



ARIZONA INTRAMURAL SPORTS PARTICIPANT HANDBOOK





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ARIZONA INTRAMURAL SPORTS PROGRAM MISSION

The Department of Campus Recreation Intramural Sports Program seeks to meet the needs and interests of the diverse University of Arizona population. We do this by providing games and activities for men's, women's, and co-recreational play in an effort to create and maintain a relaxed and friendly play environment.

Intramural sports are activities, designed so that University of Arizona students, faculty and staff have the opportunity to exercise, maintain lifetime interest in quality leisure activity, and develop an appreciation of cultural diversity through recreational play. This development doesn't stop at participation. It also includes employment opportunities, which help to develop work skills. Intramural leagues, tournaments and special events are designed so that both the competitive and the recreational player can have an enjoyable experience during their participation. Participation is designed so that a sense of community is created during play.

For league sports it's best to put a team together with people you know from classes, residence halls, campus organizations, etc. so that you can all have fun together. However, if you don't know many of your classmates yet, there is no better way of making friends than by joining an intramural team. For tournament sports and special events, get ready to test your skills while socializing with others.

Participation in any intramural activity is completely voluntary. It is strongly suggested that all participants undergo a physical examination prior to participating in any sports or activity. Each individual participating assumes the responsibility for his/her own health and insurance needs. The University of Arizona and the Department of Campus Recreation assumes no responsibility for insurance coverage or payment of property damage or medical bills incurred due to injury while participating.

Because of the unique variety of events, activities and functions that take place during the year on and off campus, it is impossible to factor in potential schedule conflicts when planning the Intramural Sports calendar of events. Therefore, social events, group functions, other department's activities, varsity or club competition, and religious conviction/observances are not, and will not be considered when planning activities.

There is no place in recreation or athletic competitions for racial slurs, derogatory comments, homophobic comments, hate speech or behavior that is intimidating or threatening to anyone. These types of conduct are unacceptable and will not be tolerated. Please treat each other with respect and dignity.

The Intramural Sports staff works for you. We are customer service oriented; however, please realize that there is responsibility on the part of the participants as well. The Intramural Sports staff reserves the right to act on any situation that may arise which is not specifically covered in sport specific rules, this material or any other Intramural Sports literature.

ADVISORY COMMITTEE

The Intramural Sports Advisory Committee is comprised of students from campus organizations who represent diverse aspects of campus life. When needed, the committee meets to discuss various topics related to maintaining and improving the Intramural Sports Program. The Intramural Sports Program is constantly seeking individuals to serve on this committee. Interested individuals should contact Intramural Sports.

ALCOHOL POLICY

The University of Arizona alcohol policy prohibits the possession or consumption of alcohol at university sponsored events held on university property except within limited areas approved by the Vice President for University Affairs. Possession or consumption of alcohol or illegal drugs is prohibited at any Department of Campus Recreation facility or program at all times. Additionally, if Intramural Sports supervisors and/or officials suspect any individual of being under the influence, (even if the scent is on the person's clothing or body) that person will not be allowed to participate and will be asked to leave the facility. Each team is responsible for enforcing this policy with team members and spectators and if individuals create a problem when asked to leave, the contest will be forfeited. Violators are also subject to disciplinary action in accordance with university policy.

ATTIRE (DURING PARTICIPATION)

Each participant must wear attire that can be both defined and described as athletic in nature. Each team sport participant shall have a shirt of one distinguishable color with individual numbers permanently attached. If both teams are wearing the same or similar colored shirts, then the home team gets to choose what color they want to wear. The visiting team will have to change colors so they are not similar. We recommend that all players/teams bring two different colored shirts so they avoid any forfeits. Teams, players and participants will be penalized accordingly if they do not meet this requirement. Please see the JEWELRY section for additional prohibitions.

BLOOD POLICY

If a participant is bleeding, he/she will be removed from the contest immediately. If a participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration covered. The Intramural Sports staff recommends that each player bring an extra uniform.

CAPTAINS' RESPONSIBILITIES

Intramural team captains serve as the communication link between their team and the Intramural Sports Program. They are responsible for understanding intramural information and passing it on to team members. Duties include:

1. Pre-Season:

- Select team name (we reserve the right to edit team names), division, day, and time the team wants to play.
- Pay the entry fee for the team(s) either online or in the Registration Office.
- You agree to read the rules for your sport as well as ensuring that all team members understand and abide by them, especially player conduct and eligibility.

2. In-Season:

- Inform team members of play schedules to ensure enough members are present to avoid a forfeit.
- Be aware of your teams' sportsmanship points to ensure making the playoffs.
- **If your team forfeits, \$30 will be charged to the Bursar's account of the captain.**
- Rosters are printed at 4pm for M-Th games and 4pm on Fri. for Sun. games. It is your responsibility to ensure that your rosters are finalized by this time for your game.
- Provide score keeper/timers in the sports required.
- Ensure that team has same colored/numbered shirts in appropriate sports.
- Ensure that you, your team and spectators comply with all rules, policies and procedures during participation.
- Ultimately, you are responsible for the actions of the team. In all cases when an offending party on your team cannot be identified you will be held responsible and could face sanctions.
- A single team member's actions can be responsible for the entire team being ejected from a league.

CHAMPIONSHIP AWARDS

Champions at each level of play in their respective division will receive a t-shirt. There are restrictions on the number of t-shirts that may be awarded to any one team. The maximum number of shirts that can be received is twice the number of players that are on the field/court.

Photos of each champion will be taken and added to the Campus Recreation website as well as the Arizona Intramural Sports Facebook page.

THE UNIVERSITY OF ARIZONA STUDENT CODE OF CONDUCT

There are two documents that establish the behavioral standards expected of all University of Arizona students: The 1983 Code of Conduct and the 2000 Student Code of Conduct. Complete copies are available in the Dean of Students Office, 203 Old Main. Arizona Intramural Sports complies with both of these documents and refers to them if needed.

