

12/14/16



Intramurals

UNIVERSITY OF MIAMI

PATTI & ALLAN HERBERT
WELLNESS CENTER



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ABOUT THE PARTICIPANT HANDBOOK

The purpose of this handbook is to make all the resources available to you, the participant. This handbook covers everything from eligibility to sportsmanship rating. This will serve as a valuable reference tool through out the school year for you to use. Intramurals is a great way to meet new friends, develop networks for the future, develop leadership skills just to name a few, but most important of all.... TO HAVE FUN!!!

MISSION STATEMENT

The Department of Wellness and Recreation (DWR) strives to foster a lifestyle of responsible choices supporting the mind, the body, and the spirit in educational, wellness, and recreational programs through services and facilities for the University community.

ASSUMPTION OF RISK

Participation in any University of Miami Wellness Center activity is completely voluntary. Individuals assume responsibility for all injuries that result from their participation in the program. In sports, there is risk to the participants involved due to physical nature of activities. Injuries, including but not limited to sprains, strains, contusions, fractures, head, neck and back injuries and even death are possible. It is strongly suggested that individuals have sufficient health coverage and a physician's approval before participating in any physical activity.

ALCOHOL AND DRUG POLICY

The possession or use of alcoholic beverages on the Wellness Center Property (including Yaron Fields) or sponsored event is not permitted. Smoking and smokeless tobacco is also prohibited.

All participants are expected to abide by state and federal laws pertaining to controlled substances and illicit drugs. Standards of conduct strictly prohibit possession or use of drugs/alcohol on University property or at university-sponsored activities.

Suspicion of alcohol on any person(s), including participants, spectators and coaches and any irregular behavior, may be reason for sanctions.

INTRAMURALS

The word Intramural comes from the Latin origin and it means within the walls. Intramurals are competitive team sports, such as flag football, soccer, basketball and softball, among others. Teams compete against other teams within the UM community. There are many different divisions within intramurals. These include Inter-Fraternity Council, Men's, Women's, PanHellenic (Sorority) and the Co-Recreational leagues. Wellness Center members who are full-time students or are UM faculty and staff can participate in intramurals and special events.

SPECIAL EVENTS

Special events are usually on the weekends or held one night during the weekday. Most special events cost \$20 for entry fee, however it may also range from \$10 to FREE!!! Special events are open to all Wellness Center Members. Special events include Sports Fest, Golf Tournament and Pre-Season Tournaments.

EXTRAMURALS

Each year, Intramural champions and interested teams represent the University of Miami in a variety of events (i.e. flag football, basketball, softball) against champions from other universities at state/regional and National competitions. Information on extramural events will be provided to campus champions and interested teams during the sport's season. The team must have proper travel paperwork completed in compliance with University travel policies in order to represent UM. In certain situations, the Wellness Center may be able to assist with paying registration fees.



HOW TO BECOME AN OFFICIAL

Students need to demonstrate reasonable knowledge and skill of the sport, be dedicated to the sport and express consideration toward all participants.

1. Interested individuals are encouraged to apply the first week of the semester, but applications are accepted throughout the year.
2. The week prior to the beginning of the season, a clinic and rule discussion is held. Attendance is mandatory.
3. All officials are paid for officiating and training, if hired.
4. Officials assigned to intramural activities shall have general supervisory responsibilities and control of the activity 30 minutes preceding the scheduled activity time to the activity completion.
5. It is the official's responsibility to help check out all the equipment necessary for proper play and to ensure the safety of all participants.
6. Officials will be evaluated periodically by the intramural staff.



Cane Cup

These rules are the guidelines to determine the champion of the ‘Cane Cup!!
The following events are a listing of the team sports and special events that will encompass the overall points race for the ‘Cane Cup:

<u><i>Fall Team Sports:</i></u>	<u><i>Fall Special Events:</i></u>
Flag Football	Preseason Flag Football Tournament
Volleyball	
Soccer	
<u><i>Spring Team Sports:</i></u>	<u><i>Spring Special Events:</i></u>
Basketball	Preseason Basketball Tournament
Softball	Softball Tournament
Flag Football Mini Season	Golf Scramble
Sand Volleyball	

Rosters

There are very few restrictions on team rosters. A captain must be designated during the team’s first ‘Cane Cup event. A team’s roster will add and subtract players to their roster for the rest of the academic year. It is recommended that each time the team signs up for an event, they use the same team name although it is not mandatory.

