

**THE UNIVERSITY OF RHODE ISLAND
INTRAMURAL SPORTS
POLICIES AND PROCEDURES
2023 - 2024**

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Please note that changes from 2022 – 2023 appear inside a grey highlight.

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THE UNIVERSITY OF RHODE ISLAND INTRAMURAL SPORTS STAFF

PROFESSIONAL STAFF

Coordinator: Sean Butler

Keaney 120

(401) 874-7871, sbutler@uri.edu

CONTACT INFORMATION

Intramural Sports Office, 401-874-5972, imsports@etal.uri.edu

Keaney 120

Facebook: URI Campus Rec

Instagram: @URICampusRec

Twitter: @URICampusRec

University of Rhode Island Intramural Sports Websites: <http://web.uri.edu/campusrec/intramuralsports/>
www.IMLeagues.com/URI

2022-2023 OUTSTANDING STAFF MEMBERS

7v7 Flag Football Official of the Semester: Andrew Jones

7v7 Outdoor Soccer Official of the Semester: Paul Kelley

Futsal Official of the Semester (Fall): Aidan Armas

Futsal Official of the Semester (Spring): Paul Kelley

Volleyball Official of the Semester (Fall): Aitana Ibanez Mendoza

5v5 Basketball Official of the Semester: Evan O'Neil

Volleyball Official of the Semester (Spring): Gavin Moffat

4v4 Flag Football Official of the Semester: Nick Ciampi

8v8 Outdoor Soccer Official of the Semester: Timi Molokwu

Softball Umpire of the Semester: Ty Condon

Clinician of the Semester (Fall): Ethan Hyman

Clinician of the Semester (Spring): Chris Cassidy

Official of the Semester (Fall) – Ash Alashwal

GM of the Semester (Fall) – Eric Connolly

GM of the Semester (Spring) – Aidan Neves

Supervisor of the Semester (Fall) – Taylor Leslie

Supervisor of the Semester (Spring) – Ariana Caucci

Workhorse Official of the Year: Ryan Sislin

Rookie Official of the Year: Ash Alashwal

Game Manager of the Year: Steven Moffa

Program Assistant of the Year: Sean Deady

Most Improved Official of the Year: Drew Lacouture

Official of the Year: Evan Houle

Supervisor of the Year: Allie Coutu

“Art Tuveson” Lifetime Achievement Award:
Matt Wilson, Walter Boyko, & Mason Houle

Employee of the Year: Mason Houle

Campus Recreation Director's Award: Matt Wilson

SUPERVISORS

Program Assistant of Personnel & Risk Management: Rose Boudreau

Program Assistant of Office Operations: Emma Eadie

Program Assistant of Officials: Sean Deady & Cameron Brickett

Program Assistant of Events & Outreach: Vinny Matheis

Program Assistant of Facility and Equipment Management: Nick Crudale

Kris Andersen

Jack Slattery

Nick Berthiaume

Quinn Wardwell

Ariana Caucci

Daisy Delgado

GAME MANAGERS

Evyn Anderson

Kendra Grillo

Valerie MacDonald

Shaun Murray

Rhianna Phipps

Kyle Tomaskovic

Nick Ciampi

Evan Houle

Aitana Ibanez Mendoza

Nolan Nesprido

Matthew Prete

Ty Condon

Helena Kalcas

Esteban Melendez

Annie Nolan

Richard Remias

Riley Eldridge

Paul Kelley

Gavin Moffat

Evan O'Neil

Ryan Sislin

INTRODUCTION

The policies and procedures listed in this Intramural Sports Policies and Procedures Manual will be enforced at ALL Intramural Sports Contests. Understanding and adhering to these guidelines will allow your participation in our program to be an enjoyable and rewarding experience at The University of Rhode Island.

URI INTRAMURAL SPORTS MISSION STATEMENT

URI Intramural Sports is dedicated to strengthening the well-being of our participants by providing an inclusive, recreational sports outlet that promotes diversity, leadership opportunities, and a sense of belonging in the URI Community.

STATEMENT OF INCLUSION

The University of Rhode Island, Department of Campus Recreation, as part of the Division of Student Affairs, celebrates our differences and is dedicated to justice, equity, diversity, and inclusion.

As such, we are dedicated to providing an inclusive environment with safe services, programs, and facilities that are welcoming to all individuals regardless of race, ethnicity, religion, spirituality, gender, gender identity/expression, age, sexual orientation, ability, socioeconomic status, national origin, or interests. In an effort to accommodate all of our members, we provide multiple workout areas and programs to address various skill, ability, and individual comfort levels. Members and program participants are expected to conduct themselves in accordance with University and Campus Recreation **Inclusive Commitment Standards**.

Campus Recreation makes every effort to be accessible to all abilities. If you need special accommodations for facilities, activities, and/or programs, please contact us at campusrec@etal.uri.edu or at the Main Office in Mackal Rm 104.

Section I. How to Enter/Participate

Article I. Schedule of Events

Each semester's schedule of events, entry deadlines and the starting dates are published before the start of the upcoming school year. Additional activities and information are announced periodically through the Intramural Sports Website, Intramural Sports flyers, Campus Recreation Social Media and the URI IMLeagues Intramural website (<https://web.uri.edu/campusrec/intramural-sports/>).

Article II. How to Create an IMLeagues Account

To play in any of the URI Intramural Sport Leagues, a participant must first create an IMLeagues.com account. Team names, rosters, playing availability, game schedules, and free agents are organized here!

To create an IMLeagues.com account:

1. Go to www.IMLeagues.com/schools/URI
2. Enter your information, and use your **URI.EDU** email address, then submit. You will be sent an activation email, click the link in the email to login and activate your IMLeagues.com account.
NOTE: If you do not receive the confirmation e-mail please contact the Intramural Sports Office at imsports@etal.uri.edu or 401-874-5972.
3. You should be automatically joined to the URI network- if not, you can search schools by clicking the "Schools" link.
4. To join a team, you can accept an invitation from a captain, or find the team and captain name on the division/league page and request to join. Please note that unless the Captain has selected the "Auto-Accept" option they will need to accept you to their team after you send a request to join.