CONDUCT OF PARTICIPANTS AND SPECTATORS

The program seeks to provide exercise, recreation, and fun to participants in a relaxed, yet structured environment. All actions and comments, whether directed to staff, opponents, teammates, or spectators should be constructive and conducive to fulfilling this purpose.

Be advised that win-at-all cost attitudes are totally inappropriate and are strongly discouraged. All participants and spectators are expected to behave in a courteous and responsible manner in victory and in defeat. Intramural & extramural sports are valuable recreational activities, but their value comes from the benefits of playing, not from winning.

CONDUCT GUIDELINES

These guidelines should assist teams in reinforcing a sportsmanlike atmosphere.

1. Expected Conduct

- Participants and spectators are expected to behave in a cooperative, positive manner, which contributes to the philosophy of friendly competition.

- Teams are responsible for the conduct of members & spectators before, during, and after any intramural or extramural sports contest.
- It is the responsibility of each team to cooperate with the Intramural Sports staff in controlling both team members and spectators. The game will be forfeited if in the opinion of the staff such cooperation is not evident.
- Participants and spectators are expected to comply with the requests and directives of all Intramural Sports personnel in a respectful, pleasant manner.

2. Misconduct (Unsportsmanlike Conduct)

- Team captains, managers or coaches are responsible for the conduct of their players, and therefore are subject to the same disciplinary actions as their players.
- Vulgar, obscene, abusive, derogatory, intimidating and demeaning comments or gestures will NOT be tolerated. Such comments and gestures create a hostile environment, generate ill will, place unnecessary pressure on players, and contribute to a negative Intramural Sports experience.
- All acts of physical aggression including fighting, pushing, shoving, kicking or any attempt to injure another person, are totally unacceptable responses in any area of campus life.
- Any comments, signs, jokes, remarks or gestures intended to threaten or intimidate any other person are forms of verbal aggression, which are equally inappropriate and will be disciplined accordingly.
- The sanction for any individual involved in any act of physical/verbal aggression or physical contact of any type toward an Intramural Staff member may be a lifetime suspension from the program.
- The consumption or possession (or the scent, if detected on your person) of any type of alcoholic beverage before, during or after a game is not allowed.
- The unsportsmanlike actions of one team member can cause a team to be disqualified from a league.
- Any team that forfeits a game due to misconduct may receive a loss for the next scheduled league or playoff game.

3. Spectators

- The role of spectators is to provide support and encouragement, which will be beneficial to the participants, the game and the program.
- Spectators must remain in designated areas and not encroach on the playing area.
- Spectators violating these guidelines or exhibiting unsportsmanlike conduct will be asked to leave and may be assessed additional sanctions.
- Team captains and/or teams can be penalized for the actions of their spectators.

CONDUCT DURING EXTRAMURAL TOURNAMENTS

Teams or individuals that represent the University in extramural tournaments will be held to the same standard of conduct previously stated in the conduct of participants and spectators section of this handbook. Sanctions in addition to those assessed at the extramural tournament may be imposed.

SPORTSMANSHIP POINTS

Sportsmanship points are a reflection of the team's attitude before, during and after an Intramural Sports event. This system is meant to develop a positive atmosphere of fun and fair play, to provide

an opportunity for meaningful participant interaction and to encourage teams to be more responsible for the behavior of their players/spectators. Assessment of sportsmanship points begins when a team or player checks in for the game. The assessment period ends when a team or player leaves the facility. The following paragraphs explain this system.

Each team will earn sportsmanship points for games played. Sportsmanship infractions lead to fewer points being earned per game. A team may be dropped from the league if they only attain 1 point during any game. **Teams will NOT advance to playoffs unless they average 3.5 sportsmanship points** and have a .500 record at the end of the regular season.

There is NO appeal for Sportsmanship point earnings. Penalties may be severe, but are justified for unacceptable behavior.

A team will receive a full **5 points** if at all times during the game the players and spectators were respectful and followed all rules guiding intramural policy.

A team will receive a maximum of **4 points** if:

- Players/Teams/Spectators being assessed unsportsmanlike conduct penalties, technical fouls or yellow cards.
- An individual or team expresses visual or verbal dissent to opposing team.
- Team/individuals who gain illegal entry to a facility prior to the playtime.

A team will receive a maximum of **3 points** if:

- A player or team persistently argues the official's judgment during the game.
- A team uses an ineligible player.
- Players/Team/Spectators do not comply with the request of a staff person.
- They default a game.

A team will receive a maximum of **2 points** if:

- A team forfeits a game.
- A player is ejected from a game.
- A team, player or spectator is involved in a physical altercation.
- A team/player persists with rough play after being issued an Unsportsmanlike conduct penalty.
- A player, team or spectator uses abusive language or gestures toward a participant or staff member.

A team will receive a maximum of **1 point** if:

- Team, player or spectator makes intimidating physical contact with a staff.
- A team, player or spectator threatens harm or violence toward the staff.
- Players/Team/Spectators use racial epithets, anger motivated outburst, demeaning, degrading and derogatory statements or homophobic comments before, during or after a game.
- A team forfeits a game due to team/fan misconduct (also receives automatic loss for their next scheduled league or playoff game).
- A team/player/coach leaves the bench area for any reason to participate in an altercation. The team also receives an automatic loss for their next league or playoff game.
- Players/Team/Spectators vandalize equipment, the facility or property.

- A team may also forfeit a game due to team misconduct if that team is unable to control its members and/or fans to the extent that the game cannot be completed.
- A team may also be subject to other forms of disciplinary actions as deemed necessary by the Intramural Sports Staff and the Department Judicial Board.
- Each team is responsible for checking their sportsmanship points after each game.
- Failure to sign the scorecard forfeits your right to question.
- In instances where different sportsmanship points are listed, the master book in the Sports Office will be used as the official record.
- In instances where multiple infractions occur, all shall count.
- Referral to the Dean of Student Office.