Team Captains

It is the responsibility of the team captain to confirm with the IM Department their team’s name and their affiliation for ‘Cane Cup points. If team members from a previous team split and form other teams for later events, the original captain will designate which team will compete for the ‘Cane Cup points for that event. In the case of Men’s, Women’s, or Co-rec, the captain may choose which team represents for the ‘Cane Cup.

Points

There will be an automatic 5 points per team just for registering for an event. Only 1 team may receive the 5 points. If a team forfeits in the playoffs they will not receive any additional points. An additional 2 points will be awarded if the team advances to the championship game. If they win the championship of the respective event, they will receive another additional 3 points. There will be some events that are only for participation points only, which mean as long as the team signs up and do not forfeit, they will get the maximum 5 points. The point tally will continue until the final event of the year and the cup will be given to the champions at the end of the school year.

Prizes

Teams will compete in the 'Cane Cup to win the cup. The cup will have a name plate placed on it with the champion's name. The trophy will be held in the DWR office trophy case each year. There will be prizes given to the team's roster for up to 20 members.



POINT SYSTEM



DWR utilizes a participation - achievement point system. This scoring system is a sliding point scale in which the first place team in each sport receives the maximum number of points and the last place team receives the minimum number of points. Teams finishing between first and last place are assigned points proportional to their place of finish. Sports are classified into three types: major, intermediate, and minor. The fraternity or sorority accumulating the highest overall number of points will win the President's Cup and the Panhellenic Cup.

The Presidential and Panhellenic Cup races begin during the first events of the Fall semester. The presidents of each fraternity and sorority will vote on each of the events for points for the following academic year. According to how they vote, will determine the events that each fraternity or sorority will compete in for points.

There are points distributed throughout the regular season at 5 points per win, 0 points per loss, and -5 for every forfeit. If a team forfeits once during the regular season, they will lose 5 points as well as half of their forfeit deposit. If they forfeit for the second time, they will lose another 5 points and be disqualified from the rest of the season as well as the tournament. If a fraternity or sorority forfeits during the playoffs, they will not lose all of their accrued points for that respective sport. If they fail to play the overall campus championship game against the open champion, they will lose half of their accrued points for that sport. In Special Events, teams will be awarded points by the final results in bracket play. Finally, there are several other opportunities for point accumulation. One is by providing the IM/SE Dept. with an official for the 5 major team sports, flag football, volleyball, soccer, basketball, and softball. These officials are required to work the entire season. There is no mandatory number of hours that they must work a week but they must continue to work for the entire season. Each official will earn their fraternity 5 bonus points per major sport. Other ways to gain points is by attending all mandatory meetings, especially the beginning of each semester intramural chair meeting.

Presented are the point distributions for the different classifications of sports for Fraternity (IFC) events and a plus (+) for Sorority (Panhellenic) events

The following sports are for MAJOR POINTS (150)

Flag Football+ Volleyball+ Soccer+ Basketball+ Softball+

The following sports are for INTERMEDIATE POINTS (100)

Indoor Soccer+ Sand Volleyball+ Preseason Basketball
Preseason Softball Preseason Flag Football Spring Flag Football+
Golf Scramble 3-on-3 Basketball

The following sports are for MINOR POINTS (75)

Tennis Singles/Doubles+ Bench Press Competition 3-Point Contest+
Dodgeball Tournament Punt, Pass & Kick+ NFL Pick'em+
Bowl Pick'em+ Bracket Challenge+

POINT TABLES

Major Sports Participation - Achievement Point Table Place/Points

1st	150
2nd	135
3rd	128
4th	120
5th	115
6th	110
7th	105
8th	100
9th	95
10th	90
11th	85
12th	80
13th	75