Article III. How to Enter Teams/Entry Fees

All registration information is available online at IMLeagues.com. To register a team, you must first have an IMLeagues account. Once on the URI IMLeagues main page you will select the Sport, League (Men's, Women's, CoRec, Open), and Division (day of the week you want your team's games) in which you wish to play. Once you create your team the IMLeagues system will ask for online payment of league fees and your forfeit deposit. At this time all payments will only be accepted online via credit/debit card. **NO CASH OR CHECKS WILL BE ACCEPTED**. All fees incorporate a service charge from PayPal. Intramural Sports does not profit from any service charge that exists. Fees vary from sport to sport, but typically range from \$43 - \$54, please see IMLeagues.com for specific sport pricing. When payment is made,

IMLeagues will automatically accept your team and registration will be complete in the division you chose. If you do not immediately make the payment, registration will be incomplete and your team will not be created. Available team space is offered on a first come, first served basis. The Intramural Sports office, will not move properly registered teams out of a division in favor of a different team, due to availability. Once, the League Schedule for a sport has been published **NO REFUNDS** will be granted.

NOTE: There are some exceptions to the pricing depending on costs associated with that sport. (ie. Ice Hockey is \$225/player, which helps cover cost of Ice Time and security)

Article IV. Registering Your Team (For Team Captains Only)

In order to sign up a team, teams must complete the registration process.

How to create a team for an intramural sport:

1. Log in to your IMLeagues.com account (See Section 1, Article II for information on creating an IMLeagues.com account)
2. Select the sport you wish to play, then the League (Men's, Women's, CoRec, Open) and finally, division (day of the week you want your team's games).
3. Click the "+Create Team" button.
4. Fill in an appropriate team name, captain's information, and team playing time preferences.
5. Follow instructions to pay team entry fee.
6. Fill out Time Preferences for your team. Click on "Detailed View" to see specific dates in which the league plays.
7. Make sure your team is represented at the captain's meeting! **Registration is complete only when the team is represented at the meeting.** Failure to attend the mandatory meeting will result in loss of the forfeit deposit and may result in your team being removed from the league.

NOTE: It is the responsibility of the team captain to submit an appropriate team name. The Intramural Sports Staff reserves the right to alter an intramural sports team name if it is judged to be obscene, derogatory, vulgar, or offensive and not within the spirit of fun and good sportsmanship.

Article V. Waitlisted Teams

In the event a league has no team spaces remaining teams will be able to join a waitlist. If more space in the league becomes available, the first team on the waitlist will be given the first opportunity to fill an available spot. If teams are put on the waitlist, they will not be charged the team fee unless their team is moved into the league.

Article VI. Removal From League Due to Missed Captain's Meeting

In the event a team does not have a team representative at the Captain's Meeting AND that league has teams on the waitlist, they are at risk of losing their forfeit deposit or having their money refunded and being removed from the league. If a team on the waitlist has a representative at the Captain's Meeting and a team in the league does not, the team(s) on the waitlist will be moved into the league in favor of the team(s) in the league not present. If multiple teams in the league are not represented the 1st team to be removed in favor of a waitlisted team will be the last team (chronologically) to register their team and they will have their money refunded. Waitlisted teams will be moved into the leagues in order of when they signed up for the waitlist and only if they have a representative at the meeting and a team already in the league does not.

Article VII. Free Agency

If you cannot put together your own team, you may be able to participate as a Free Agent. First, you will need to create your user profile on the URI IMLeagues website. This grants you access to the site and the ability to request to join a team in the sport of your choice. Look through the list of teams that have been created. Team that are looking for players will have a blue "players wanted" tab by their team name. You can request to join any team simply by clicking the green "Join Team" button. This will send a message to the team captain that you have requested to join that team. The team captain will then either approve or not approve your request. **Team Captains**, if your team is short of players, please check the "Free Agents" tab found by hovering over the "League" tab on the left of the homepage for each sport and also be sure to indicate that your team is looking for players. This is how we put Free Agents in touch with prospective teams. If you have roster spots open on your team, pick up a Free Agent or two and make some new friends.

NOTE: Signing up as a Free Agent does not guarantee placement on a team. Free Agents should actively seek out captain's and request to join teams. You can see Captain's information by clicking on their profile, which will

allow you to reach out to them directly to request joining their team. In addition, Free Agent Meetings will be held in the Fascitelli Fitness & Wellness Center Seminar Room at 8:00PM on the following dates:

Fall 1: Tuesday, September 19

Fall 2: Tuesday, October 31

Spring 1: Tuesday, January 30

Spring 2: Tuesday, March 26

Section 2. Captain's Responsibilities

Article I. Administrative Duties for Team Captain's

The team captain is the liaison between the Intramural Sports Staff and their team. Only those that have the ability to organize a group should elect to serve in this role. **Please note that Intramural Sports does not recognize Team Coaches.**

The team captain or their representative, when they are not present for games, is responsible for the following:

1. Register their team in the desired sport via IMLeagues.com before the announced closing date.
2. Pay any associated team fee before team will be accepted on IMLeagues.com.
3. Represent or see that the team is represented at all mandatory league meetings. At the initial captain's meeting league organization is discussed and rules are disseminated. Any team not represented by a team representative at the mandatory captain's meeting will ***not be eligible for their forfeit deposit back.***
4. Ensure that all team members create accounts on IMLeagues.com and join their respective team on IMLeagues.com prior to their first participation.
5. Notify each team member of the date, time and location of each contest the team plays.
6. Study the rules of the game and educate team members regarding all policies, procedures and rules pertaining to Intramural Sports participation, including any league eligibility restrictions.
7. Check game results posted on IMLeagues.com to ensure proper win/loss records and updated roster.
8. Check postings and announcements sent via IMLeagues.com and respond to emails sent by the Intramural Sports Staff.
9. Default games by the appropriate time (See Section 7, Article III).
10. Submit Playoff Availability by the required deadline. **Failure to do so will result in exclusion from the playoffs.**
11. Collect Forfeit Deposit from the Intramural Sports Office, located in the Mackal Fieldhouse, by the required deadline.
12. Pay Playoff Reinstatement Fee, if applicable.

