I. Mission Statement

The mission of the Intramural Sports Program at University of North Georgia is to provide students, faculty, and staff with the opportunity to participate in a variety of recreational sports in a safe environment, creating a setting that fosters community, forms lasting memories, and instills a sense of belonging. The Intramural Sports Program promotes physical fitness, healthy habits, and balanced behaviors, improving the overall social, mental, and physical well being of participants. Additionally, the program teaches students meaningful life skills, encourages personal achievement, and develops involved and responsible citizens. In fulfilling this mission, we support and complement the institution’s academic and leadership objectives.

II. Registration Procedures

General Information

- All players interested in participating in Intramural Sports must go to www.imleagues.com/UNGOC and create an account. Enter your information and make sure to ONLY use your UNG email account.
- Team Captains or managers must log into their IM Leagues account and click the Create/Join Team button. Here, captains will be asked to enter all required information.
- Intramural supervisors reserve the right to change any team name that is deemed inappropriate or offensive.
- Players may be added to the roster after registration closes by emailing lindsay.bailey@ung.edu new member’s names and 900 numbers. Players may be added up to the last game of the regular season. No new members can be added once playoffs start.
- Teams that do not complete the registration process by the posted deadline will not be scheduled in the respective sport.
- All teams must follow the Eligibility Rules and Guidelines set forth in the Intramural Sports Handbook (Section V).
- Intramural supervisors reserve the right to rule on the eligibility of all teams and players. This decision will be final.

Captain’s Responsibility

The captain of each team will be responsible for the following things:

1. Registering and ensuring each member of the team is eligible to play
2. Ensure each member of the team has signed the waiver
3. Ensuring each member of the team knows and abides by all of the rules set by IM Sports
4. Keep the team area/benches clean and free of trash at the end of each game
5. Keep the fans in check – if there is a problem beyond the captain’s control the captain should go to a supervisor of IM Sports to have the matter dealt with
6. Maintain a high level of sportsmanship and ensure each member of the team does as well
7. Check the IM webpage or IM Leagues to keep his/her team current on new information
8. Return any equipment back to the IM Staff
Leagues

- Co-Rec (Men and Women playing on the same team)

Student Organizations

- All student organizations that are recognized and in good standing with UNG may enter a team in the Intramural Sports Program.
- Any organization wishing to enter a team may do so before the posted deadlines.
- To represent a student organization a team member must be a current member of that organization.

Open Teams

- Teams not representing student organizations may also be entered in the Intramural Sports Program to include any group of students, faculty, or staff that wishes to participate. These teams will be classified as open teams.

Free Agents

- Participants who do not have teams or teams that are looking for additional players are encouraged to use IM Leagues.
- Create an account by visiting www.imleagues.com/UNGOC and create an account. Enter your information and make sure to ONLY use your UNG email account.
- You can be listed as a free agent within a league. You will be visible to all members of the site and can request to join teams or post information about yourself so teams can request to add you to their team.

III. Contest Procedures

Playing Times

- Teams are assigned times to play that are within the advertised times. Games will not be changed or moved.

ID Policy

- All players MUST show their valid Nighthawks Card prior to their first game and valid photo ID prior to any subsequent games in order to participate.

Game Time

- Game time is forfeit time. If a team fails to have the minimum number of participants to start a contest at game time, it will be declared a forfeit and the team will be assessed a cost recovery fee of $25.
- The opposing team captain may approve a 5 minute grace period, if at least one player is present, to allow their opponents the opportunity to field a team. Once a team has the minimum number of required players, the game must begin. The game clock will be started as soon as the captain grants the grace period.
Minimum Number of Players

- A team may play with the minimum number of players. The minimum number of players needed to play will be indicated in the rules for each sport. After the scheduled time of a contest has passed, the contest must begin as soon as both teams have the minimum number of players required to play.

Defaults

- If a team knows in advance that they will be unable to attend a contest, they may notify the Recreational Sports Office by noon the day of the game. This allows the Intramural Sports Staff time to notify opponents and workers.
- The first default will count as a forfeit-loss, but not a no-show. The second time a team defaults it will be considered a no-show and the team will be assessed a cost recovery fee.
- In a single elimination tournament, a default is considered a loss and the team cannot advance.

Forfeits

Forfeits will result in a loss for the team committing the infraction. Games that have started play will be given a sportsmanship score from the officials. Games that have not been played will receive a sportsmanship score from the rating score system. The team’s score will be based on their average and will change as their scores changes.