Intermediate Sports Participation - Achievement Point Table Place/Points

1st	100
2nd	90
3rd	82
4th	75
5th	70
6th	65

7th	60
8th	55
9th	53
10th	50
11th	47
12th	44
13th	41

Minor Sports Participation - Achievement Point Table Place/Points

1st	75
2nd	68
3rd	62
4th	57
5th	52
6th	47
7th	43
8th	40
9th	37
10th	35
11th	33
12th	31
13th	29

Ejections

The Intramural Sports staff reserves the right to eject any individual, team or spectator who interrupts the flow of a game in any manner. Players do not have to accumulate a required number of infractions to be ejected. Players may be ejected before, during or after any contest and ejections can be made by any official on the contest or any Intramural Sports Supervisor or professional/administrative staff. The jurisdiction of the Intramural Sports staff begins when the participant/spectator enters the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must leave the playing area and Recreational Sports facility immediately and be completely out of visual confines of the facility. If the player refuses to leave within a reasonable time, the game will be defaulted. Captains must assist Intramural Sports staff in identifying the ejected participant.

Ejected players are ineligible to participate in all Intramural Sports activities (including special events) until they meet with the Associate Director of Recreational Sports and any subsequent suspension has been served. If the individual(s) does not contact the IM office and does not schedule a meeting, they will be suspended indefinitely until the incident has been resolved. They must contact the office at 305-284-8501 to arrange an appointment.

Repeated unsportsmanlike issues will be monitored by the Intramural Sports staff and participants demonstrating a pattern of unsportsmanlike behavior are subject to suspension from all Intramural Sports activities.

As a courtesy, the IM staff will fill out an electronic ejection form, with the ejected acknowledging the process to be reinstated by checking a box on the form. If they refuse to acknowledge, accept, or for some reason was not presented with the electronic form on site, they are still held responsible to adhere to IM policies and procedures.

All decisions made by the Associate Director of Recreational Sports are final.

I. ELIGIBILITY

GENERAL INTRAMURAL RULES

1. All students (full & part-time) and faculty/staff (A03 and A04) must have a Wellness Center membership and an active Cane Card at the time of check-in to be eligible to participate in intramurals. Students who have not paid the Wellness Center fee will have to log in to CaneLink and have the fee added to their student account; faculty/staff may purchase membership on the 2nd floor of the Wellness Center from 7:30 am-6 pm, Monday through Friday. Special events are still open to all Wellness Center members.
2. A player shall not be permitted to play with more than one intramural team in the same league. A player is only allowed to play in Men's and a Co-Rec Team, or Women's and a Co-Rec Team.
3. The captain of the team will be allowed to add people to the roster until the last game of the regular season. No changes can be made on the roster after the last game of the regular season. In order to compete in the playoffs, a player must be on their respective teams' roster along with a signed IM waiver (via IMLeagues or Rec*It) on or before their last game.

For Special Events, which are our 1 and 2 day tournaments, players must be on their respective rosters along with a signed waiver before playing.

4. Any team that allows an ineligible player to play will forfeit the game(s) in which the ineligible player participates.
5. Students whose names appear on an official intercollegiate varsity or junior varsity squad list (i.e. practice squad) on the day of the first played scheduled intercollegiate game, for that related sport, shall be ineligible to compete in that sport or a related sport for a period of one year.
6. Professional athletes are banned from their related sport for a period of five years. These athletes will not be eligible for awards in individual sports. An athlete will be deemed a "professional" if at any point they were given financial compensation for participating on a team in a professional or semi-professional league.

Examples include, but are not limited to: NFL, NFL Europe, AFL, CFL, MLB, NHL, NBA, WNBA, MLS, Pro Beach Volleyball circuit.

7. Playoff eligibility will be determined by names in the regular season score sheets. All players must legibly print their name and C Numbers on the roster to be officially counted or be registered and on the team's roster via IM Leagues.
8. Participants will be required to show their 'Cane Card at all intramural activities.
9. In order for a championship player to receive an intramural shirt, players must play in at least 50% of the games played. Intramural shirts are only given out in major sports: flag football (fall), basketball (spring), softball, soccer, volleyball.
10. Video will not be used to review any plays or calls during any contest.