Article II. Game Duties for Team Captain's

At each Intramural Sports contest the team captain or representative is responsible for the following:

1. Ensure all players have valid URI ID card or URI Virtual ID Card (or a Photo ID with proof of enrollment at the University of Rhode Island) before the start of each contest and assure that every team member has read and signed the disclaimer statement PRIOR to play.
2. Promote participation and ensure all members of the team are eligible to play. **This also includes having full knowledge that each member is not already playing on another team within the league if it is not allowed by the sport rules.**
3. Confirm that the minimum number of eligible participants are at the game site 15 minutes prior to the posted game time. Teams should arrive early and be ready to play 15 minutes before the start time. Game time is forfeit time. If Captain's Choice is selected and the team shows up 10 minutes after the start time, the game will be declared a forfeit by the Intramural Sports Supervisor on site. For full details on showing up late please see Section 7, Article II.
4. Represent each member of the team and when needed, respectfully address the officials and/or game staff.
5. Assist the Intramural Sports Staff by supporting the sportsmanship policy to all team members.
6. Meet with game officials pregame to discuss rules, sportsmanship, and be in attendance for the coin toss.
7. Return all game equipment, that is checked out (pinnies, balls, etc), to the scorer's table.
8. Review and sign the score sheet following each game to verify the score, winning team, and sportsmanship grade.
9. Ensure those representing their team play according to the rules of the game and conduct themselves as good sports and any spectators behave in an appropriate manner.
10. Be sure any ejected player promptly leaves the facility in which the competition is being held or risk game forfeiture. Inform said player of the procedural steps for reinstatement.

Section 3. Participant Guidelines

Article I. Eligible Participants

1. Currently enrolled URI University undergraduate and graduate students (Kingston or Providence Campus). Note that having a valid ID may not solely qualify a person to play; the player must be currently enrolled at the University.
2. The University of Rhode Island Employee (including their spouses and dependents) with Platinum Pass: Memberships may be purchased at any of the Customer Service Center/Welcome Center at the Mackal Fieldhouse or at the Anna Fascitelli Fitness and Wellness Center.
3. Community Members, Alumni, and Military provided they have purchased a Rec Pass.

YOU NEED AN ID TO PLAY – NO EXCEPTIONS!

All participants must bring their valid URI ID or Virtual URI ID through the *Get Mobile App* to play (or a Photo ID with proof of enrollment at URI). Participants will not be permitted to play without a valid ID. Proof of eligibility is the responsibility of the player and not the Intramural Sports Staff. In addition, worn ID cards, where you can no longer accurately see the picture, without an additional form of identification will not be accepted. Students also have the option to show their virtual ID through the *Get Mobile App*. Photo Identification is required to participate in all instances.

Article II. League Eligibility

The eligibility rules are designed to serve as a guideline for enjoyable and fair participation. In cases in which these rules do not cover the situation, common sense and the spirit of the rules will apply. This is at the discretion of the Intramural Sports Office.

Eligible Participants

- A player can participate on ONE single-gender team and ONE CoRec team per sport. In Open Leagues players may only play on ONE team.
- **Players must be listed as an approved member on the current team roster on IMLeagues.com in order to be eligible to participate in league games.**

***NOTE:** Players will be permitted to sign in at the game site provided they can provide proof to the Intramural Sports Supervisor/Game Manager that they are listed on the official IMLeagues.com roster prior to completion of their game. Failure to do so may result in the player being ruled ineligible and the game declared a loss by forfeit.

In an effort to maintain the high integrity of the Intramural Sports Program and ensure fair competition, the following policies govern current or former members of Intercollegiate Varsity teams at URI or current Club Sport members:

- Current intercollegiate athletes, including transfers, redshirts, and anyone practicing or listed on a roster with a varsity team, may not participate in the related sport (see below) in which they are currently participating.
- Former intercollegiate athletes who have completed their athletic eligibility are eligible to participate in the related sport (see below) in which they played as a varsity athlete; however only one former varsity player is allowed per team and they must wait one full semester to be eligible.
- Current Campus Recreation Club Sport athletes may participate in the related sport (see below) in which they participate as a club sport member, but there are certain restrictions. If there are 5 or more player on the court/field at a time the limit is 3 Club Sports Athletes on the roster in Men's/Women's/Open Leagues and 4 Club Sports Athletes on the same roster in CoRec Leagues. If the maximum number of players on the court/field is less than 5 the limit is 2 Club Athletes on the roster. Teams are permitted to exceed these limits and still participate, however, all games will default to a loss and that team will be automatically disqualified from playoffs.

Related sports include but are not limited to:

- Baseball/Softball – Softball
- Basketball – 3v3, 5v5
- Soccer – Indoor, Outdoor, Futsal, 8v8
- Football – 7v7 & 4v4 Flag Football
- Volleyball – Indoor, 3v3 and 4v4 Sand
- Ice Hockey – Ice Hockey
- Ultimate Frisbee – Ultimate Frisbee

Ineligible Participants

- Anyone who plays for two teams in the same league shall be ruled ineligible and the second team for which the participant played may receive a forfeit loss for each game in which the ineligible player participated.
- If two scheduled contests result in a forfeit, ALL PARTICIPANTS who are on the roster will be ruled ineligible to participate in that league for the remainder of the semester.
- ANYONE WHO PLAYS USING AN ASSUMED NAME OR DELIBERATELY SIGNS NO NAME ON THE SCORESHEET shall be ineligible. The team for which the participant played shall receive a forfeit loss for each game in which the ineligible player participated.
- Ejected players are suspended from all Intramural Sports activities until reinstated by the Intramural Sports Professional Staff.
- If a participant has lost privileges to Campus Recreation and their facilities, they will be deemed ineligible in all Intramural Sport activities.
- If an eligibility violation occurs during a playoff game against the winning team and a player is ruled ineligible, the offending team will be eliminated from further competition. The losing team will be permitted advance to the next round, if they can attend the previously scheduled game time.
- Upon request, the Intramural Sports Office will investigate the eligibility of any participant. While we reserve the right to do periodic roster checks, it is not the sole responsibility of URI Intramural Sports to identify all ineligible participants.

