**INTRAMURAL SPORTS**

**MISSION STATEMENT**

The mission of the Kent State University Intramural Sports Program is to provide the highest quality programs and facilities to the students, faculty and staff of Kent State University through a wide variety of competitive and recreational sports activities in a safe environment.

**PHILOSOPHY**

Intramural Sports aids in the promotion of lifelong healthy and active lifestyles of all participants by creating positive experiences in recreational sports competition through structured use of leisure time, which additionally creates opportunities for growth and development of all participants. The Intramural Sports Program supports the department, division, and university mission by providing high quality programs to enhance the quality of life for students, faculty and staff.

**PROGRAM OVERVIEW**

As we are sure you soon will discover the Intramural Sports Program attempts to offer something for everyone on the Kent campus. Annually, over 9,000 students, faculty, staff and spouses participate in some form of exciting team or individual sports activity. By participating in these team and individual sports and events, we hope to provide you with the following:

- To develop skills through organized recreational sports activities
- To establish and maintain a lifelong commitment to health, fitness and wellness
- To enhance socialization by meeting and playing with and against others
- To release negative stress through vigorous activity
- To promote sportsmanship, cooperation, and team spirit
- To provide friendly competition in a safe and structured environment
- But most of all, to have fun

**WHO WE ARE**

We are members of The Department of Recreational Services, and we are here to serve you. We hope that you will have an exciting, safe sporting event and we will do everything possible to achieve the goals of the University and the Department of Recreational Services. We encourage constructive comments and want to hear from you. If we can be of service, please feel free to contact us. One of our friendly staff members will be glad to be of assistance.

**PROFESSIONAL STAFF**

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KENT STATE UNIVERSITY
INTRAMURAL SPORTS
Policies & Procedures

Highlighted text denotes revisions and or changes from the previous year.

SECTION 1: Administration

Article 1: Staff
The Assistant Director is responsible for the overall administration of the Kent State University Intramural Sports Program. The student staff shall function with the Assistant Director and Coordinator of Intramural Sports in the organization and administration of the Intramural Sports Program. The Assistant Director or Coordinator of Intramural Sports reserve the rights to change, modify, add, or remove at any time any policy or procedure in the intramural sports handbook whether explicitly printed or implied. It is the responsibility of the participant and team captain to be aware of and abide by all Intramural Sports Program Policies & Procedures and sport rules.

SECTION 2: Eligibility & Participation

Article 1: Eligibility
Listed below are the categories of individuals who are eligible to participate in intramural sports until they no longer meet the rules of eligibility:

- Currently enrolled students (full-time or part-time) on the Kent State University – Kent Campus
- Current faculty and staff on the Kent State University – Kent Campus
- Spouses of the aforementioned categories
- Currently enrolled students and faculty/staff of Kent State University Regional Campuses

*All participants must have a membership to the Student Recreation and Wellness Center (SRWC) or pay the daily guest fee (each visit) to participate in Intramural Sports Programs that are conducted in the Student Recreation and Wellness Center (SRWC). Kent State University identification cards (Flash Cards) will be checked before every intramural contest and are required for entry into the SRWC. Individuals who are not assigned FlashCards (ex. spouses) must present a valid government issued photo ID (drivers’ license) at every intramural contest and/or for entry into the SRWC.

**The term spouses will include married and unmarried couples (i.e., domestic partnerships, civil unions, engaged couples, co-habiting couples, etc.) who live at the same address. Individuals in this category must contact the Intramural Sports Coordinator to be added to the list of eligible participants in IMLeagues. Proof of co-habitation must be presented if requested (i.e., mail/bills with the same address, etc.) to avoid abuse of this policy.

CLARIFICATION: Students who are not registered for summer classes, but either completed classes in the spring (semester immediately preceding) or are registered for fall classes (semester immediately following) may participate in the summer intramural programs. University faculty and staff members must be “officially” recognized employees of the university in at least a part-time capacity.