JUDICIAL SYSTEM

The Department of Campus Recreation conduct system makes every attempt to respond in an educational nature when dealing with issues that are contrary to positive recreational interaction. The system exists to protect the rights of all individuals who elect to participate in the programs offered by the department.

While it is not a legal system governed by specific legal rules and procedures, it does provide due process and other requirements that balance the rights of individuals with the rights of the community. As an administrative rather than legal process, the burden of proof is less precise than in the courts. Conduct decisions are based on preponderance of evidence and not upon guilt beyond a shadow of doubt. This process is designed to respond effectively and efficiently to conduct issues in a timely manner.

This system addresses conduct issues governed by the agreement between participants and Intramural Sports. This typically means that what occurs during participation may be dealt with through the Department of Campus Recreation conduct system and go no further. However, conduct issues that also violate the University Student Code of Conduct will be referred to the Dean of Students Office for University action. Likewise, violations of the law will be referred to UAPD for action and possible prosecution. This judicial process applies to patrons, participants and users of all campus recreation programs, facilities and services.

The process is initiated when any person or team commits, attempts to commit, incites or aids others in committing acts of misconduct, violation of community standards, policy or law and the act is brought to the attention of a department staff member. The staff member will investigate and do one or more of the following:

- Issue a verbal warning and advise the participant that recurrence will result in further action.
- Complete an incident report form and submit it to the Intramural Sports Coordinator.
- Eject the participant(s) and complete an ejection form.
- Ejected individuals are immediately suspended from all Intramural Sports competition.
- Individuals ejected from Intramural contests shall also forfeit the right to enter or recreate in any Department of Campus Recreation facility or program.
- Ejected individuals must submit a written explanation/request for reinstatement to the Judicial Board within 14 days of being ejected. The ejected individual can then meet with the Department of Campus Recreation Judicial Board to determine eligibility or further penalties.

- Staff has the authority to assess unsportsmanlike sanctions at any time before, during, or after an event.
- Persons ejected from an Intramural game for any reason may receive an automatic suspension for the next game.
- Any questions about a participant’s status should be directed to the Intramural Sports Coordinator.
- If an ejected participant elects not to meet with the board, then a decision will be made in absentia, 14 days after the incident occurred.

The Judicial Board is empowered to make decisions about the status of an ejected participant if that participant appeals the decision of the Director of Judicial Affairs for the department. The Judicial Board typically includes students from various areas of the campus community who embody diverse aspects of campus recreation.

The Board meets every week during the academic year on an as needed basis. The Judicial Board:

- Reviews the process and the participant’s rights.
- Reviews the incident, provides the participant(s) an opportunity to discuss the alleged violation(s), and provides an opportunity to accept or deny responsibility.
- Hears any pertinent testimony or views written statements.
- Determines if the ejection was warranted and then determines what is just & fair for individuals/teams that stray outside the bounds of good sportsmanship.

The Judicial Board reserves the right to create/enforce penalties that may not be specifically covered by the sport rules, this material or any other Intramural Sports/Department literature. Listed below are potential sanctions.

JUDICIAL BOARD - SANCTIONS

- | | |
|--|--|
| • Playing on more than one team in the same league | Suspension for the duration of the sport. |
| • A team/player leaves the bench area for any reason to participate in an altercation on the field/court | Team receives automatic loss for the next scheduled league/playoff game and the player will receive a suspension |
| • Player/Spectator participates while under the influence of illegal drugs or alcohol (including consumption during the activity). | Two week suspension |
| • Player verbally abuses an official or participant | Two week suspension |
| • Threatening behavior (verbal or physical) toward a player or spectator | Four week suspension |
| • Threatening behavior (verbal) toward an Intramural Sports official/staff member | Ten week suspension |

- Player/Spectator makes racial slurs, derogatory comments, homophobic comments, hate speech or behavior that is intimidating or threatening Ten week suspension
- Player/Spectator makes physical contact in a threatening manner (battery) toward a player or spectator Twelve week suspension
- Player/Spectator makes physical contact in a threatening manner (battery) toward a Staff Member Life time suspension

Other actions that may occur:

- Suspension/forfeiture for a specific number of games.
- Suspension for the remainder of the activity season.
- Suspension for the remainder of the semester.
- Suspension for a calendar year.
- Suspension for the remainder of the person's stay at U of A.
- Meet with the Intramural Sports Coordinator for other sanctions.
- Referral to the Dean of Students Office for possible action.
- Referral to the UAPD for possible action.

Any participant ejected for a third time in one school year shall receive an automatic one year suspension beginning the date of the last ejection. This suspension applies to all campus recreation programs, activities, facilities, events and services. Participation in anything prior to meeting with the Judicial Board will be looked upon as a blatant disregard of policies and will be considered when rendering any sanctions.

Participants may appeal a conduct decision for which there is a sanction imposed. Request for appeals must be submitted by the close of business on the next scheduled University workday following the Judicial Board's decision. In most cases, an appeal hearing will be scheduled within the three days following receipt of the request for appeal. The request for appeal must assert and explain the appellant's specific and substantive grounds for appeal.

Possible appeals include:

- New evidence which would reasonably affect the Judicial Board's decision.
- The Board erred in the interpretation of a policy.
- Illegal discrimination or prejudice influenced the Judicial Board's decision.
- The decision is not supported by the preponderance of the evidence.
- The sanction is overly severe or arbitrary.

Typically the Associate Director will hear appeals. The appeal must be made in writing directly to the Associate Director, Natalie O'Farrell (nfreeland@email.arizona.edu). The appeal must be made no later than the close of business on the first business day after receiving the Judicial Board's decision.

The appeal hearing is held to accomplish the following:

- Summarize the grounds upon which the appellant seeks appeal.

- Provide the appellant the opportunity to substantiate the grounds for appeal with credible evidence.
- Permit the appeal officer to question the appellant, review statements, etc.
- Decide the appeal based on the merits of the grounds for appeal.