JERSEY POLICY

Matching colored team shirts will be required in all sports such as basketball, flag football, soccer, floor hockey, etc. Teams will have the opportunity to select a team color during the registration process of the sport. The team is required to have all players wear the same shade of color to every game. Any player not wearing their team's jersey color will not be allowed to play. The sport of soccer requires each goalie to have a different color shirt than his/her teammates and opponents and the team is not allowed to sport the color yellow due to the colors of the officials.

Intramural Sports recognizes that there are cases in which T-shirt colors will not match exactly. We are striving to ensure that participants are able to play while maintaining the integrity of the game. The Intramural Sports Supervisor has the discretion to allow a participant to play when their T-shirt shade is close to the same color as their teammates, but does not exactly match their teammates. This does mean that a team could potentially be able to use a shirt one week but not the next. Teams will be reminded that they must always bring their alternate jersey to ensure their ability to play (especially during playoffs.)

Basketball participants must wear permanently numbered jerseys as outlined in all variations of Basketball rules. **Teams with dark colored jerseys will be required to have light colored numbers. Numbers must not be affixed with tape nor can numbers be written on skin.**

Note: No pennies will be provided for teams, nor field gloves for softball.

INTRAMURAL INCLUSION GUIDELINES AND POLICIES

Intramurals empowers students to participate in sports divisions based on their expressed gender identity, regardless of any medical treatment. Students may contact the Assistant Director of Intramural Sports for more information.

Intramurals will sustain its spirit of competition and will be safeguarded from teams or individuals who might consider misrepresenting their gender identity in an attempt to gain unfair competitive advantages. Intramural participation will be based on one's self-identified gender and that it is done in good faith and is consistent with a player's expressed gender identity.

- A participant's gender identity will be applied when there are gender specific rules or player ratio requirements for co-rec divisions.
 - Transgender individuals may play on the team that best matches their gender identity.
 - The campus official who approves the team entry and their roster should verify the gender indicated on the form is based on the participant's self-identification and expressed gender identity, not purely on the sex indicated in official school records.
 - Player eligibility will be based on the gender identified on the official team roster.

- A player who starts an intramural season must complete that particular sport based on their initial expressed gender.

CONCUSSIONS

Any participant who exhibits signs, symptoms, or behaviors consistent with a concussion, such as loss of consciousness, headache, dizziness, confusion, or balance problems, shall be disallowed from further participation in any intramural contest. Once such a determination has been made by any Wellness Center Staff or Intramural staff member, such injured participants may not return to participate in any intramural activity for the remainder of the day or night and are advised to seek professional medical attention. The approval of a medical professional to return on the same day or night shall not override this provision. Please review the UM intramural sports concussion statement on the next page.

University of Miami Intramural Sports Concussion Statement

Concussion Symptoms

A concussion is a brain injury that may be accompanied by the following symptoms:

- | | |
|--|--|
|  Headache |  Nausea or vomiting |
|  Confusion or memory loss |  Bothered by light or noise |
|  Difficulty remembering or paying attention |  Double or blurry vision |
|  Balance problems or dizziness |  Slowed reaction time |
|  Feeling sluggish, hazy, foggy, or groggy |  Sleep problems |
|  Feeling irritable, more emotional, or "down" |  Loss of consciousness |

Reporting

-  If I receive a blow to the head or body and experience signs, symptoms or behaviors of a concussion, it is my responsibility to immediately report to a University of Miami, Patti and Allan Herbert Wellness Center, or UM Intramurals employee or staff member, referee, team captain, or coach and will not return to play for the remainder of the day.
-  If I suspect a teammate has a concussion, I am responsible for reporting the injury to a University of Miami, Patti and Allan Herbert Wellness Center, or UM Intramurals employee or staff member, referee, team captain, or coach, and will stop play until my teammate is removed from the game.