Article III. Roster Additions

Captains can invite members to their team by clicking the "Invite Members" link on the team page. Any invited members must accept the invitation to be joined to your team. To view your team roster, log in to your IMLeagues.com account and click on your team banner on the homepage.

- If they've already registered on IMLeagues.com: search for their name, and invite them.
If they haven't yet registered on IMLeagues.com: scroll down to the "Invite by Email Address" box, and input their email address. NOTE: Participants must use a URI e-mail address to register
- Team captains can also invite "free agents" to join their team.

Requesting to join a team is not always enough to be placed on the official roster. Unless the Captain has set up members to be "Auto-Accepted", when a player requests to join a team the Captain must "Accept" a players request for them to be officially added to the roster.

Teams may pick up players throughout the regular season provided they have not already signed in to play in more than **one game** for another team within the league division (Men's, Women's, CoRec, Open). To ensure playing time for all, we limit the number of players allowed on the roster. Roster size is set at 2x the number of participants that make a full team on the field/court plus 2 team members. For example, Flag Football has 7 on the field, so up to 16 may be on the roster. Rosters will be compiled from regular season games and locked before playoffs. In CoRec Leagues roster size is set at 2x the number of participants that make a full team on the field/court plus 4 team members.

Article IV. Participant Playoff Eligibility

To be eligible for playoffs participants must have played in a minimum of one (1) game for that team during the regular season. In the event a regular season game is cancelled due to default or forfeit the team that wins by forfeit will have the opportunity to alert the IM Sports Office, via email, if they need a player checked in for that game if it would have been the only game they could attend prior to playoffs. This opportunity is only available for 24 hours after the scheduled game time of the defaulted or forfeit game.

Article V. Roster Change

A player may opt to be dropped from a roster to join another team, during the regular season as long as they have only signed to participate for **one game** with the team they are looking to be dropped from. In addition, after the midway point of a respective season no team transfers will be permitted, unless they have played in zero games. In the event a player has played in zero games they will be permitted to transfer teams at any point during the season. However, regardless of when the transfer occurs the player must play in one regular season game for the team to be eligible to participate in playoff games. A player transfer can only be one time per sport, per league, per semester. The player who wishes to be dropped from a team must contact the Intramural Sports Office (imsports@etal.uri.edu) prior to playing a second time for the team they wish to be removed from AND before playing for the second (new) team. If they do not follow this procedure, they may be deemed ineligible.

Article VI. Transgender and Non-Binary Athletes

The University of Rhode Island Intramural Sports program holds the equity and inclusion of its participants in the highest regard. Every participant has the right to an unbiased and fair opportunity to play. When an activity makes a gender designation, an individual can participate based on their self-identified gender identity. For the purposes of our program, the terms 'men' and 'women' or 'male' and 'female' are inclusive of trans students, faculty, and staff

For participants who identify as non-binary, the software will ask you to select which type of leagues you wish to participate in. The intramural sports program knows that gender is on a spectrum, can be fluid, and is not binary for everyone. We encourage participants to take part in the leagues that best represent their gender as they identify.

If you have questions or would like to discuss how best you can participate in any program, we welcome you to contact the Coordinator of Intramural Sports.

Section 4. Scheduling of Contests

Article I. Leagues

Team sport events will be offered in a games per team format. Each team will be scheduled for four to five regular season games (pending time/weather constraints) and a single elimination post-season tournament for all teams that qualify. All leagues will be scheduled by the Intramural Sports Staff. Where applicable, team captains are responsible for selecting a division in which to play for each event. Slots in each division are available on a first come, first served basis. **THIS IS YOUR INCENTIVE TO REGISTER EARLY AND NOT WAIT UNTIL THE VERY LAST MINUTE.** A minimum of three teams is required for all divisions. All schedules are final once posted and **NO REFUNDS** will be issued after the release of the game schedules.

For each sport there are four possible league offerings: Men's, Women's, CoRec, and Open.

Men's Leagues: Only Men are permitted to play in these leagues.

Women's Leagues: Only Women are permitted to play in these leagues.

CoRec Leagues: Anyone is permitted to participate in these leagues. Specific gender requirements (which can be found in the specific sport rules) must be met on the court/field of play.

Open Leagues: There is no gender restriction for teams. Teams can be single or mixed gender and could play single or mixed gender teams.

Article II. Divisions

Under each league there are the divisions offered for that league. The division is titled to reflect the day(s) games will be played. When Team Captain's register their team for the division, they will be asked to submit Time Preferences. By selecting "Detailed View" Captain's will be able to see all days, on which, the league will play. Teams should be aware they must be prepared to play on all days the division is scheduled.

Article III. Postponement

With the exception of inclement weather and facility scheduling conflicts, no contests shall be postponed without the approval of the Coordinator of Intramural Sports. Any contest postponed without formal approval shall be recorded as a forfeit loss for one or both teams.

Article IV. Rescheduling

Because of the number of teams involved in intramural play and corresponding facility space restrictions, there are very limited time frames to complete scheduled contests. Rescheduling of contests is rare. However, if a team is unable to attend a scheduled contest but desires to play that game at another time or date, it may be possible to reschedule, provided the captain is proactive in alerting the IM Sports Office of the issue. The Intramural Sports Program cannot guarantee a new playing time, as it requires approval from the opposing team as well as open facility space. In elimination tournaments, postponed contests must be rescheduled within a period of time that does not delay progress of the tournament itself. If a player or team knows of potential conflicts, they should be indicated on the playoff availability form submit prior to the scheduling of the tournament. All attempts will be made by the Intramural Sports Program to process these requests, but scheduling priority will be given to higher seeds. Teams should allow the Intramural Sports office to process all reschedules, forfeits, and defaults and not try to reschedule or cancel games by themselves. However, if time/space is not available or the opposing team does not agree to reschedule, the contest will be played at its originally scheduled date and time, regardless of if the game results in a default or forfeit.