Possible appeal decisions:

- Uphold the original decision and/or sanctions.
- Overturn the original decision and/or sanctions
- Amend the original decision and/or sanctions.

There is no further appeal option except when the sanction includes life-time suspension from the Department of Campus Recreation. Suspension appeals of this kind must be submitted to the Director of Campus Recreation by the close of business on the next scheduled University workday following the appeal hearing. All appeal requirements remain the same. Decisions of the Director or his/her designee are final.

DEFAULT POLICY

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive a default for any game they will be unable to attend. In order to do so they must notify the Intramural Sports Office at 520-621-8708 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4 pm).
- Default is recorded as a loss but does not require a fee payment.
- A defaulted game will result in 3 sportsmanship points being awarded.

FORFEIT POLICY

The Intramural Sports Program is designed to relieve stress by providing an environment, which promotes fun and exercise away from the pressures of the classroom. If a team or individual fails to show up for their game, they have deprived themselves and the other participants of that opportunity.

Follow the listed guidelines:

- If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number of players before the game is declared a forfeit.
- A team that does not have the minimum number of players at the end of the 10-minute grace period shall forfeit the game. Example: Game time is at 6:00 pm; the game will be declared a forfeit at 6:10 pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
- The supervisor will declare a forfeit and award a win to the team that is ready to play with the correct number of players.
- If neither team is ready to play with the minimum number of players after the 10-minute grace period, then both teams will receive a forfeit.
- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.

- Teams found to have ineligible players in the game or on the game roster will forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Sports staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits once, the team may continue to play by paying the \$30 fee that is charged to the captain's bursars.
- If a team forfeits or defaults twice, they are dropped from the league.
- Teams that are on the waitlist, or have stated that they want to be contacted in case other teams forfeit, will take the place of the teams that have forfeited out of the league.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a win for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

FORFEIT PENALTIES

If a team does not have the minimum number of participants dressed and ready to play by gametime, the grace period will begin with the following penalties:

FLAG FOOTBALL

- Start the game with a 7 point deficit for every 3 minutes they are not ready.

BASKETBALL

- The opposing team is awarded 2 points for each minute into the grace period. (10 minutes equals 20 points)

VOLLEYBALL

- Start the first game with a 1 point deficit for every minute they are not ready.

ULTIMATE

- Start the game with a 1 point deficit for every 5 minutes they are late

SOCCER

- Start the game with a 1 goal deficit for every 5 minutes they are late.

SOFTBALL

- Will be visitors on the scorecard
- Start the game with a 1 run deficit for every 2 minutes they are late
- * These rules also apply to Kickball and Wiffleball.

INNER TUBE WATERPOLO

- Start the game with a 1 goal deficit for every 5 minutes they are late

DISABILITIES (Persons with Disabilities)

Persons with disabilities may request a reasonable accommodation by contacting the Arizona Intramural Sports Office at 621-8708. Please ask for the Intramural Sports Coordinator. Request should be made as early as possible to allow time to arrange the accommodation.

EJECTED PARTICIPANTS (also see Judicial Board)

An ejected participant is not allowed to participate in any Campus Recreation activities or enter Campus Recreation Facilities. Please complete the following steps to regain eligibility.

Submit an email to the Intramural Sports Coordinator at:

Matt Macer

macer@email.arizona.edu

The letter should include the following:

1. The ejected participant's name
 2. The date the letter is submitted
 3. The ejected participant's email address
 4. The ejected participant's phone number
 5. The ejected participant's local mailing address
 6. The ejected participant's SID Number
 7. The sport, facility, program or activity that the participant was ejected from.
 8. The ejected participant's version of what happened.
 9. Why the ejected participant should be reinstated.
- Ejected individuals must submit a written explanation/request for reinstatement within 14 days of being ejected to the Judicial Board.
 - The Judicial Board meets on a weekly basis, as needed, during the Fall/Spring semesters. During the summer, the judicial board meets strictly on an as needed basis. Please call to find out exact times and dates.
 - If an ejected participant elects not to meet with the board then a decision will be made in absentia, after the 14 day period.
 - For questions call 520-626-1184.

ELIGIBILITY - WHO CAN PARTICIPATE IN ARIZONA INTRAMURAL SPORTS

The Intramural Sports Staff cannot be solely responsible for checking the eligibility of each person who participates in Intramural Sports. Therefore each person is responsible for meeting eligibility requirements. Each team captain and each participant is responsible for verifying the eligibility of their team and individuals. Questionable cases should be referred to the Intramural Sports staff for a ruling prior to playing. Whenever a specific case is reported, an inquiry will be made to determine the eligibility of that player/team.

- All University of Arizona students currently enrolled with 1 or more units.
- University of Arizona students solely taking correspondence courses are eligible to participate provided they purchase a Department of Campus Recreation Membership and provide proof of current enrollment.
- University of Arizona Faculty/Staff with a current Department of Campus Recreation Membership.
- University of Arizona Faculty/Staff without a current Department of Campus Recreation Membership may purchase a \$30.00 Intramural Participation Card. A card must be purchased for each sport.
- PIMA Community College Students who are enrolled in the PIMA/UA Partnership Program. Students must have proof of dual enrollment in this program.

- All teams must have appropriate team names and can be changed at the discretion of the Intramural Sports program.
- All teams that are registered for the Greek league must be in good standing with the University of Arizona Greek Life Department and be a recognized Greek organization.

Intramural participants must show their current University CatCard to the Intramural Staff before every game, in addition to having their full name appear on the roster, or they will be ineligible to play in that game. This must be a physical ID and cannot be a photocopy, picture, or social media form of ID.