Article 2: Player Identification
All participants must present a valid Kent State University issued identification card (FlashCard) to the Department of Recreational Services staff and/or Intramural Sports Staff prior to participation. If the name or the picture is not legible, the ID will not be accepted, and that participant will not be permitted to play. Misuse of identification (transferring, lending, borrowing, or altering university identification) is a violation of the student code of conduct and will result in ejection from the game and individuals may be referred to Judicial Affairs. Participants must not play under an assumed name or identity. Names which appear on the roster should match or closely match that of the participant’s FlashCard. In the event the ID does not match the participant using it, the Intramural Sports staff may confiscate the ID.

Article 3: Intramural Participation
The Intramural Sports Program recognizes that, for many, coming to know one’s gender identity is not something that happens in an instant; it is a complex process that can occur over an extended period of time. The Intramural Sports Program expects participation to be based on one’s self-identified gender and that it is done in good faith and is consistent with a player’s expressed gender identity. A participant’s gender identity will be applied when there
are gender specific rules or player ratio requirements for co-rec divisions. Transgender or gender nonconforming individuals may participate based on the gender that best matches their expressed gender identity. When signing up on IMLeagues, individuals should indicate their gender based on the participant’s self-identification and expressed gender identity, not purely on the sex indicated in official school records. Player eligibility will be based on the gender identified on the official team roster.

**Article 4: Non-Discrimination Policy**

Standing against bigotry by holding fast to the basic principle of respect for human rights, in all matters both public and private, the Intramural Sports Program strives to promote civil society and social justice. The Intramural Sports Program strives to uphold the mission of the Department of Recreational Services by promoting ethical standards. Accordingly, the Intramural Sports Program does not tolerate discrimination against persons on the basis of race, gender, religious affiliation, age, marital or civil union status, sexual orientation, gender identity, national origin, ancestry, intellectual development, or physical ability.

**Article 5: Club Sport Athletes**

An intramural team may have no more than TWO members of a related sport club on its roster. An intramural team may have an unlimited number of members from an unrelated club sport. For example, an Intramural Sports indoor soccer team may have no more than TWO members of the Club Sport soccer team(s). A sport club member is anyone who has participated in a sport club during the current academic year. A person who withdrew from a club during the academic year is still considered as a “club sport member” for the purpose of this rule.

NOTE: Similar sports shall apply to:

- Football as associated with flag football
- Baseball/softball as associated with softball
- Soccer as associated with indoor soccer and outdoor soccer
- Other sports apply as well

**Article 6: Varsity / Professional Athletes**

A person who receives athletic financial aid, is a red-shirt, or participates at the varsity level is ineligible for that particular intramural sport for one calendar year from the time of their most recent involvement on the varsity level. Involvement, in its simplest form, refers to being listed on the varsity team roster. Past varsity athletes from a two or four year school may not compete in that sport or a related sport until the expiration of a one-year waiting period.

A person who has received professional playing status in a particular sport may not compete in that sport or a related sport at the intramural level.

NOTE: Intercollegiate athletes at any junior college, college or university shall be ineligible for intramural sports participation in that sport or similar activity, until one complete season has elapsed after their participation. Similar sports shall apply to:

- Football as associated with flag football
- Baseball/softball as associated with softball
- Soccer as associated with indoor soccer and outdoor soccer
- Other sports may apply

**Article 7: Number of Teams**

An intramural sports participant may legally play on ONE appropriate single gender team (men’s team or women’s team) plus ONE co-recreational team in the same sports’ league. The two leagues offered within a particular sport may consist of a Greek League (open only to students affiliated with a Greek organization) and the Independent League (the most common league which is open to all eligible students, faculty, staff, and spouses).

Examples:

- A man may play for a co-recreational team and men’s team within the independent league. He MAY NOT play for TWO men’s teams or TWO co-recreational teams in the independent league for that sport. He may play for a men’s team in the independent league and a men’s team within the Greek League as indicated above.
- A participant MAY play for a co-recreational team in a 4-on-4 volleyball league AND for a co-recreational team in a 6-on-6 volleyball league which may both be offered concurrently within a sport.
Any participant found to have played for two teams in the same league will be declared an ineligible participant and shall be ineligible for the remainder of that sports’ season and/or the academic year. It shall be the responsibility of the team captain to know who is eligible to participate on his/her team (see section 3 for captain responsibilities).