Article V. Cancellations/Weather

In some cases, cancellations may be necessary due to inclement weather or facility scheduling concerns. In the event of inclement weather, please DO NOT CALL the IM Sports Office to check on the status of games. When the decision to postpone games is made, all teams will be notified via IMLeagues text and/or email message regarding the cancellations. Announcements will also be posted on Facebook, Twitter, or Instagram. If no announcement has been made regarding postponement of games, assume that all games are on as scheduled. If a team had defaulted on a day where games are cancelled and the game must be moved the default will be voided and the game rescheduled with the rest of the postponed games.

Every effort will be made to reschedule cancelled/postponed games as best as space and time permits, however, we may not be able to reschedule all contests. The Campus Recreation Administration makes decisions regarding inclement weather as early as possible. Intramural Sports Supervisors have the authority to postpone an in progress contest in the event of inclement weather.

Section 5. League Standings

To determine standings, teams will be awarded points based on the outcomes of their games. All games played, including additional games picked up throughout the season, will count towards the standings. The format will be as follows:

Win = 2 points

Tie = 1 point

Loss/default = 0.5 points

Forfeit = - 1 points

Section 6. Playoffs

Article I. Inclusion in the Playoffs

The regular season of all leagues will be followed by a single elimination playoff tournament. How to automatically qualify playoffs is determined by the length of the league. In a league with a 4 game regular season to automatically qualify teams must 1. Have Two (2) Regular Season Wins 2. A cumulative team Sportsmanship Rating of 2.5 or higher. 3. Playoff

Availability submit by the designated deadline. In a league with a 5 game regular season to automatically qualify teams must 1. Have **Three (3) Regular Season Wins** 2. A cumulative team Sportsmanship Rating of 2.5 or higher. 3. Playoff Availability submit by the designated deadline. In all cases failure to have a 2.5 cumulative team Sportsmanship Rating or failure to submit Playoff Availability by the designated deadline will result in team exclusion for the playoffs. Based on how many teams automatically qualify the Coordinator of Intramural Sports has the discretion to expand the playoff field and accept teams that do not automatically qualify.

Article II. Playoff Reinstatement Fee

In the event a team qualifies for playoffs, but accumulated 1 forfeit during the season, the team must pay a second, non-refundable, Playoff Reinstatement Fee. This fee will be equal to the amount of the Forfeit Deposit for that sport and must be paid through IMLeagues prior to the playoff schedule being created. Teams will be notified if they are required to pay the fee and will be provided with a deadline to pay the fee. In addition, teams will be provided with instructions on how to pay the fee through IMLeagues.

Article III. Tie Breakers

The following order will be used to break a tie within the standings to determine playoff seeding:

1. Forfeits are penalized
2. Head-to-Head contests
3. Sportsmanship Ranking
4. Point Differential

Article IV. Release of Playoff Brackets

During the last week of the regular season team captains will receive an email with instructions on submitting playoff availability. In that email will be a deadline for availability submission, failure to submit availability by that deadline will result in team exclusion from the playoffs. Upon completion of regularly scheduled league play, playoff brackets will be posted for all teams that qualify by 5PM following the completion of the regular season. We will do our best to honor the time preferences of teams in the first round of the bracket, but after the first round, accommodating a team's time preferences may not be possible due to time constraints to complete the season. In some cases, teams may be required to play more than one game on the same day. As with the regular season, once the brackets are posted on IMLeagues, they are final and will not be modified except in the event of inclement weather. If there are specific scheduling requests, please let the IM Sports Office know **PRIOR TO THE END OF THE REGULAR SEASON**. Once the schedule is posted, teams will be notified via IMLeagues text and/or email messages. At that point, it is the team's responsibility for knowing its playoff schedule.

Article V. Sportsmanship During the Playoffs

Teams must have at least a **2.5** rating average in order to be eligible for the playoffs. Teams must maintain at least a **2.5** rating average throughout the playoffs to advance to the next round. Any team that receives a **0** in a playoff game will be disqualified from that playoff tournament and suspended from all Intramural Sports events for a period of time to be determined by the Intramural Sports Professional Staff.

Section 7. Forfeits/Defaults

Article I. Forfeits

Forfeited contests needlessly waste time and resources and detract from the overall satisfaction levels for all parties involved in the Intramural Sports Program. By registering for any Intramural Sports event, participants are making a commitment to attend all regularly scheduled contests. It is with this commitment in mind that the following policy regarding forfeits has been designed.

At the time of registration, each team is required to pay the registration fee plus a forfeit deposit (and PayPal service charge). The amount of the forfeit deposit is half of the registration cost minus the PayPal service charge. If the team attends the Preseason Captain's Meeting and does not forfeit any games during the course of the season, the forfeit deposit will be returned to the **team captain and only the team captain, unless they designate someone else to be eligible to pick it up via e-mail (imsports@etal.uri.edu)**, during the appropriate Forfeit Deposit Return Period (EXAMPLE: If a team cost \$53.25 to register then \$25 may be returned at the end of the season so long as the team does not forfeit and has a

team representative at the Captain's Meeting). Team captains may pick up forfeit deposits during the scheduled return period. If the team captain does not pick up the forfeit deposit within the time period, the forfeit deposit will not be returned. Captains will be notified via IMLeagues email/text message when the refund return process has commenced.

The following are the dates for the 2023 – 2024 Forfeit Deposit Return Period:

- Fall 1: October 30 – November 3
- Fall 2: December 11 – December 15
- Spring 1: March 18 – March 22
- Spring 2: April 29 – May 3

A forfeit is defined as any team or individual that fails to appear for any scheduled contest. Similarly, a forfeit will result when a team does not have, at least, the minimum number of players needed to play the activity **signed in and ready to play** at the appointed playing area by the time of the game. **Game time is forfeit time.** In the event games are running behind schedule "Game Time" will be when the IM Sports Staff have finished duties from the prior game and are prepared to start the following game. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeit games will be recorded as a loss, with a 1 Sportsmanship Grade and the forfeit deposit will not be returned. If there are any questions in regard to the forfeit policy, the Intramural Sports Office can be reached by calling 401-874-5972.