- **UA alumni are not allowed to participate in Intramural Sports**
- If a comparable participation opportunity is not available for a women's team/participant at a specific level of play, then that team or participant will be allowed to participate in a men's league or on a men's team.
- A team participating with an ineligible player will be subject to the forfeiture of all games that player participated in when the infraction occurred.
- Individuals who play under an assumed name may be suspended for one year and the player's team may be dropped from the league without entry fee refund.
- The Intramural Sports Staff reserves the right to declare any team or individual ineligible for further participation due to inappropriate behavior or unsportsmanlike conduct.
- Members of intercollegiate teams (4 year, junior or community college) are ineligible to participate in their respective sport or related sport. An individual is considered a member of an intercollegiate squad if he/she has competed in the sport, is red shirting in the sport, is practicing with the team, is listed on the coach's roster for that sport, or is receiving any benefits associated with being an intercollegiate athlete in that sport.
- If a player is red shirting, practicing with the team or just listed on the coaches roster for that sport the player may request an exemption to this rule by submitting a request to the Intramural Sports Coordinator.
- Former intercollegiate athletes are eligible to participate in their sport (in the highest division offered) provided 12 months have elapsed since their status as an intercollegiate athlete has ended. The Intramural Sports Program reserves the right to limit the number of such players on a given team.
- Sport Club members who participate in Intramural Sports activities in their respective sport are restricted to:
 - Two Club Members per Competitive level team or equivalent
 - One Club Member per Recreational level team or equivalent
- An individual is considered a Sport Club member if he/she is listed on the official roster of that sport, practices with the club, or competes in club or competition. Sport Club member's status encompasses an academic year.
- Current professional and semi-professional athletes (individuals who compete for financial remuneration through goods or services) are ineligible to participate in Intramural Sports.
- Former professional athletes are eligible to participate in the Competitive division of their sport provided 36 months have elapsed since their status as a professional ended. Teams are restricted to one such participant.
- Ineligible players may not participate even with the mutual agreement of both teams.
- The Intramural Sports Program reserves the right to verify eligibility at any time.

EMERGENCY AND URGENT CARE FACILITIES

Check with your insurance policy holder for specified urgent care centers. Cost, hours and location are approximate and subject to change without notice. Call the center nearest you for specific questions. This information is subject to change without notice. This is simply a listing. In no way is this endorsement of any care facility.

- St. Joseph's Hospital, 350 N. Wilmont, 873-3000, 24 hr Emergency Room, <http://www.carondelet.org>
- St. Mary's Hospital, 1601 W. St. Mary's, 872-3000, 24 hr Emergency Room, <http://www.carondelet.org>
- Tucson Medical Center, 5301 E Grant, 327-5461, <http://www.tmcaz.com>
- University Medical Center, 1501 N. Campbell (entrance on Warren), Urgent Care 8:00am-11:30pm, 694-0111, 24 hour Emergency Room, <http://www.azumc.com>
- Campus Health Service, Cherry & UA Mall, 621-6490 (M, T, TH, and F - 8:00am- 4:30pm), (W 9:00am-4:30pm)
- Kino Hospital, 294-4471, 2800 E. Ajo Way, 24 hour Emergency Room, Urgent Care 10:00am – 10:00pm

ENTRY PROCEDURES

1. League Sports:

- Figure out which sport you are interested in playing by looking at our sports offerings online.
- Read about the information pertaining to that sport (entry fees, entry period, league openings, and rules).
- Pick your teammates and your team captain.
- During the entry period only, your team captain must collect all his/her players' names and NetID information. Then go to the campus rec website, create an account, and create a team.
- All rosters have a maximum size of 20 players, but only twice the maximum players on the court/field are allowed to receive a champ shirt.
- Once the team is created, the captain may either pay online via credit card or bursars account or come to the Registration Office at the Rec Center with a CatCard to finish registering the team and paying the entry fee during the entry period (late entries will be assessed a late fee).
- Decide on your team's level of play and then pick a time slot at that levels available play times. You will automatically be put into that time slot unless told otherwise. Leagues are filled on a first-come, first-serve basis. Note: you will not be able to select your tournament play time(s).
- All teams that have a .500 record and have an average sportsmanship rating of 3.5 will advance to the single elimination playoffs bracket.

2. Tournament Sports and Special Events:

- If online registration cannot be done, captains/participants must register in person at the Registration Office. They will have to complete and return an entry form, specifying the activity, event, and level of play.
- Tournament & Special Events are normally one day or weekend tournaments.
- Teams/Participants will play either single or double elimination format. Be prepared to play all day.

ENTRY FEES

All fees are used to pay student employees, provide awards, promote/publicize activities, and purchase equipment. These fees do not cover the entire costs for the program, but do help to offset these expenses. When considering the quality of the program and the positive experiences enjoyed by the participants, the program remains a tremendous value. When a league, tournament sport or special event is officially cancelled, a 100% refund will be given. Regional and National Championship Tournament entry fees vary. Please check the sports specific information sheet.

- Officiated league sports are \$160.00 team.
- Non-officiated league sports are \$100.00 per team.
- Refund status begins when you enter a sport or activity.
- League re-entry fee is \$30.00.
- Equipment rental fees vary. Call for specific cost.
- Please keep both receipts that you receive after you make payment. This is proof of payment in case a refund is requested.

FACILITY REGULATIONS

1. Indoor facilities:

- University CatCard only.
- Enter and exit at proper points.
- Observe all posted rules.
- Comply with the request of Department of Campus Recreation Employees.
- No spitting on any gymnasium floors.
- No food, drinks, gum, alcohol, tobacco or illegal drugs.
- No practicing, dribbling, or playing catch in hallways, offices, lounges, etc.
- No grabbing/holding or snapping the basketball rims or supports.
- No animals (exception: service animals).
- No firearms, knives or weapons of any kind.
- Place all trash in proper containers.
- Posting of signs, fliers or posters is prohibited without proper authorization.
- Exit facility when alarms sound.