NOTE: No men shall be eligible for participation in a women’s division. A woman may play in a men’s division provided that a co-recreational or women’s league was not offered or the co-recreational or women’s division was cancelled during that season.

**Article 8: Transfer/Release of Participant**

The first team a participant plays for is his/her team. A participant may not quit the first team in which he/she competed with to transfer to another team. Participants who are on a team roster but have not yet played for that team may remove themselves from that teams’ roster to join another team. Moving from one team roster to another may require approval from the Intramural Sports staff; if a participant is unable to move themselves they simply need to contact the Intramural Sports staff to manually move them. A participant that is voluntarily or involuntarily released by the team captain shall not be eligible to participate with another team in the same league.

**Article 9: Team Rosters & Post-Season/Tournament Participation**

For each team sport there is a minimum number of players required to play as well as a maximum number of players allowed per team. The roster minimum is typically the number of players required for a complete team in that sport, and may differ from the minimum number of players required to avoid forfeit and start a game. Please refer to the individual sport rules for the minimum number of players, including required gender ratio minimums, to avoid forfeit. Team Captains are responsible for ensuring the corresponding roster minimum is reached prior to their team’s first game.

Team sports will also have an imposed roster maximum, in order to limit team sizes and encourage creation of multiple/separate teams by groups of participants, to allow for appropriate playing time for all players involved, and also for printed scoresheet legibility. A sport’s roster maximum may vary from the maximum number of awards (t-shirts) granted to a team (see section 15 for awards).

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<tr>
<th>Sport</th>
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<tr>
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<td>17</td>
<td>4v4 Flag Football</td>
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<tr>
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<td>17</td>
<td>Dodgeball</td>
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<tr>
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<td>18</td>
<td>Indoor Soccer</td>
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<tr>
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<td>3v3 Basketball</td>
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<td>KIN-Ball</td>
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All players must follow all roster rules and regulations and properly sign in as outlined below:

A. Once a participant is listed on the team roster and has “checked-in” for any game; that spot on the roster is “locked” and the spot may not be replaced for any reason.

B. Each participant is required to create an imleagues.com account using his/her Kent State University email address and accept the terms and conditions to appear on a roster. The Kent State University Intramural Sports staff may periodically send emails to participants regarding pertinent league information. Names which appear on imleagues.com and subsequently on the roster should match or closely match that of the name on the participant’s student ID.

C. All participants must be listed on the official team roster on imleagues.com prior to participation in any Intramural Sports activity. All player additions must be completed and approved on the imleagues.com website by 11:59 p.m. on the day prior to the next game. Players are not considered to be on a team’s roster until either the player has accepted the team captain’s invite or the team captain has accepted the player’s request to join.

D. Roster additions may be made during league play up to 11:59 p.m. on the day before the teams’ final regular season game.

E. Any participant who is listed on a teams’ roster must present a valid Kent State University identification card (FlashCard) to the Department of Recreational Services staff and/or to the field/game management supervisor and check-in on the team roster prior to participation in a game.
F. Identification cards (Kent State University Flash Card) are also required for checking in with the intramural staff at the activity site and for equipment checkout. If you cannot produce your validated Kent State University issued identification card prior to a game, you will not be allowed to participate.

G. For post-season tournament eligibility, an individual must be on the teams’ roster prior to 11:59 p.m. of the day before the last regular season game.

H. For tournaments without a regular season, all participants for a team must be listed on the roster by the day prior to the teams’ first tournament game. In the case of multiple day tournaments no additions may be made to a roster once the first tournament game has concluded.

**Article 10: Illegal Participation**

If a team uses an ineligible player in league play, all games or contests in which the ineligible player participated will be forfeited to the opponents, regardless of the outcome. In tournament play, the team will be disqualified from the respective position in the bracket at the time the legal protest is honored. Participation in its simplest term is defined as the participant’s name being checked in on the scoresheet.

A. A participant may not play under an assumed name or with the use of another person’s identification card. In this case, the student will become ineligible for the remainder of that sport’s season, and the team shall forfeit any games in which the individual participated. If the intramural staff discovers that a participant is using another person’s identification card, the card will be confiscated. The Assistant Director or Coordinator of Intramural Sports may impose further penalties, by way of the seriousness of the offense, and may refer the individual(s) involved to Judicial Affairs.