Article II. Captain's Choice and Winning by Forfeit

If only one team has the minimum number of players ready to participate at the scheduled game time, the following will occur:

- The game clock will start (if applicable).
- The captain of that team will be asked if he/she wishes to take an immediate win by forfeit or wait 10 minutes for the other team.
- If they elect to take an immediate win by forfeit, their team is declared the winner by the score of 1-0, and sportsmanship ratings are assigned.
- If they elect to wait, their team will be awarded a maximum score as per the rules of the sport (i.e., 1 point in volleyball, 6 points in flag football, etc.) for each minute or part of a minute that elapses for the first 5 minutes, however the game clock will continue to run.
 - If the other team's players arrive within the first five minutes of the 10-minute period, the game clock will continue to run, but points will no longer be accumulated against them. The game will then begin with the accumulated score. The late arriving team will also automatically lose the coin toss and any first option accorded by the playing rules.
 - If the other team's players do not arrive by the time 10 minutes have elapsed, the game will be declared a forfeit, and the offended team will win by the accumulated score (i.e., 5-0 in floor hockey/softball, 30-0 in flag football, 15-0 in basketball, etc.), and sportsmanship ratings will be assigned.
 - In the event Captain's Choice occurs during the makeup time for a postponed game, time and points will accumulate from the point of interruption and no half time will occur.

NOTE: If a team decides to wait, they must wait the full 10 minutes and neither team may use a timeout to stop the game clock from running thus, extending the length of Captain's Choice.

ADDITIONAL INFORMATION

1. All present participants must be signed in on the game sheet prior to game time and must have the minimum number of participants needed by each team to start the game. If neither team has enough players Captain's Choice will begin without the point penalty. If neither team has enough players at the end of Captain's Choice, it will be recorded as a double forfeit.
2. Teams should approach the IM Sports Game Managers to sign in for games. Do not wait to be called.
3. Even if the contest results in a forfeit all present players should be checked-in and given credit for "playing" in the contest.
4. Teams winning by forfeit will be assigned a sportsmanship grade no higher than a 3 while the losing team will be assigned a sportsmanship grade no higher than a 1. Team conduct during the forfeit process can affect their sportsmanship grade.

5. If a team selects Captain's Choice and the team arrives within the 10 minutes, and the game is played, the forfeit sportsmanship ratings do not apply because the game is not considered a forfeit.
6. The opponents of the forfeiting team will not be given the option to play an officiated game. In the event of a forfeit, the participants may utilize the field/court during their scheduled game time.

Article III: Defaults

If a team knows in advance that it will not be able to make a scheduled contest, the captain should contact the Intramural Sports Office. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday→ notification must be received by 4pm on the day of the scheduled game. If the game is scheduled to start before 5PM notification must be received two hours in advance of the scheduled start time.
- Games scheduled Saturday/Sunday→ notification must be E-MAILED by 12PM on the day of the scheduled game.

Captains must notify the Intramural Sports Office in person or by email at imsports@etal.uri.edu this notification must come from the team captain only. Notifications over the phone will not be accepted. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit, will not lose their forfeit fee, will receive a 3 Sportsmanship Rating and will otherwise remain eligible for league playoffs.

Article IV: Teams Dropped from League Play

Teams are allowed to forfeit one game per season and still remain eligible for league playoffs. Teams with two forfeits, three defaults, or one forfeit and two defaults will not be eligible for league playoffs and will be removed from further league competition for that season. Forfeited and defaulted contests will not be rescheduled and are counted as losses for the team that cannot make the scheduled game. In the event a team is dropped from league play for any reason that team will not be eligible to receive their forfeit deposit back.

Article V. Default vs. Forfeit

Default VS Forfeit: What's the Difference???	DEFAULT ☺	FORFEIT ☹
My team cannot play a scheduled game and I emailed the Intramural Sports Office by 4:00PM the day of the contest; I will receive a...	YES	NO
My team simply does not show up for a scheduled game and the officials and other team are waiting to play, I will receive a ...	NO	YES
If I do not have enough players to start a game at game time, my team will receive a...	NO	YES
If my team cannot make a game, it is a common courtesy to the Intramural Sports Staff and the opposing team if I...	YES	NO

Section 8. Protests

The main theme of Intramural Sports is friendly participation and contests should be won or lost on the court/field. Matters involving an official's judgment are not a basis for protest. Protests referring to or questioning an official's judgment call will be denied immediately. The Intramural Sports Staff will resolve all disputes immediately. The Intramural Sports Staff will apply the spirit of the rules and fairness in all situations. There are three situations which participants may protest and are as follows:

Article I. Rule Related Protests

Questions pertaining to interpretation of rules on the part of game officials must be resolved by the Intramural Sports Supervisor in charge of that field/court at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

If a team/participant feels the official has made a misinterpretation of a rule, the Team Captain shall **calmly** and immediately request a “time out” and inform the official that they wish to have a ruling on the interpretation by the Intramural Sports Supervisor in charge.

No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural Sports Staff, when necessary.

Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.

Case 1: An official rules a pass incomplete because the “player did not have two feet in-bounds.” This is a rule misinterpretation, which IS subject to a valid protest.

Case 2: An official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is a judgment call, which is NOT subject to a valid protest.

If corrections are necessary, the Intramural Sports Supervisor or Sport Clinician in charge shall rule immediately and the team/participant shall not be charged with a time out; however, if the official’s interpretation was correct, the team/participant will be charged with a time out. An error in interpretation by the Intramural Sports Supervisor in charge is subject to written appeal to the URI Intramural Sports Professional Staff. For a written appeal to be filed the protesting Captain must inform the Intramural Sports Supervisor that they wish to play the remainder of the game “under protest” prior to the next live-ball following a ruling on a protest. At this point the Intramural Sports Supervisor will take down all pertinent game information so the game can be resumed from the “point of protest” if the appeal is approved. If the protest is not documented at this point and pertinent game information taken down, then the Intramural Sports Professional Staff, reserve the right to deny the protest.