2. Outdoor activities:

- Enter and exit facilities at proper points.
- Observe all posted rules.
- Comply with request of all Department of Campus Recreation employees.
- No glass containers or glass products.
- No bikes or motor vehicles are allowed on any grass areas within the fence.
- No alcohol, tobacco or illegal drugs.
- No animals (Exception: service animals).
- Place all trash in containers.
- No jumping the fence. Remain outside the facility until a staff member arrives on site.
- No firearms, knives or weapons of any kind.

FREE AGENTS (PLAYERS WITHOUT TEAMS)

Individuals who want to play league sports but are unable to form a team can still be involved. Each individual should create an account on IMLeagues.com and join each division they are interested in as a free agent.

HEALTH/SAFETY/INSURANCE/MEDICAL EXAMS

The Intramural Sports Program includes activities, which can be physically demanding, and that have the potential for injury. Therefore, it is strongly suggested that all participants undergo a routine physical exam prior to playing. Individuals, who have had previous injuries which may recur, or who are not physically suited for an activity, are urged to reconsider their participation for their own safety. The University of Arizona Campus Health Service has sports medicine doctors that can provide this service. Set up an appointment by calling 621-6490.

All injuries, regardless of severity, should be immediately reported to the official and on-site Sports Supervisor. Each individual participating in Intramural Sports activities assumes the responsibility for his/her own health and insurance needs.

*Note: The Intramural Sports Program reserves the right to stop any participant from re-entering a game if that participant is hurt, injured or unfit for participation.

The Department of Campus Recreation assumes NO responsibility for insurance coverage or payment of medical bills incurred due to injury while participating in Intramural activities. It is strongly recommended that every participant be certain he/she has some form of insurance (student, accident, Blue Cross, etc.) that will cover claims resulting from accidental injury during participation in Intramural activities.

Precautions are taken to make sure play is as safe as possible. These include rule modifications, staff training, inspection of facilities, etc.

The Intramural Sports Program will not assume responsibility for any personal injuries or damage to personal property incurred during Intramural Sports participation.

ID POLICY (YOUR CATCARD)

Why must a participant have an ID for each and every game? This is an often asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university, your Student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community.

Arizona Intramural Sports wants to provide the very best services to our participants. If outside people participate in the program they are putting participants and the university at risk. Also, if an outside person were allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve.

Before each game, players must present their CatCard so they can be checked against the team roster. Only the names of those players on the team roster will be allowed to play. Any player arriving

after that game has started must present their CatCard to the game official and have their name checked before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**

INCLEMENT WEATHER

Rain outs, lightning, snow, monsoons, standing water, thunder:

- Never assume that a game will be cancelled merely because of rain. The Campus Recreation Staff has the sole responsibility for postponements in case of inclement weather.
- The factors which will be considered are, field conditions, weather conditions, and participant safety.
- The listed team captain and/or co-captain will be called in the event that a game is cancelled due to inclement weather.
- You may contact the Intramural Sports Office at 621-8708 after 4pm for postponement information.
- If games are postponed, the Intramural Sports Staff will reschedule them for alternate days and times (most often on Saturday or as doubleheaders). Captains are responsible for contacting the Intramural Sports Staff to confirm make-up days and times.
- Unfortunately there is no guarantee that all postponed league games will be played. If the Intramural Sports Program elects not to make up rainouts, then all teams involved will receive a win. In no case will a partial refund be provided. The benefit that teams receive is the win.
- Rainout games will be considered official if they are stopped at halftime or later for soccer and flag football, at the end of the fourth inning or later for softball or kickball, and if a team has an eight point lead or more for ultimate.
- During the week (Monday-Thursday) the decision to postpone games will not be made until 4 pm or later. During the weekend (typically Sunday) the decision to postpone will be made on site.

JEWELRY

In an effort to maintain the safest environment possible, please abide by the following:

- All rings, necklaces, studs, watches, bracelets, etc. must be removed prior to playing.
- Glasses should be secured with a guard strap.
- Medical bracelets or chains are allowed (must be taped down).
- All braces with metal/hard plastic must be wrapped.
- Individuals wearing casts are not allowed to play.
- All body piercings must be removed prior to playing.
- Only certain hats can be worn during specific Intramural Sports (discretion is up to the Intramural Sports Supervisor on site).

LEVELS OF PLAY

In an effort to meet the needs of a more varied recreational population, the Intramural Sports Program offers a tiered structure. The three levels are divided based on intensity of competition and motivation for playing. This will enable participants to play in the most appropriate division. All Intramural activities are classified as recreational sports in the sense that they are less competitive and more cooperative than intercollegiate athletics. The primary reasons for playing Intramural Sports should always be relaxation, exercise, social interaction, and friendly competition. It is within this framework of competing with, rather than against, an opponent that the following levels of play were developed.

- Recreational (Newly Acquired Skills): The emphasis is on playing. “HAVING FUN”
- Competitive (Skilled): You are invested in determining a champion. “PLAYING HARD”
- Greek: This division is only available to recognized Greek organizations
- CoRec: This division requires that a team have a minimum number of males and females on the field/court at all times.

LOST AND FOUND

Items or ID's that are lost at an Intramural Sports activity may be turned in to the on-site Sport Supervisor. These items may be claimed at the Department of Campus Recreation Equipment Check-Out during normal business hours on the following day. ID's not claimed are immediately taken to the University Student ID Center (CatCard Office). Any other items not claimed normally within two weeks will be given to a local charitable organization.

PARKING

Parking on the University of Arizona campus is limited and in great demand. While the University does all it can to provide adequate parking, limited space, increasing enrollment and new facility construction often make parking difficult. These rules are promulgated primarily to ensure an orderly and fair allocation and use of available space. The rules are not punitive but regulatory and should be interpreted fairly. The overall intent is to provide parking that is orderly, fair and convenient to all within the limits of available space and facilities.

Please see the University of Arizona Motor Vehicle Parking & Traffic Regulations for answers to specific questions as well as a complete listing of rules, regulations and violations.