B. Any person who is not listed on a teams’ roster and plays for the team is an ineligible player. Participation in an event without being on the roster will result in forfeiture of the game in which the ineligible person played.

C. The Intramural Office may make random checks of team rosters for participant eligibility. It is **NOT NECESSARY** for a team to protest a player in order for that player to be ruled ineligible.

**SECTION 3: Team Captain’s Responsibilities**

**Article 1: Team Captain**

Students, faculty, staff or spouses form their own teams by registering in the SRWC Pro Shop. One team member must be designated as the Team Captain. The team captain must submit the appropriate paperwork and pay the required fees during the appropriate dates of registration.

**Article 2: Responsibilities of the Team Captain**

The team captain shall be the link between the participants of his/her team and the Intramural Sports staff, and is expected to assume the following responsibilities:

A. Registering his/her team(s) during the registration period by completing the following:
   1. Completing and submitting the signed Registration Form /Team Manager Agreement Statement at the time of registration in the SRWC Pro Shop.
   2. Pay the appropriate entry fee for each activity at the time of registration in the Pro Shop.
   3. Create his/her team(s) on IMleagues.com in the same section the team registered for in the Pro Shop.
   4. Ensure that all players are listed on the IMleagues.com team roster prior to the roster deadlines.

B. Attend any/all required meetings, and/or successfully complete the online captains’ quiz on IMLeagues.com when creating the team. If the team captain cannot attend a required meeting, a representative of the team should be present.

C. Become familiar with all rules, policies & procedures, schedules and any additional information communicated by the intramural sports staff. The team captain is also responsible for communicating this information to their team members.

D. Make sure that all members of the team are eligible to participate according to Intramural Sports Policies & Procedures.

E. Notify team members of scheduled games, date, location, and time OR game cancellations; and remind players that their Kent State University identification card (Flash Card) is required for participation.

F. Make sure that team members know and abide by the playing rules for the sport.

G. Assist the Intramural Sports staff with ensuring that those individuals representing his/her team conduct themselves in a sportsmanlike manner. This includes educating team members of the ramifications of poor sportsmanship for the individual and the team.
H. In case of inclement weather, captains are responsible for obtaining information regarding schedule changes and communicating the information to their team members.
I. Act as a sole team representative in discussions with officials before, during, or after the contest and when filing protests.
J. Notify the Intramural Sports Office whenever his/her team must default/forfeit a contest.
K. Act as sole team representative in receiving information from the Intramural Sports Office concerning rule changes, tournament brackets, and schedules.
L. Maintain current contact information (KSU email address, phone number, etc.) on IMLeagues.com or elsewhere, and notify the Intramural Sports Office immediately of changes to contact information.
M. Attend the post-season tournament scheduling meeting or designate a team representative to attend.
N. Assist the Intramural Sports staff with completing periodic evaluations of the Intramural Sports Program, and seeing that his/her teammates complete evaluations as well.