Article II. Eligibility Protests

This type of protest is for a team that feels a member or members of the opposing team are participating illegally (ie. A participant played on a NCAA Varsity team, in a like sport, within the past semester). In the event of this type of protest the player(s) whose legality is being questioned will be permitted to play, with the understanding that if they are found to be participating illegally the game will be forfeit. This type of protest must be filed with an Intramural Sports Staff member or at the Intramural Sports Office 4:00PM the day following the contest (For contests on Friday-Sunday, the protest must be filed by Monday at 4:00PM, following the game). An individual participating under an assumed name (or identification) in the URI Intramural Sports program is ruled ineligible for Intramural Sports participation for the remainder of the academic semester and their team is placed on probation.

Article III. Sportsmanship Protests

It is the captain’s right and responsibility to view their team’s Sportsmanship Rating after each contest. The Intramural Sports Game Manager will be able to provide the captain with this information immediately after the contest. If the team does not agree with the Sportsmanship Rating they are given, a team may appeal a Sportsmanship Rating by writing a letter containing all relevant information to the URI Intramural Sports Professional Staff. This letter must be submitted to the Intramural Sports Office by 4:00PM the day following the game in question (For contests on Friday-Sunday, the protest must be filed by Monday at 4:00PM, following the game). NO APPEALS will be heard after that time.

Section 9. Sportsmanship

Article I. Team and Spectators

Every team is responsible for the conduct of its players **AND** fans. Any conduct judged as detrimental to the participants, program or any particular contest may result in loss of the contest, suspension of the individual player, suspension of the entire team, or further disciplinary action. Simply put, poor sportsmanship will not be tolerated and will be dealt with swiftly and severely.

Article II. Code of Conduct

All students at The University of Rhode Island are subject to a Code of Conduct outlined in the URI Student Handbook (www.uri.edu/judicial/studenthandbook.pdf). One of the sections of the code states, "Physical or verbal threats which endanger the health, safety or welfare of oneself or another person are unacceptable. Repeated unwanted contact or communication by any means and behavior or verbal abuse that threatens to injure or endangers the health, safety, or welfare of oneself or another person is unacceptable. Harassment is conduct that has the purpose or effect of unreasonably interfering with an individual's performance or creating an intimidating, hostile, or offensive environment." The Department of Campus Recreation and the Intramural Sports Program will vigorously enforce all sections of the code to insure that all participants feel welcome and enjoy the benefits of a recreational activity. Any violation of the Code of Conduct will result in automatic referral to the Dean of Students or Human Resources.

Article III. Sportsmanship Rating System

The team sportsmanship rating system will be instituted to provide additional sportsmanship regulations. Each team will be given a sportsmanship rating for each game by that game's officials/game manager. The rating will be given on a point scale. Teams may be excluded from the playoffs if they are habitual offenders of the sportsmanship rating system or are determined to be detrimental to the Intramural Sports Program and the other teams in that sport. A minimum of a 2.5 average is required for playoff eligibility. The sportsmanship rating system is as follows:

4: Excellent Sportsmanship - Given to a team where all players cooperate fully and show no disrespect towards the officials, staff members and opposing team members before, during, and after the contest.

3: Above Average Sportsmanship - Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit an unsportsmanlike penalty (technical, yellow flag, etc). Any team receiving an unsportsmanlike penalty will receive no higher than a 3 rating.

2: Average Sportsmanship - Team members constantly comment to the officials and/or the opposing team from the field/court and or/sidelines. The team captain exhibits little control over teammates or themselves. Teams that earn at least two unsportsmanlike warnings will receive no higher than a 2 rating.

1: Deplorable Sportsmanship - Given to a team that persist in questioning officials' decisions; and/or they repeatedly argue with the officials. Teams display frequent use of profane or vulgar language. Spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts. Teams that earn at least three unsportsmanlike warnings will receive no higher than a 1 rating. Teams receiving an ejection due to unsportsmanlike actions of a player will receive no higher than a 1 sportsmanship rating. **EXCEPTION:** In soccer and soccer-related sports if a player is ejected due to two slide tackles, the Intramural Sports Staff has the discretion to give a grade no higher than a 3.

0: Intolerable Sportsmanship - Given to a team where the team is completely uncooperative and the captain has no control. Any team that receives four unsportsmanlike penalties or two player ejections will receive an 0 rating and the game will be forfeited.

Teams which win by a default or forfeit will receive a maximum 3 sportsmanship rating (losing by default = 3, losing by forfeit = 1). The maximum sportsmanship rating possible is a 1 for games in which a player is ejected. Teams receiving a 1 or 0 rating during the regular season will receive written notification from the Coordinator of Intramural Sports informing them of their unacceptable behavior and that they are being placed on probation for the remainder of the academic year. This communication will be sent to the team captain. Teams receiving a 1 or 0 rating during the playoffs may be eliminated from further competition in the playoffs and are subject to further disciplinary action to be determined by the Coordinator of Intramural Sports.

Article IV. Ejections

Any organization or individual ejected from any Intramural Sports event due to poor sportsmanship or any other violation of Intramural Sports guidelines, Campus Recreation policies and procedures, or sport rules will be immediately suspended

from **ALL** Intramural Sports activities/events for an indefinite period of time and is/are not allowed to participate in any other games/events pending a review of each incident. The ejected participant and their captain will be given a copy of the reinstatement procedures and it is the responsibility of the ejected participant to petition for reinstatement into the program. The Coordinator of Intramural Sports will review all such incidents and will render a decision on the potential for supplemental discipline. Feedback from the individual(s) involved may or may not be required. Individuals will be given the opportunity to present their side of the story and participate in due process to ensure protection of their rights. A decision will be rendered by the Coordinator of Intramural Sports on all such matters. If the participant wishes to appeal the sanctions by the Coordinator a 3-person panel of IM Sports Student Supervisors will hear their case. The panel will hear the case at their earliest convenience and may either rescind or uphold the Coordinators sanctions. The panel also has the authority to impose new sanctions, in addition to uphold the current sanctions. The sanctions will remain in place during the course of the appeal. Throughout the appeal process the participant will remain suspended from all IM Sports Programming and, if upheld, the Coordinator's sanction or sanctions imposed by the panel will not begin until after the appeal is heard.