PLAYOFF NOTIFICATION (CHAMPIONSHIP BRACKET)

League play will culminate in a single-elimination tournament. Playoff brackets will be posted to IMLeagues.com no later than 6pm on the Friday after the final league play game.

PLAYOFF PROCEDURES

1. Playoffs

- All teams who average at least 3.5 sportsmanship points per game during the season and have won at least half of their games will advance to a single elimination playoff tournament.
- While every possible attempt to reschedule games is made during league play, this may not be possible during the playoffs. Facility and time limitations may cause teams to play as many as four games in four days, or double headers to advance to the next round. Teams that make it to the playoff system must be ready to play any day/any time.

POSTPONEMENTS

1. Rain Outs:

- Never assume that a game will be cancelled merely because of rain. The Campus Recreation Staff has the sole responsibility for postponements in case of inclement weather.
- The factors that will be considered are field conditions, weather conditions, and participant safety.
- Call Intramural Sports at 621-8708 an hour before game time for postponement information.

- If games are postponed, the Intramural Sports Staff will make every attempt to reschedule them for alternate days and times (most often on Saturday or as doubleheaders). If a team is unable to play on the makeup day, the game will be considered no contest.
- Unfortunately there is no guarantee that all postponed league games will be played. If the program elects not to make up rainouts, then all teams involved will receive a win. In no case will a partial refund be provided. The benefit that teams receive is the win.
- Rainout games will be considered official if they are stopped at halftime or later for soccer and flag football, at the end of the fourth inning or later for softball, and if a team has eight points or more for ultimate.
- During the week (Monday-Thursday) the decision to postpone games will not be made until 4pm.
- During the weekend the decision to postpone will be made on site.

2. Facility Conflicts

- Every effort is made to avoid facility conflicts. However, special events may occasionally result in Intramural Sports activities being postponed. The Intramural Sports Staff hopes everyone is understanding and cooperative in dealing with these situations and apologizes for any inconvenience they may cause.

PROTESTS

Protests will be considered only if they directly affect the outcome of the game. Protests may not be based on an official's judgment or decision. They may only be based on rule interpretation or player eligibility. The Director or his/her designee reserve the right to decide on all rules and policy procedure situations that arise which may not be addressed in the sport specific rules, this handbook or any other program literature. Decisions regarding disciplinary actions may not be protested.

1. Rule Interpretation:

- If a team feels an official has misinterpreted a rule, they must verbally lodge protest immediately after the play with the field officials and ask for the Sport Supervisor. All protests will be resolved on the field/court by the on-site Sport Supervisor. Their decision is final. The game will then continue as quickly as possible.

2. Player Eligibility:

- Protest must be lodged with the on-site Sport Supervisor prior to the game or immediately upon doubt about a player's eligibility.
- The protester must give the staff a reason to doubt the player's eligibility.
- The player and his/her team captain will be notified of the situation.
- The person in question must show valid U of A or picture ID when requested or will automatically be ineligible and may cause the team to forfeit.
- The player can sit out the game or play and risk forfeiting the game.
- If the player chooses to play and is found to be ineligible, the game will be forfeited, the player will be suspended from further participation in that activity, and the team captain will be suspended for one game.
- If the player does not play and is found to be ineligible, the game result will stand and the player will be suspended from participation in that activity.
- In all questions of player eligibility, the protesting team must complete the Protest Form and submit it to the Sport Supervisor at the time of the protest.



- The Intramural Sports Staff will make all rulings on player eligibility.

REFUNDS

The refund process usually takes 30-60 business days. Payments made by cash or check will be refunded through the University Check Request System. The check will be sent directly to the participant. Payments made by VISA or MasterCard will be refunded via a credit to the card. When a sport is officially cancelled by Intramural Sports a 100% refund will be given.

Refunds for League Sports

- Entries Open – Early Registration80%
- Early Registration – Registration deadline60%
- Registration deadline – First game40%
- Thereafter.....None

SHOES

Every participant is required to wear proper or appropriate footwear for play. For indoor activities they must be non-marking court shoes. For outdoor activities, cleats may be worn provided they have molded, all-rubber soles. Metal, metal tipped, hard plastic, or screw-in/removable cleats or spikes of any kind are not allowed. It is the discretion of the Sports Supervisor to ban the use of any footwear he or she may deem hazardous to participants.

NATIONAL INTRAMURAL RECREATIONAL SPORTS ASSOCIATION

The University of Arizona, Campus Recreation is a proud member of NIRSA. The National Intramural-Recreational Sports Association (NIRSA) is a non-profit professional association dedicated to fostering the growth of quality recreational sports programs by providing for the continuing education and development of recreational sports professionals. Founded as the National Intramural Association in 1950, NIRSA has evolved from an organizational meeting attended by 13 Historically Black College and University pioneers, to a professional association with thousands of members from colleges, universities, correctional facilities, military installations and parks and recreation departments.

OFFICIALS

Officials are an integral part of the Intramural Sports program at the University of Arizona. Without officials, you would have just another pickup game with no formal boundaries or control. During an Arizona Intramural Sports contest, the officials are granted sole authority for controlling each game. Our officials make \$8.25 per game. High school officials make between \$45.00 and \$85.00 per game. As you can see, the use of student officials obviously helps keep team entry fees down. We get plenty of complaints concerning our officials, as do high school federations, the NCAA, and all professional leagues. We take the complaints seriously, but we also realize that officiating is one of those jobs that people expect you to be perfect for your first game as well as the duration of the season. If you have a concern with an official, speak with the Sports Supervisor on site or file a suggestion form in our office.

The Intramural Sports Program encourages and promotes sport officiating as a part-time or lifetime avocation by hiring and training more than 50 officials each year. For many officials, the Intramural Sports Program serves as a stepping stone to high school, collegiate, and possibly professional

sports officiating. Officials in each sport go through an extensive training program. Training includes classroom sessions and on-site clinics.

If you like sports and like a challenge, please consider becoming a part of the Department of Campus Recreation, and Intramural Sports Program.

