will be suspended indefinitely from all intramural competition.
Players must petition the intramural office for re-admittance into the program.

V. Use of an Assumed Name or Other Fraudulent Act

1. The use of an assumed name in any manner in the intramural program shall constitute a violation of the rules.
2. Fraudulent acts shall be defined as misrepresentation of a score, playing while ineligible or under suspension, or allowing an individual to use your ID for intramural competition.
3. Should a participant, team captain, or team manager be guilty or responsible for the use of an assumed name or fraudulent act, he/she will be disqualified from all intramural activities pending an interview with the Intramural Coordinator, who shall determine the length of the suspension period. The team for which he/she played will be dropped from further competition in that sport.

VI. Individual Participant Eligibility

Section 1: General Guidelines

All active undergraduate and graduate students, faculty, and staff members of Wake Forest University are eligible to participate in any activity sponsored by the Intramural Sports Program. (Spouses are not considered eligible participants)

1. Participants must have a currently validated WFU ID Card and also provided all required information on the Team Registration/ Team Roster Form in order to participate.
2. Any player that violates any of these prescribed eligibility rules (sections 1-12) shall be barred from further intramural play. The offending player's team must forfeit any and all games that the player has played.

Section 2: Current Student-Athletes

Student athletes who are receiving any assistance by way of athletic scholarships shall be eligible for all intramural sports except the sport or related sport for which they are receiving aid. This rule remains in effect for as long as the student receives this athletic scholarship whether or not they continue to play for a varsity team.

Football: Flag Football.

Basketball: Basketball; Free Throw Shoot-Out, Three-on-Three

Baseball/Softball: Softball.

Volleyball: Volleyball..

Tennis: Tennis.

Golf: Golf Scramble, Mini Golf Tournament.

Soccer: Soccer.

1. A scholarship shall be defined as follows: Any aid, assistance, or benefit given to a student for their participation as a player in some varsity sport that is not available to the general student population. This includes, but is not limited to, varsity lockers, towels, green fees, etc.
2. Any athlete who is a walk on or receives a Red-Shirt and is working out with the varsity team, may not participate in that related sport.

Section 3: Former Student-Athletes

A student who has been a member of a varsity team at a four-year college or university in a particular sport is eligible for intramural competition in that or its related sport during the next academic year. Students affected by this rule are limited to one player per team and MUST play in League A. Graduates or transfers from community colleges are also affected by this rule. August is considered to start the next academic year.

Section 4: Ex-Student-Athletes

If a student-athlete drops or is dropped from an intercollegiate team prior to the opening of the intercollegiate season, they will be eligible for intramural participation in that sport.

Section 5: Professional Athletes

Anyone who is or has been a professional athlete in a particular sport is ineligible to participate in that or a related sport for two academic years following their professional career.

Section 6: Sport Club Members

Members of WFU Club Sports will be allowed to participate in intramural competition in their related sports. However, an intramural team can have no more than one less than half the number needed to participate in that sport signed in on the score/ sign in sheet by club members. For instance, 7- on-7 soccer may only have 3 club members participate; 6-on-6 volleyball may have only 2. A person is deemed a club member if they participate in a club contest, pays club dues, or is on a team roster with Campus Recreation. If a member drops or is dropped from the sport club, they will no longer be considered a member 30 days after their termination date. A letter from the team captain must be submitted to the Intramural Coordinator to confirm date of termination.

Section 7: Number of Teams, Co-Rec Participation

Male participants may play for only one men's team (Men's A, Men's B, Fraternity A, Fraternity B, Fraternity C, or Graduate/ Faculty Men's league team) in any one sport. Therefore, a male participant may NOT participate in both the Men's A and Fraternity B league, for example.

Male participants may also play for one Co-Rec team in the same sport. Female participants may play for only one women's team in any one sport. Females may also play for one Co-Rec team in the same sport. Co-Rec participants may not play for more than one Co-Rec team in the same sport.

Females have the option to play for a men's team. However, females who choose to participate on a men's team forfeit their right to play in a women's league.

Graduate Students (including 5th Year Accounting Graduate Students) Faculty, and Staff are not permitted to participate in undergraduate Flag Football, Volleyball, Soccer, Basketball, Indoor Soccer, Softball, or any other sport where Graduate/Faculty leagues are offered.

Section 8: Game Participation

A participant is considered to have officially played for a team once he/she has been signed-in on a team's roster at the game/match site, regardless of whether he/she actively plays in the game/match. The first team played (or signed up for) is the participant's official team of record. Participants must play in one regular season game to become eligible for that season's playoffs.

Section 9: Change of Teams

A participant, having played for one team, may not change to another team during the season without the written permission of the Intramural Sports Coordinator. Appeals to change from one team to another shall be made in writing to the Intramural Sports Coordinator for review.

Section 10: Eligibility Challenges

Any person or organization may challenge the eligibility of a player by notifying the Intramural Sports Supervisor when their protest arises.

Section 11: Penalties

As soon as an individual violates any of the eligibility rules, they may thereafter be considered ineligible for ALL Intramural activities. Violation of this suspension will result in further or permanent suspension from the Intramural Program and possible disciplinary action by the University Judicial Officer.