Forfeits include, but are not limited to:

- Use of an ineligible player
- Students involved in an internship or student teaching that play without having paid their student activity fee will be given a one week grace period to pay the fee or the game will result in a forfeit.
- Use of a player who is a member of another team
- Playing under an assumed name
- Defaulting a game

No-Shows

The objective of the UNG Intramural Sports Program is to involve the members of the student body in an active sports program. If a team no-shows for a game, the objective of the program is not met and the students are deprived of active competition. Rules regarding no-shows have been made with this principle in mind. A no-show results from the failure to have the minimum number of players to start a game.

No-Show Consequences

- After a team no-shows, a cost recovery fee will be assessed ($25)
- If a team withdraws from the league after the schedules have been posted, a fee will be assessed ($25)
- The cost recovery fee is due to the Recreational Sports Office by noon two business days after the no-showed game or by noon of the day of their next game, whichever comes first. The team will be dropped from play if they fail to pay the cost recovery fee on time.
A team who no-shows 2 games in a season will be dropped from the league and/or the sport. This policy includes playoffs. Teams who no-show to 2 games will lose all points for that sport. Teams who no-show in a double-elimination tournament will be eliminated from the tournament and do not have the option to pay the cost recovery fee to remain in the bracket. Teams who have been assessed a cost recovery fee will not be scheduled for another sport until they have paid the fee. Sports that have already been scheduled will not be affected by an outstanding fee.

Jerseys & Team Colors

- Some sports will require teams to choose a jersey color to differentiate teams. Teams are not required to have jerseys and may play in similarly colored shirts. ALL players must be in the same color.
- The home team wears white, and the away team wears black.
- Jerseys for basketball must have a whole number between 0-99 written on them. Numbers may not be taped onto the jerseys. Numbers at least 6 inches high on the back of the jersey are preferred.
- Players will not be allowed to play shirts vs. skins.
- Pennies will be provided on a first come first serve basis.

Jewelry and Headgear

- In most sports, jewelry is not allowed to be worn by any participant during a game or event. Specific restrictions are listed in each sport's rules. Furthermore, the officials and supervisors on duty have the authority to disallow any individual from participating, which they feel would endanger the person wearing the jewelry and/or the opponents.
- While personal safety headgear and other safety equipment are acceptable, certain other forms of headgear are not permitted. For indoor sports, prohibited headgear consists of any hats, bandanas, baseball caps, winter/wool hats, and any other similar headgear. The following pieces of headgear are permissible: yamikas, turbans, and one piece head/sweat bands that do not have to be tied. This also applies to outdoor sports with the following exceptions: winter/wool hats and unknoted bandanas are also allowed. Caps are permitted for participants of softball and ultimate frisbee only. The officials and supervisors on duty have the authority to disallow any individual from participating which they feel would endanger the person wearing the headgear and/or the opponents.

Inclement Weather and Rainouts

- In the event of inclement weather, captains and players will be contact via imleagues messaging. The decision will be made by noon on the day of games.
- Rainouts during the regular season generally will not be rescheduled due to time and facility restrictions. Regular season rainouts may be rescheduled if the game would change the outcome of league standings. Rainouts during the post-season will be rescheduled and may affect other games in the brackets so please check the updated brackets after a rainout.

Alcohol, Tobacco, and Drugs

- UNG is a tobacco/alcohol free campus.
- All forms of alcohol and tobacco are prohibited from any Intramural Sport game site or facility.
- Any persons consuming or under the influence of any form of alcohol or drugs will be asked to leave the site. Further disciplinary action may result.
Assumption of Risk, Insurance, and Participant Health

- Participation in the Intramural Sports Program is voluntary. Intramural Sports and similar activities intrinsically involve risks of physical injury greater than those in daily life, and by taking part in sports and other activities, participants acknowledge and assume risks inherent therein.
- All students must sign the Activity Participant Waiver to participate in the Intramural Program before they will be allowed to compete.
- The Intramural Program does not carry any insurance for injuries that occur during play or during activities sponsored throughout the department.
- All participants in the Intramural Sports Program are encouraged to have a medical examination. In certain cases, students are classified for special responsibility to follow careful Health Service recommendations concerning competition.
- Team Captains are expected to check the health rating of all players on their teams. The college does not accept responsibility for injuries resulting from Intramural Sports competition.
- In the event an injury is sustained during Intramural competition, the participant will be given basic first aid and referred to for further medical attention if necessary. All accidents will be reported to the Recreational Sports Office.