Article 3: Entry Procedures
A. Teams and individuals can pick up registration forms from the Department of Recreational Services in the SRWC Pro Shop, or download a from the intramural sports website.
B. An entry fee will be required for each team sport and most special events. This non-refundable fee will be paid when the entry form is turned into the Department of Recreational Services at the time of registration. Payment can be made in the form of cash, check, credit card, Flash Cash, or IDC. Exception: Entry fees will only be refunded if a program/activity/league/section/division is cancelled by the Intramural Sports staff.
C. All teams interested in playing a team sport in a league or tournament must complete a team manager’s agreement form. This form will verify that the manager has reviewed all the sport rules and the Intramural Sports Handbook of Policies & Procedures.
D. Most league sports utilize “instant scheduling,” which means that the teams have the option to choose the days and times that best fit their respective schedules. Team captains may choose an available time slot at the time of registration. However, there may be times when a section doesn’t fill; when this occurs, we will make every effort to try to allow participation by moving teams to alternate sections in order to fill the section or overfill the section. This accommodation may result in changes to the day/time the section is offered. These changes will be made at the discretion of the Intramural Sports Coordinator.
E. Once an open slot is selected and the team is completely registered, the team may not change their playing days and times. Exception: Occasionally a division may not fill and teams may be needed to fill an open slot, divisions may need to be combined, or the day/time of the divisions may be changed, these changes will be made at the discretion of the Intramural Sports Coordinator.
F. Registration for all sports begins the FIRST DAY of classes for each semester and ends on the registration deadline as specified by that particular sport. Failure to submit the Registration Form and registration fee prior to the deadline shall result in the team not being permitted to register.
G. League/tournament schedules will generally be available on IMLeagues.com. In some cases the information may be emailed to the Team Manager and/or posted on the intramural sports website.
H. After the team captain has registered his/her team(s) in the SRWC Pro Shop (submitting the signed Registration Form and payment) the team captain must then create their team on IMLeagues.com prior to the registration deadline. The team captain must create their team in the same section that he/she registered for in the SRWC Pro Shop. Upon creating the team in the correct section, the team captain must add/invite/accept ALL of their team players to the team’s roster on IMLeagues. Every participant must have an IMLeagues account. Instructions for creating teams and rosters on IMLeagues.com are included in the Appendix of this document and are also available on the intramural sports website.

Article 4: Team Manager Agreement
The following agreement statement appears on the team registration form which must be signed by the team manager/team captain at the time of registration.

I agree that I will abide by, and communicate to the members of my team; all rules, regulations and policies set forth in writing and/or verbally expressed by the Intramural Sports Coordinator, the Intramural Sports staff, and Department of Recreational Services. The rules and regulations are not limited to league and tournament rules but the Kent State University Intramural Sports Handbook of Policies & Procedures, the Department of Recreational Services Policies & Procedures and the Kent State University Policy Register as well. I also agree that as the team manager I am solely responsible for payment of all league fees and any additional fees that may be incurred which are due and payable to Kent State University. Failure to pay the fees in the designated time frame to the Department of Recreational Services may result in my team being removed from the league and possible future suspension for me and my teammates from all future leagues as well as my student account (Bursar’s Account) being billed for the fees due which may place a “Hold” on my student record. I also agree that failure
SECT 4: Participant/Spectator Health and Safety

Article 1: Assumption of Risk
There are inherent risks with all sports activities, and all participants acknowledge an assumption of risk by their voluntary participation in an Intramural Sports activity. The Intramural Sports staff, the Department of Recreational Services, or Kent State University, or the agents thereof will NOT assume any responsibility for incident, injuries, or loss of or damage to personal property resulting from participation in intramural sports. Participation is at the individual’s own risk. Participants should be careful to follow doctor’s instructions concerning physical disabilities, injuries, illness, and the involvement in any activity.

Article 2: Hold Harmless Agreement
All participants in the Kent State University Intramural Sports Program must sign the Hold Harmless Agreement before they may participate in any intramural activity. There shall be NO EXCEPTIONS to this rule. All participants are required to be listed on the official IMLeagues team roster for each team on which they participate; upon signing up for each team the participant must electronically sign the Hold Harmless Agreement.

Kent State University Hold Harmless Agreement:

In consideration of being permitted to enter Kent State University’s Student Recreation and Wellness Center (SRWC) or any facility or field maintained by the Department of Recreational Services or any other University-owned property, for any purpose, including but not limited to observation, use of facilities or equipment, participation in instructional or fitness classes or sessions, club sports, or participation in any way related, the undersigned hereby acknowledges and agrees to the following:

That he or she has inspected, or immediately upon entering, will inspect such premises and facilities and any such use or observation constitutes an acknowledgement that such premises and all facilities and equipment thereon have been inspected and that the undersigned finds and accepts same as being safe and reasonably suited for use.

I understand and recognize that I am responsible for my own well-being and fully understand all risks involved before participating in any activity through the Department of Recreational Services. I declare that I recognize that it is in my best interest, as well as that of the other participants, to follow the suggestions, guidelines, and/or rules of the activity supervisors, and/or coordinators and that, as an elective, my participation in this activity is entirely voluntary. I fully understand and appreciate the potential dangers, hazards and/or risks, directly and/or indirectly inherent in participating in this activity, as well as engaging in fitness and physical activities in general, which could include the loss of life, serious loss of limb, or loss of property. I agree to utilize all available safety measures including following any safety training provided, and wearing all necessary protective gear if required. Also, I understand that the consumption of alcohol and/or use of drugs is strictly prohibited and could result in my dismissal from further participation in the activity.