Section 10. Injury Information

Article I. Assumption of Risk

Individuals who choose to participate in URI Campus Recreation activities do so at their own risk and is completely voluntary. In addition, all participants agree to abide by all University policies related to COVID-19 and all policies that are found in the Student Code of Conduct. There are risks and hazards, minor and serious, associated with participation in sport, fitness, recreation, and leisure related activities. URI is not liable for injuries suffered by participants. Participants are highly encouraged to have a yearly physical examination. The Intramural Sports staff reserves the right to implement and enforce emergency and risk management rules relative to the program to ensure the safety of all participants and spectators. Whenever assisting with a medical emergency, please remember, Intramural Sports Staff will do so at the level and ability of their training.

Article II. Health Services

URI Health Services (academic year)

Phone	<u>401-874-4749</u>
Hours of Operation	M-F: 8:00 a.m. to 4:00 p.m.

2023 – 2024 Injury/Sickness Insurance:

All undergraduate students who are registered for 12 or more credit hours, all graduate students taking 9 or more credit hours, and all international students are automatically enrolled in this Insurance Plan at registration, unless proof of comparable coverage is furnished. Matriculating part-time students are eligible to enroll in this insurance Plan.

The insurance may be waived (removed from the tuition bill) by the student who has comparable coverage, by timely submission and acceptance of an on-line waiver. *Prior to waiving the school-sponsored insurance plan, you should contact your private health insurance company to confirm coverage for the student at URI. You should be aware of out-of-network coverage benefits, while at URI. X-ray and Lab charges will be billed to the student if not covered or partially covered by your insurance.*

What does the university - insurance policy cover:

<https://web.uri.edu/healthservices/wp-content/uploads/sites/1769/2023-1149-1-Summary-Brochure.pdf>

Article III. Injuries, Open Wounds & Lacerations

Whenever an Intramural Sports participant suffers a laceration or wound where oozing or bleeding occurs, the competition shall be stopped at the earliest possible time and the participant will be required to leave the field of play. The participant will not be allowed to return to the competition until the wound has been covered and the oozing or bleeding has stopped.

Participation in sporting activities may cause injury and exposure to blood borne pathogens. Blood borne pathogens are pathogenic microorganisms that are present in human blood and can cause diseases in humans. These pathogens include, but

are not limited to, Hepatitis B virus (HBV) and Human Immunodeficiency Virus (HIV). The Intramural Sports Program will make every effort to minimize exposure to its employees and participants. Because the Intramural Staff is trained and certified to respond to emergency and blood exposure situations, we ask that they be contacted immediately to respond to any injury. Please note that IM Sports Staff will only act within the scope of their certification.

All injuries should be reported to the game officials, game managers or sport supervisors. All minor injuries can be handled by the IM Sports Staff with a first aid kit or the injured person may go, with assistance, to the Health Services Office located in the Potter Building for treatment. All major injuries or emergencies will be handled immediately by the student supervisor in charge by calling campus police at 401-874-2121 and proceeding with First Aid/CPR as needed. Assistance will be sent as soon as possible. Medical expenses incurred such as ambulance, doctor bills and x-rays will be the responsibility of the participant.

Article IV. Head/Neck Injuries

If the Intramural Sports Staff witnesses or suspects a potential head/neck injury they retain the authority to remove a participant from play. In the event of a suspected head/neck injury or concussion the Intramural Sports will contact EMS to evaluate the individual. Following the contest, the individual who suffered the potential injury must get written permission from a medical professional (athletic trainer, physician, etc) that they are cleared to play Intramural Sports. The participant will be suspended on IMLeagues until written permission is turned into the Intramural Sports Office or given to the Intramural Sports Staff the night of the scheduled contest they are trying to play in.

Section 11. General Information

Article I. Athletic Attire

Proper athletic attire must be worn during all Intramural Activities. Proper attire pertains to all articles of clothing including footwear. Participants may not wear sandals or flip-flops during any Intramural activity. In addition, all jewelry including, but not limited to: earrings, necklaces, latex/cord wrist bands, nose rings, rings (including wedding band) are prohibited. IM Sports Staff will not give out tape to cover these prohibited items. Medical Alert brackets and necklaces will be permitted so long as they are taped down. IM Sports Staff will provide tape to help tape down Medical Alert bracelets and necklaces. Per the University Code of Student Conduct, religious expression will be permitted at URI Intramural Sports. However, if religious medallions, bracelets, necklaces, etc. put participants at a safety risk they will be prohibited during athletic contests. In addition, religious headdresses will be permitted so long as they are properly secured.

Article II. Alcohol/Drugs/Tobacco/Vaping Policy

Smoking/Vaping and any other tobacco use is strictly prohibited in all URI facilities including all outdoor facilities. In order to maintain a safe playing environment for everyone, possession and/or consumption of alcoholic beverages (or any other illegal substances) is strictly prohibited in all recreation facilities. Furthermore, any person (participants, coaches and spectators alike) who appears to be intoxicated or under the influence of an illegal substance will be removed from the Mackal/Tootell Complex, North Recreation Fields, Boss Ice Arena, Meade Stadium, Rose Hill Golf Course or designated playing area and will face further disciplinary action from the Dean of Students.

Article III. Lost and Found/Stolen Items

Any items found left behind at game sites will be collected by the Intramural Sports Staff at the conclusion of nightly programming. All items will be brought back to the Mackal Fieldhouse Front Desk. At the conclusion of each semester all lost and found items will be donated if they are not collected. It is highly recommended you leave all sentimental/expensive items in a secure place. The Intramural Sports program takes no responsibility for misplaced or stolen items.

(Updated 6/9/2023)