Participants and spectators are expected to treat officials with respect and dignity. Individuals must understand that officials are a vital part of the program. They are human and they will make mistakes. But considering the nature of competition and the difficulty of officiating one's peers, they do an excellent job in controlling the game as fairly and consistently as possible. Everyone is urged to behave in a cooperative, considerate, and mature manner in all dealings with the officials. Individuals who are unable to conduct themselves in an appropriate manner will face disciplinary action.

DO YOU NEED OFFICIALS FOR YOUR TOURNAMENT?

Contact our office for more information. The intramural sports office will be happy to find quality officials for your league or tournament. Plan ahead. Call 520-626-1184.

SPORTS POINT SYSTEM (Campus Cup)

The Point System is a competition awarding the most successful University of Arizona Greek Organization(s), Residence Hall and Independent Team for excelling in all aspects of Intramural Sports. This includes but is not limited to the following: participation, sportsmanship & success in competition. Teams and/or individuals must adhere to the following guidelines to be eligible to accumulate points:

ELIGIBILITY

- All **Greek organizations**, as recognized by the University of Arizona & in good standing, are eligible to earn points in any intramural sports league or tournament event.
- All **Residence Halls**, as recognized by the University of Arizona, are eligible to earn points in any intramural sports league or tournament event.
- All **independent teams/individuals** are eligible to earn points in any intramural sport or tournament event.

AWARDS

- Championship Trophy Cup:
 - Overall Men's Greek Organization having accumulated the most points
 - Overall Women's Greek Organization having accumulated the most points
 - Overall Residence Hall having accumulated the most points
 - Overall Independent Team having accumulated the most points
- All Championship Trophy Cups will remain on display at the Department of Campus Recreation's Sports Office.

STIPULATIONS

- All team names must be the same for every sport in order to accumulate points. Only one team name per sport can accumulate points.
- All teams interested in competing must state their intent to participate, at the time of registration of each league sport.

- There will be no accumulation of points for previous seasons if you did not state your intent to participate in that previous season.
- Team name must include a form of the Greek Organization or Residence Hall's official name (ex: Theta Chi All-Stars, D-Chi Dominators, Likins Ballers, etc.)
- All participating individuals representing a Greek Organization must be a member of that organization, active & in good standing to participate in extracurricular activities.
- All participating individuals representing a Residence Hall must be a resident of that hall & in good standing with the Residence Life Staff.
- All teams will earn participation points simply for completing any Intramural Sports season. However, teams must adhere to the following to earn those points at the conclusion of the season.
 - Teams must maintain an average sportsmanship rating of 3.5 or higher (this includes playoffs).
 - 2 Forfeits in any sport's season will result in automatic forfeiture of those Participation Points.
 - Note: Any game ended prior to its timed conclusion due to verbal/physical altercation or excessive unsportsmanlike behavior will result in complete forfeiture of a team's participation points in an addition to any other point deductions as listed below.
- Failure to have a representative to attend any captain's meeting will result in a deduction of overall participation points.
- Defaulted Games: There will be no deductions or additions of points for teams or individuals who follow the guidelines that would constitute a defaulted game.

The Point System will be as follows:

REGISTRATION ENTRY POINTS (FREE POINTS)

100 points: awarded to any team for entering in any officialated sports league offered.

80 points: awarded to any team and/or individual for entering in any non-officiated sports league offered.

60 points: awarded to any team and/or individual for entering in any one day tournament event.

PARTICIPATION POINTS

50 points: awarded to team at the end of each individual sport's season – average sportsmanship rating of 3.5 or above, and no more than 1 forfeit within that sport

REGULAR SEASON POINTS

50 points: 1st place finish in regular season division standings

40 points: 2nd place finish in regular season division standings

30 points: 3rd place finish in regular season division standings

20 points: 4th place finish in regular season division standings

10 points: 5th place finish in regular season division standings

10 points: each regular season win

5 points: each regular season loss (does not include forfeits & defaults)

PLAYOFF COMPETITION POINTS



- 100 points: overall playoff champion
- 75 points: overall playoff runner-up
- 20 points: each playoff win (includes any team receiving a bye)

ADDITIONAL AWARDING OF POINTS

- 50 points: awarded to the Greek Organization or Residence Hall with the highest overall sportsmanship rating (per sport); if teams are tied, multiple teams will receive points
- 1 point: per fan with a maximum of 5 (fans need to check in with the supervisor and state which team they are there to cheer for.)

POINT DEDUCTIONS

- 25 points: any forfeited game (regular season or playoff game)
- 25 points: altercation and/or unsportsmanlike act (before, during and/or after any game)
- 25 points: any ejected player from competition
- 15 points: below 3.0 sportsmanship rating for team for any game
- 10 points: failure to have a representative in attendance for captain's meeting(s)

Note: Any team removed permanently from league play due to conduct related issues or having 2 or more forfeits for a single sport will forfeit all points accumulated within that sport; this decision will be made by the Intramural Sports Coordinator.

In an event of a tie in the overall point's structure, the winning team will be determined by the following and in the following order in the event of subsequent ties:

1. Overall average sportsmanship rating in all sports combined
2. Total number of wins in all sports combined (not including playoffs)
3. Total number of championships won

ARIZONA INTRAMURAL CHAMPIONS (REGIONAL & NATIONAL)

Many teams from the Intramural Sports Program have gone on to compete and win at the state, regional and national level. Championship banners can be found hanging in Bear Down Gym and the Student Recreation Center. Can your team take that next step?

CONTACT INFORMATION

Intramural Sports Office – 520-621-8708 – crec-sports@email.arizona.edu
Intramural Sports Student Coordinator – 520-621-8708 – lukestauffer@email.arizona.edu
Intramural Sports Coordinator – Matt Macer – 520-626-1184 – macer@email.arizona.edu
Assistant Director – Intramural Sports – Brendan Gail – bgail@email.arizona.edu