Getting Care

-  You cannot see a concussion, but you might notice some of the symptoms right away. Other symptoms can show up hours or days after the injury. I will monitor whether symptoms appear during both physical exertion and also mental exertion, such as reading, phone texting, computer games, working on a computer, classroom work, or taking a test.
-  It is my responsibility to see a healthcare professional if I receive a blow to the head or body and experience signs, symptoms or behaviors of a concussion.
-  A concussion can affect your ability to perform everyday activities, reaction time, balance, sleep, and classroom performance.

Taking Time to Heal

-  Following concussion the brain needs time to heal. You are much more likely to have a repeat concussion if you return to play before your symptoms resolve.
-  In rare cases, repeat concussions can cause permanent brain damage, and even death.

Returning to Play

-  If a participant displays any concussion symptoms, regardless of how minor, they will be removed from play for the remainder of the day. I will not return to play in a game or practice if I received a blow to the head or body that results in concussion related symptoms.
-  Any participant who is suspected of having a concussion must be completely free of symptoms and will require medical clearance prior to returning to participation. The participant will be unable to resume participation in IM Sports until a physician's written medical clearance has been presented to an intramural professional staff member or an intramural supervisor on duty.
-  Failure to comply with any medical plan of care, as deemed necessary by a physician or athletic trainer can result in medical disqualification for the participant from all IM Sports or activities.
-  Once the physician has cleared the participant to return to play, it is strongly recommended that the participant is progressed back to full activity. Factors that may affect the rate of progression include: previous history of concussion, duration and type of symptoms, age of the participant, and sport in which the person participates.

SPORTSMANSHIP

A rating system is used to promote good sportsmanship. Intramural sports officials will rate teams after each league game on a five-point scale for sportsmanship. Teams with less than a 3.0 average sportsmanship will not be allowed to participate in their league playoffs or any extramural events regardless of the team's win/loss record. Averages include regular season play, a 3 sportsmanship rating will be given to a team that forfeits and a 5 will be given to the winning team on all forfeitures. All playoff teams must have a 3 sportsmanship rating in order to advance, if the team fails to do so, the opposing team advances in the tournament. Any team that receives a "1" will be suspended from further play until a scheduled meeting is made with the Associate Director of Recreational Sports. Playoff teams are still eliminated from play for the rest of the season. All decisions made by the Associate Director of Recreational Sports are final.

SPORTSMANSHIP RATING

"5" Excellent sportsmanship displayed by involved team. No incidents and no verbal or physical abuse occurs.

"4" Good sportsmanship displayed. Officials do not incur any abusive comments. "Normal Intramural Game".

"3" Profane language may be used, possible exchange verbally between opposing team players.

"2" Team member or members use profanity, verbally abuse official or member of opposing team.

"1" Poor sportsmanship, the lowest rating a team can receive. Verbally abusive to officials, or opposing team. Physical abuse may occur towards official or opposing team.

1. Any team(s) involved in a fight will receive a "1" for a sportsmanship rating. If a player is ejected from a game, his/her team will receive a "2" (at best) for a sportsmanship rating (an exception to this could be ejection by rule.)
2. Teams who default or forfeits will receive a 3 sportsmanship rating and the opposing team a 5 rating.
3. If a losing team is attempting to lower the winning team's rating during a game, the game will be subject to being called or not sanctioning the winning team (Interpretation of the Intramural Supervisor and officials.)
4. Any team or player who provides false information, withhold information or does not cooperate with intramural staff may result in a lower sportsmanship rating and/or other sanctions deemed appropriate.

***All students (i.e. captains, players, spectators, etc.) are to abide by the Students Rights and Responsibilities handbook and any violation may result in ejection, lower sportsmanship, suspension from play, and/or referred to the Dean of Students Office.**

PHYSICAL CONTACT WITH STAFF

Physical contact with an Official or Supervisor will result in immediate ejection of individual and/or team plus suspension for a minimum of one calendar year from all Intramural participation. A report may be filed with the University Police and the Dean of Students Office on behalf of the staff member or they may choose to pursue their own legal recourse.

***Physical altercations on sport officials or IM Supervisors may be in violation of Florida Statute Title XLVI Section 784.081 and could be charged with a felony.**

FORFEITS

The DWR must pay the scheduled officials for forfeited games. The purpose of the team entry fee is to defray the cost from the department and encourage teams to participate.