IV. Eligibility Rules and Guidelines

All current students, faculty, and staff of the University of North Georgia are eligible to participate in the Intramural Sports Program. The following rules and regulations shall govern the eligibility of students, faculty, and staff. These rules are effective immediately and shall supersede all formally published.

General Guidelines

- A person may participate on one team in the CoRec League for each sport. Participants may not participate on multiple teams in the same league.
- A participant is considered to have officially played for a team once they have been signed-in on a team’s roster. This becomes the participant’s official team of record for that sport.
- Participants must have a current Nighthawks Card in order to participate in all Intramural Sports games and events.
- Participants must have a minimum 2.0 GPA.
- A student must be currently enrolled at UNG and have paid their student activity fee to be eligible for Intramural competition.

Faculty / Staff

- Currently employed members of the University of North Georgia faculty and full-time staff may play for staff or student teams.

Ringers

- A Ringer is defined as an otherwise eligible participant with certain playing restrictions as a result of having benefitted from advanced training and coaching opportunities in the same or related Intramural Sport.
- Varsity Athletes: Members of varsity teams are not eligible for Intramural competition in the sport or related sport in which they are participating. Varsity athletes who have been on a
roster in the current academic year are not eligible for Intramural competition in the sport or related sport during that season or academic year.

- **Former Varsity Athletes:** A former varsity athlete may participate in the same or related Intramural Sport the academic year following their name last appearing on a varsity roster. A student who is dropped from a Varsity Team roster may be eligible for the same or related Intramural sport upon appeal, provided he or she did not play in a varsity game, did not regularly attend team practices, and was not included on an official team roster.

- **Sport Club Members:** Sport Club Rosters as received by the Sport Club Administrator will be used to determine an individual's club membership status. Any individual who appears on these rosters will be considered a Sport Club Member for the entire academic year.

- The number of ringers, in the same or related sport, on a roster is limited to 35% of the required number to play. 3v3 Basketball=1, Basketball=2, Flag Football=2, Recreational Soccer= 2, Softball=4, Volleyball (Indoor)=2, Volleyball (Sand)=1

### Professional Athletes

- Anyone who has been a professional athlete (received money for playing) is ineligible to participate at the Intramural level in the same or related sport.

### Alumni and Friends

- Alumni and friends of UNG are not eligible to participate in Intramural Sports.

### Special Events

- Special eligibility rules may apply to special events, with the approval of the Intramural Sports Director.

### Eligibility Rule Changes

- Intramural supervisors reserve the right to immediately put into effect any rulings regarding eligibility, but before doing so will make available a copy of the new rules or modifications to every affected organization.

### V. Eligibility Challenges and Enforcement

Any person or organization may challenge the eligibility of a player by notifying the Office of Student Involvement. Eligibility challenges must occur within seven days of the date of the player’s participation in an Intramural game or event. Challenges will be reviewed by the Office of Student Involvement.

### Assumed Names or Fraudulent Acts

- Fraudulent acts shall be defined as misrepresentation of a score, playing while ineligible or under suspension, playing on more than one team in the same sport, or allowing an individual to use your ID for Intramural competition.

- Participants attempting to register or sign-in for a contest when using a different student's Nighthawks Card for identification will be barred from participating in the contest. The Nighthawks Card will also be confiscated by the Intramural Sports Staff. The Nighthawks Card will be available for collection by the student pictured on the card during normal business hours in the Office of Student Involvement. Both the participant attempting to use such a card and
the actual student pictured on the card will face an indefinite suspension from all Intramural activities as determined by the Coordinator of Student Involvement.

- A player competing under an assumed name will be ejected from Intramural competition and must meet with the Coordinator of Student Involvement to be reinstated. The team which the player participated on will also forfeit the game.
- Should a team captain, coach, or team manager be guilty or responsible for the use of an assumed name, knowingly using an ineligible player, or other fraudulent act, he/she will be disqualified from all Intramural activities pending a meeting with the Coordinator of Student Involvement, who shall determine the length of the suspension period. The game will be forfeited and the team may face additional suspensions or penalties.