Section 12: Ejections and Suspensions

1. A player or fan may be ejected by game officials for any conduct deemed unsportsmanlike or for not staying within the spirit of the rules.
2. *An ejected person is immediately ineligible for ALL intramural sports and activities, both in the sport of the ejection and any other sports in which the ejected person is currently participating.*
3. Graduate/ Faculty/ and Staff members who are ejected during intramural play will be subject to a permanent disqualification from all intramural sports activities.
4. To petition to regain eligibility, the ejected player may be required to prepare a written statement detailing the events that took place. 2 copies of statements should be dropped off and ejected participants must set-up an appointment with the Coordinator of Intramural Sports to discuss the matter. Even if it is the last contest for their team, the ejected person's suspension will continue until the person meets with the Coordinator.
5. A team cannot advance into the playoffs with an outstanding ejected player. The ejected player must meet with the Coordinator to rectify the matter or the team captain should meet with the Coordinator to discuss dropping the player from their official team roster.
6. Anyone who physically assaults a spectator, player, official, or activity supervisor will be automatically suspended for a minimum period of one year from the date of the incident. The person must petition the Intramural Sports administrative staff for re-admittance into the program.

VII. Forfeits and Defaults

Section 1: Forfeits

1. If a team or contestant fails to appear at the appointed place and time the supervisor in charge shall declare the contest forfeited to the team or contestant ready to play. Game time is forfeit time.
2. If a team wins a game by a forfeit, all names listed and verified as eligible by the officials will be considered to have played that game.
3. Any team forfeiting because of failure to arrive at a scheduled regular season game may be withdrawn from play unless they notify the Intramural Office of their intention to continue to participate by noon the next working day following the forfeited game. If the team forfeits a second time because of a failure to show, the team will be replaced by a team on the waiting list.
4. Any team which forfeits a game will become ineligible to participate in the playoff tournament.
5. Any team using an ineligible player shall forfeit all games in which the ineligible player had played.

Section 2: Defaults

1. Default means that a team or individual can miss a game and receive a "loss" without further penalty.
2. When teams are aware that they will be unable to field the required number of players for a game or match, the team should notify the Intramural Sports Office no later than 12 Noon prior to the day of the contest.
3. Two defaults will constitute a forfeit and the team will be dropped from further competition. Captains should be aware that a default in a single-elimination playoff tournament is the same as a forfeit, and the team will be unable to continue in the tournament.

VIII. Protests of Rule Interpretations

Section 1: Initiating a Protest

At activities in which an Intramural Supervisor is present, protests concerning misinterpretation of playing rules will be resolved when they arise. Protests of an official's judgement will not be accepted. Play should cease while the officials, captains and supervisors confer on the details of the incident. The Intramural Supervisor will be called over to rule on a disagreement based on the information at hand from the game officials and team captains.

Section 2: In-Game Documentation

If either team is not satisfied with the decision made by the Intramural Officials and Supervisor, they must state to the supervisor that they wish to protest the decision. The supervisor should immediately note the incident in detail and the reasons for which they based their decision. The team captain protesting should also write his account of what happened on the protest form. Play will resume immediately following the completion of the paperwork.. Supervisors hold the right to make judgment on any necessary adjustments to game time.

Section 3: Post-Game Documentation

To complete the protest, the following procedures shall be followed as outlined on the protest form available at the game site. The protesting team must submit a written protest to the IM Sports Office (204A Reynolds Gym) by 12 Noon on the following business day or before their next scheduled game if it is scheduled to be played before.

The protest shall include: details surrounding the on-field decision, the rule being protested, name and telephone number of the team representative initiating the protest.

Section 4: Decisions

If the decision over turns the decision made on the field, the game will be rescheduled or winner will be determined from the point of the protest.

IX. Alcohol

Wake Forest University PROHIBITS possession or consumption of alcoholic beverages on University property, this includes the Intramural Fields, The Miller Fitness Center and Reynolds Gym.

If a team, either its participants or spectators, is found to possess or consume alcoholic beverages at a sponsored event, that team may be forfeited from the event and suspended from all Intramural activities. If the team, either participants or spectators, fail to comply with the request of the supervisors, Wake Forest University Police will be called to handle the situation.

For further information on the Wake Forest University alcohol policy, please refer to the Compliance Handbook for the complete policy.

X. Captains Meetings

The team captain (or representative, if captain is unavailable) must attend the pre-season captains meeting for designated sports. Meeting dates and times are printed on the semester's sports planner and calendar and posted on signage out side of the Campus Recreation Office. There are no excused absences for captains meetings. Teams that fail to have a representative attend the meeting will be dropped from the league. Teams failing to attend the captains meeting will be placed into a league of teams from the waiting list.

XI. Insurance

Wake Forest University does not provide insurance coverage for any injury or accident related to participation in intramural sports or activities or any "practice" or "free play". Each individual participant should provide his/her own coverage. All injuries, including those which might occur during Intramural Sports should be immediately reported to the intramural supervisor on duty. The supervisor will handle the incident according to WFU Campus Recreation and Wake Forest University emergency policies.

XI. Jewelry

Jewelry is NOT allowed to be worn by any participant during an Intramural event. This jewelry consists of any visible rings (including Wedding rings), watches, necklaces, earrings, studs, bracelets and any other such similiar jewelry. Only medical alert bracelets are permitted. The officials and supervisors on duty have the authority to disallow any participant from participating which they feel would endanger the person wearing the jewelry or his/her opponents. Protests involving jewelry will not be accepted by the Intramural Sports Office.

XII. Policy Discretion

All interpretations and rule exceptions pertaining these Policies and Procedures should be made by the Intramural Coordinator or other specified appointed personnel.