A team must have the minimum number of players ready to play at the scheduled time. If a team has the minimum number of players at the scheduled game time the game will begin. If a team does not have the minimum number to start a game at the scheduled time a forfeit will be declared. All forfeits will have a score of the mercy rule for that respective sport (if there is no mercy rule then it will be 1-0.) Remember, **GAME TIME IS FORFEIT TIME.**

A team that forfeits both pool games during a Special Event will not be able to play in the tournament round. A forfeit in a single elimination tournament during a Special Event will result in that team being dropped. The team will not receive any president's points. **During intramural regular season, if a team receives two forfeits, the team is dropped from the remainder of the league and post season play.** If a team forfeits during the Campus Championship they will be awarded one-half (1/2) of the president's points of the total number of president's points they would have received had they not forfeited (Sorority and Fraternity Divisions only).

1. When a team enters an intramural sport, they must register via IMLeagues.com, pay the entry fee and take the captain quiz. This process must be done before the team can be scheduled.
2. Teams may enter with an I.D.R. from their respective departments. A online code will be given to the IM chair for the semester so that their teams can enter. After the deadline, the department will be notified on the teams that used the code and an IDR will be processed accordingly.

CAPTAIN QUIZZES

Captains or team representatives that will be registering their teams online via IMLeagues.com will be required to take an online quiz. Questions will be from this document (IM Handbook) and the particular sport they are registering for. You must pass the quiz in order to register. All teams that register for a special event there will be no quiz, but we do highly encourage for a team representative to arrive the day of the tournament 30 minutes prior to the first game so that ground rules can be established.

DEFAULTS

If it becomes impossible for a team to play a scheduled contest, can not be rescheduled, and if the team captain notifies the Intramural Office by 5 pm the business day before via email at intramurals@miami.edu, the game may be scored as a default rather than a forfeit and will have a final score of 2-0 for that game. The Associate Director of Recreational Sports will make the ruling on this on an individual basis.

INCLEMENT WEATHER/SOCIAL MEDIA

Every effort will be made to announce decisions to cancel outdoor games by 3:00 pm on weekdays and 10:30 am on Sundays by the Associate Director of Recreational Sports or the Intramural Supervisor. Depending on field conditions and weather, the decision may also be determined at game time by the Intramural Supervisors and the Facility Supervisor on duty. A scheduled contest may be postponed due to weather, etc. You can find out updates via twitter (@UMintramurals) or Facebook Fan Page (University of Miami Intramurals). Captains will be contacted by the Intramural Office for a rescheduled time and date if possible. If you do not have a twitter account, you can check out our Facebook page or add our Twitter to your favorites.

HOLIDAYS/SCHEDULING

Please note that Intramurals only observes University-recognized holidays and bases its schedule around the undergraduate calendar. If you are not able to play due to a religious holiday, please notify Intramurals immediately by 5 pm the business day before your scheduled game via email at intramurals@miami.edu. Any regular season games maybe called without rescheduling if necessary.

IDENTIFICATION

‘CANE CARDS

Players are required to bring their ‘Cane Card to each activity and present it to the Intramural Sports Supervisor at the game site prior to the game. Participants who do not have their Cane Card will not be allowed to participate in said activity.

‘CANE CARD FORGIVENESS

All players MUST bring their ‘Cane Cards in order to participate. Prior to each game the officials of the contest or the supervisors will check all players for their ‘Cane Cards. A one time forgiveness form may be signed by a player if they have forgotten their card. The next time they forget they will not be allowed to play. All forgiveness forms will be given at the Wellness Center Front Desk for you to present to the Intramural Supervisor.

IMPROPER USE OF ‘CANE CARD

If an Intramural Sports Supervisor determines that an individual is attempting to check-in with false identification in order to participate in an Intramural Sports contest, the ‘Cane Card will be confiscated and that individual will not be allowed to play. The individual will be ejected and asked to show proper identification. If the individual refuses or fails to show proper identification or cooperate fully with the supervisor on site, the team may forfeit their game. False or misrepresentation with a ‘Cane Card will not be tolerated as outlined in the university’s student code of conduct book and may be reported to the Dean of Students Office.