Individual Appeals

- If an individual feels that they have extenuating circumstances that should allow them to be exempt from any or all of the Intramural Handbook rules, they can make a written appeal stating their reasons for exemption from the rules. This appeal will be reviewed by the Coordinator of Student Involvement.

Eligibility Penalties

- As soon as an individual violates any of the eligibility rules, they will be considered ineligible for ALL Intramural sports. Violations of this suspension will result in further suspension from the Intramural program and possibly disciplinary action by UNG.
- A team shall forfeit all points and all games in which ineligible players are used.
- No student may withhold information about being a member of a varsity team. Violations of this rule will result of the forfeiture of each contest in which the violation occurred, and the student will be barred from further participation in Intramural Sports until they have met with the Coordinator of Student Involvement.

VI. Sportsmanship

Any student whose conduct is unbecoming or unacceptable for sportsmanship principles may be prohibited from participation in the Intramural Sports Program. Suspension from participation may be for a single sport, for a season, for an academic year, or indefinitely. Teams or organizations may also be put on probation or suspended for major sportsmanship violations by their members or fans. The Coordinator of Student Involvement reserves the right for final decisions concerning conduct.

Sportsmanship Ratings

- The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the Intramural Sports league and playoff seasons. Behavior before, during, and after an Intramural Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
- A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct. An individual's behavior can have a dramatic effect on a team's rating score.
- Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship.
These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

- Each team should choose its members carefully, as all team members will suffer the consequences of any disciplinary action against that team for violation of the Intramural rules and sportsmanship guidelines.

**Sportsmanship Rating Scale Explanation**

- The Sportsmanship Rating Scale will be used for each Intramural contest including regular season games, playoffs, and tournaments.
- Sportsmanship Infractions (S.I.) are unsportsmanlike penalties as defined by each sport's rules (an unsportsmanlike penalty in flag football, a technical foul in basketball, and a yellow card in soccer, etc.).
- Officials will start in the appropriate range based on S.I.'s and adjust the rating according to other sportsmanship issues that did not warrant an infraction. Player behavior, coach behavior, fan behavior, attitude towards opponents, cooperation with officials, trash left behind, and other relevant issues will be taken into consideration when assigning a sportsmanship rating. Any team with an ejected player cannot receive above a “2.4” sportsmanship rating.
- Teams having a sportsmanship average below a "2.8" or a single game rating of "1.4" or below will not be considered for league standings at the end of the regular season and will not be eligible for playoffs.
- During the playoffs, teams are expected to show proper sportsmanship and will be held to the same standards as they are during the regular season. Therefore, if a team receives a sportsmanship score of “1.4” or lower in any game, they will be removed from the playoff bracket. In addition, if a team receives a sportsmanship score of less than a “2.8,” they will be placed on probation for the duration of the playoffs. A second sportsmanship score of less than a “2.8” will remove them from the bracket. If a team has won their game but is removed from the bracket due to sportsmanship, their next opponent will receive a forfeit win. Playoffs include both pool play and the All-Campus Championship.
- In all cases, Intramural Supervisors and the Intramural Sports administrative staff may provide input which may raise or lower the rating. Intramural Supervisors may amend any rating for inappropriate conduct by a team or its spectators before, during, or after a contest. Intramural Sports administrative staff members may amend a rating at any time for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting.
- Officials have been instructed not to comment to teams about ratings. Teams may inquire with an Intramural Supervisor at the game site to view their sportsmanship ratings. Teams may also view their sportsmanship ratings on the imleagues website. A team captain may appeal his or her team's sportsmanship rating by submitting a written appeal to the Office of Student Involvement by 12 Noon of the next business day following the game or match. Appeals after this time will not be accepted.

**Sportsmanship Rating Scale**

**3.5-4.0 Excellent**

*Attitude impeccable. No confrontations among players and officials. Conduct exhibits utmost respect for opponents, officials, and the intramural program. Fans exhibit the same positive sportsmanship as their team. Team areas/benches kept clean with no trash.*

**3.0-3.4 Good**
Team shows good sportsmanship and full cooperation with officials. Opponents are treated with respect. Team mostly in control of fans. No warnings, ejections, red/yellow cards, technicals, or unsportsmanlike penalties. Team areas/benches kept mostly clean.

2.5-2.9 Average

Shows cooperation with opponents and officials; however, some complaints are present. Team has some issues controlling fans. Maximum of one unsportsmanlike penalty, technical, or yellow card. No red cards or ejections. Some trash left in team areas.