I understand that any University personnel or agents also participating in this activity are not necessarily medically trained to care for any physical or medical problems that may occur during this activity. I further understand that the University does not carry medical or liability insurance for me while I am participating in this activity. By placing my signature below, I acknowledge to the University that I have adequate medical and hospitalization insurance for any injuries that I may incur as a result of participating in this activity. The Department of Recreational Services strongly recommends that each member have an annual physical examination and personal medical and accident insurance.

NOW, THEREFORE, in consideration for being allowed to participate in this activity, I agree to indemnify and hold the supervisor(s) and coordinator(s) of this activity, Kent State University, its Board of Trustees, agents, officers, and employees, and student volunteers harmless for any and all direct, indirect, special or consequential damages, or costs, legal and otherwise, which I may incur as a result of my participation in this activity, even if due to the negligence of Kent State University or any person serving in the above-identified capacities. I also agree that I assume full responsibility for and risk of bodily injury, death, or property damage due to the negligence of the releasers or otherwise, while the undersigned is in, upon, or about the premises of the SRWC and or while using the premises or any facilities or equipment hereon.

I have read the above terms of this Agreement/Release, and I understand and voluntarily agree to the terms and conditions and that I am giving up substantial rights including my right to sue. This Agreement/Release is the entire agreement between the parties and shall be
binding upon the heirs, administrators, executors, and assigns of the undersigned. I further expressly agree that the forgoing release, waiver, and indemnity agreement is intended to be as broad and inclusive as permitted by the laws of the State of Ohio, and that if any portion thereof is held to be invalid, it is agreed that the remaining language shall, notwithstanding, continue in full legal force and effect. I acknowledge that I am signing the agreement freely and intend by my signature to be a complete and unconditional release of all liability to the greatest extent allowed by law.

Article 3: Insurance
The Department of Recreational Services does not provide individual insurance coverage. Students not adequately insured through personal or parental health insurance policies should secure the health and accident policy offered through the university on a nine-month or twelve-month basis.

Article 4: Health and Safety
The health and safety of all participants is the highest priority and therefore may take precedence over normal rules, regulations, and procedures. It may become necessary to close facilities or apparatus, modify rules, or even to declare forfeits or cancel games. Such drastic measures would occur when the well-being of one or more participants is at stake and the continuation of the game would further endanger the participants or staff members. All injuries should be immediately reported to an Intramural Sports staff member immediately. Staff members will assess an injury, and recommend further care or assistance if needed; the staff member will fill out a Matter of Record Form. If a participant is injured and does not have transportation, Campus Security and/or EMS may be called to assist.

Article 5: Significant Injuries & Return to Play Guidelines
Any Department of Recreational Services employees, including Intramural Sports staff members, or other health care professionals, may remove a participant from activity, and/or prohibit a participant from returning to activity if they deem it necessary. This decision will be at the discretion of the staff members and is intended to protect the health and safety of the participant(s). A participant who is suspected to have sustained a significant injury that meets any of the following criteria will not be permitted to continue participation. Significant injuries may include, but are not limited to, injuries to the head, neck, or spine; injuries resulting in discoloration, angulation, deformation, or swelling; and injuries resulting in signs and/or symptoms of a concussion.

Any participant, who sustains a significant injury, as determined by the Department of Recreational Services staff, the Assistant Director or Coordinator of Intramural Sports, may be unable to participate in future activities, until cleared by a licensed medical professional. The participant may be suspended on IMLeagues, due to injury, and will be ineligible to participate. Once documentation of medical clearance has been received by the Assistant Director or Coordinator of Intramural Sports, the suspension will be removed. It is recommended to get medical clearance to the Assistant Director or Coordinator of Intramural Sports well in advance of the participant’s next intramural participation to ensure participant eligibility, as day of requests for suspension removal will not be guaranteed.