RIGHTFUL OWNER

If the rightful owner of a confiscated ID wishes to retrieve their ID, the individual may pick up his/her ID at the Administration Office located on the 2nd floor of the Wellness Center starting at 9 a.m. the following business day. The rightful owner will be suspended from all intramural sports play until he/she has meet with the Associate Director of Recreational Sports.

PROTESTS

1. There shall be no protest allowed on judgment calls by officials or sportsmanship ratings.
2. If, in the team captain’s opinion, an error on a rule interpretation was made, (he/she must) notify the official that the team is protesting a rule interpretation before the game continues. If the captain does not immediately notify the official and Intramural Supervisor of the team’s intent to protest, the team waives all rights to protest on that call. If the protest cannot be resolved by the Intramural supervisor, the official shall stop the game and record the game situation on the protest form and submit to the Associate Director of Recreational Sports.
3. To complete a formal protest, it should be filed by 5 pm the next business day in the administration office located on the 2nd floor of the Wellness Center. In addition to this a \$10.00 protest fee is required at this time. The fee will be refunded if the protest is upheld.
4. Player eligibility may also be protested without a protest fee.

II. ENTRY PROCEDURES and INVOLVEMENT

Entries/Registration

Registration is very simple! Currently enrolled students, and faculty and staff with membership are eligible to register for any activity that the Intramural and Special Event Department has to offer! All activities are welcome to all men and women, beginners or advanced players. We take full teams already formed and even single players that don't know enough players to form a team.

How to Enter a Team

Most registration for Intramural sports is through IMLeagues.com/Miami or via Rec*It App and is held on a first-come, first-served basis. Only one team member is required to register the team and subsequent members can be added through the season (not including playoffs). Be sure to sign up early to guarantee yourself the league you want to be in!

Free Agent Program

Individuals who would like to play in our major team sports but cannot field a team may sign up as a free agent through IMLeagues.com/Miami or via Rec*It App. You may contact teams directly (they would have “wanted” under team name if looking for players.) Registered teams will be able to communicate directly to you for those searching for more players as well

TEAM CAPTAIN’S/TEAM MANAGER’S DUTIES

1. Pay the team entry fees.
2. Take the required captain quiz and pass.
3. Make roster changes and additions when necessary, according to the eligibility rules.
4. Checking and staying current of league schedule via IMLeagues.com.
5. Notify team members of date, place, and time of contest or schedule changes.
6. Relay all information to all team players, fans, coaches, etc. from the intramural handbook and all other information/rules located on the UM intramural website and IMLeagues.com.
7. Be knowledgeable of all playing rules governing the sport in which they are participating.
8. Be knowledgeable of all eligibility rules and department policies.
Managers/Captains must read and understand and abide by the Intramural Participant Handbook.
9. Display good sportsmanship.
10. Team captains are held responsible for the actions of teams, specific players and/or spectators.

PLAYOFF SYSTEM

The following are the methods of seeding for playoffs...

Within the division: Win/Loss Record, Head to Head, Overall Point Differential, Sportsmanship Rating, Coin Toss

Outside of your division: Win/Loss Record, Overall Point Differential, Sportsmanship Rating, Coin Toss

All teams who have a .500 winning percentage or better in major sports and fulfill the sportsmanship requirements will advance to the playoffs.

We do our very best to accommodate the higher seeds for their first scheduled game, although we cannot guarantee it.

AWARDS

Intramurals presents awards at the Department's end of the year banquet during reading days in the spring semester. This is one of the ways intramurals recognizes participants and their teams for their outstanding accomplishments.

Below are the awards that are given out:

- Official of the Year
- Most Improved Official of the Year
- Referee Whistle Presentations (Incentive Tier Program)
- Sportsmanship Award
- Manger of the Year (Men and Female)
- President's Cup Winner
- Panhellenic Cup Winner
- Cane Cup (Independent Cup)