1.5-2.4 Below Average

Continuous complaints to officials about calls and interpretations. Clear bad attitude displayed by one or more players. Captain has little control of team or fans. Teams may receive 1-2 unsportsmanlike penalties, technicals, or yellow cards. No more than one ejection. Team makes little effort to clean team areas/benches.

<1.4 Poor

Blatant disregard for officials, opponents, and the intramural program as a whole. Play is dangerous and team shows no willingness to follow the rules of the game. Captain has no control of team or fans. Team receives multiple unsportsmanlike penalties, technicals, red cards, and ejections. No effort made to clean team areas/benches.

VII. Ejections

A player, fan, or coach may be ejected by game officials or Intramural Supervisors for any conduct deemed unsportsmanlike or for not staying within the spirit of the rules. An ejected person is immediately ineligible for ALL Intramural sports and activities, both in the sport of the ejection and all other Intramural sports. The ejected person must complete the following procedures to regain their eligibility within (7) seven business days of the ejection or the case will be turned over to the Dean of Students for further disciplinary action.

Steps to Regaining Eligibility

- The ejected player must submit a typed written letter of reinstatement (Double spaced, Times New Roman, 12 pt font) outlining the events surrounding the ejection, the individual’s actions that led to and followed the ejection, and assurance of how this behavior will be avoided in the future.
- The ejected player must set-up an appointment with the Coordinator of Student Involvement to discuss the matter within (7) seven business days of the ejection or the case will be turned over to the Dean of Students. Even if it is the last contest for their team, the ejected person's suspension will continue until the person meets with the Director.
- The player must attend a meeting with the Coordinator of Student Involvement and serve their suspension.

Playoff Requirements

- A team cannot advance into the playoffs with an outstanding ejected player. The ejected player must meet with the Coordinator of Student Involvement to rectify the matter or the team
captain should meet with the Coordinator of Student Involvement to discuss dropping the player from their official team roster.

Physical Assault

- Anyone who physically assaults a spectator, player, official, or activity supervisor will be automatically suspended for a minimum period of one year from the date of the incident. The person must petition the Intramural Sports administrative staff for re-admittance into the program. Further, appropriate charges may be filed with the Dean of Students.

VIII. Protests of Rule Interpretations

Only rule interpretations may be protested. Judgment calls made by officials cannot be protested.

Initiating a Protest

- Protest must be made to the head official on a game immediately following the play in question. Once another play has occurred the protest becomes invalid.
- The protesting captain must explain the reason for their protest. In turn the head official will explain the basis of their decision.
- If the protesting captain wishes to appeal the decision of the head official, they must request that an Intramural Supervisor review the decision before play resumes. Play will cease while the captains, officials, and supervisor confer on the details of the incident. The Intramural Supervisor will then rule on the disagreement based on the information at hand.

Formal Protest

- If either team is not satisfied with the decision made by the officials and Intramural Supervisor, they must state that they wish to make a formal protest. The Supervisor should immediately note the details of the incident and the reasons for which they based their decision. The protesting captains should also write their account of what happened on the protest form. Play will immediately resume following the completion of the paperwork.
- The decision will then be reviewed by the Coordinator of Student Involvement. If the decision is reversed the game will be rescheduled and played from the point that the game was protested.
- If the decision is denied, the final outcome of the game will stand.

IV. Play Formats

Teams

- All teams meeting the sportsmanship guidelines are eligible for post-season play.
- Teams may not add players who have played for another team during the regular season to their post-season rosters.

Format

- Teams are guaranteed four scheduled games. This includes any games that are forfeited. The top 8 teams will progress to the playoffs. Playoffs are single elimination.

Post-Season Awards
• Teams that win the championship will receive one championship shirt for each player on their rosters.
• The Coordinator of Student Involvement reserves the right to limit the number of awards given to teams with excessive rosters in all sports.

X. Miscellaneous

Activities

• With time, equipment, facilities, and areas at a premium, and in demand by many organizations, the schedules are organized as these factors permit. Activities may be added as interest, demand, and availability of facilities dictate. Make your requests known and get involved.

Official Intramural Postings

• Information pertaining to Intramural Sports Program activities, general announcements, team and individual standings, starting and ending dates, closing dates, and results of contests are posted on the imleagues website. This website will be the official place for all changes and results to be posted.