Article 6: Blood Policy
If and when an Intramural Sports staff member or official observes that a participant is bleeding, has an open wound, or has blood on his or her clothing, the participant will be directed to leave the game. The participant shall not return until the bleeding has stopped, the open wound is sufficiently covered and not soiled, and any article of clothing with blood on it is changed. The participant must have approval from the on-site Intramural Sports staff to re-enter the game.

Article 7: Alcohol Use
Alcohol is not allowed on, or in, any Kent State University recreation facilities, including all intramural playing fields, before, during or after intramural activities. If alcohol is found, it will be disposed of immediately and appropriate action will be taken. If further action is needed Kent State University Police may be called to assist with situations involving individuals playing under the influence. Participants and/or spectators that bring alcohol or play under the influence may be subject to penalties at the discretion of the Assistant Director or Coordinator of Intramural Sports, and may be referred to Judicial Affairs.

Article 8: Illegal Drug Use
Illegal drugs are not allowed on, or in, any Kent State University recreation facilities, including all intramural playing fields, before, during or after intramural activities. Participants and/or spectators that bring or play under the influence of illegal drugs may be subject to penalties at the discretion of the Assistant Director or Coordinator of Intramural Sports and may be referred to Judicial Affairs. If further action is needed Kent State University Police may be called to assist with situations involving individuals playing under the influence.
**Article 9: Tobacco Use**

Tobacco use is NOT permitted for use during any intramural sports event. All Department of Recreational Services facilities are “Smoke Free Facilities” and smoking shall not be permitted within the confines of any indoor or outdoor facility.

**SECTION 5: Team Sport Leagues**

### Article 1: Program Offerings

All team sport league offerings have a registration fee to minimize the associated expenses (staffing, equipment/supply purchases and replacement, awards, etc.) for running the league. The league fee is minimally priced so as to not place an extreme financial burden on the participants of the programs. Participants should view the expense as a value for service when compared to alternative competitive recreational sports programs. Listed below contains some, but not all, team sports that may be offered by the Intramural Sports Program. The activities, sports, leagues, sections, format, and semester offered vary. Please check the Intramural Sports website or IMLeagues for updated information on program offerings.

- Basketball (5v5 & 3v3)
- Dodgeball
- Flag Football (7v7 & 4v4)
- Indoor Soccer
- Outdoor Soccer
- Softball
- Team Handball
- Volleyball
- Kinball

### Article 2: Post Season Tournaments (Playoffs)

All teams that are eligible to compete in the post-season tournament for each league sport will be invited to a tournament scheduling meeting. These meetings are generally scheduled at the conclusion of league play. Team captains are given the opportunity to choose the day and time of their first tournament game at the tournament scheduling meeting with the intent to help eliminate first round forfeits in tournament play.

A. Teams will be “seeded” for tournament selection and allowed to choose their first game based upon their seed.
B. Teams not represented at the tournament scheduling meeting (but are eligible) will be randomly assigned to the tournament bracket after all other teams represented have had the opportunity to select their first game time.
C. Once a team has picked their placement in the bracket, that position is “locked” and no changes will be allowed.
D. In some cases, the structure of the bracket, or the seed of a team, may eliminate the choice of bracket placement.

Due to the nature of a single elimination tournament, playoff schedules will vary from regular season scheduling days/times. Playoff games may be scheduled on multiple days of the week on days and times that differ from the team’s regular season games. Teams may be scheduled to play more than one game in a day or on back-to-back days during the tournament. Captains and teams should check the entire bracket to know when their team will play again if they move on to the next round of playoffs.

### Article 3: Playoff Information

Team eligibility to compete in the post-season tournament (playoffs) for each respective sport is based on the following criteria and their division structure. Teams must have a non-losing record and must have satisfactory sportsmanship ratings to be eligible for the post-season tournament. Adjustments may be made to take the top 50% of teams in a league as opposed to the top half of a specific division.

For example: In most cases for a four team division the top two (2) teams will advance to the playoffs provided their overall sportsmanship average is at least a “B” (3.0). For a five team division the top three (3) teams will advance; six team division the top three (3) teams will advance; seven team division the top four (4) teams will advance; and so on assuming all other criteria have been met.

### Article 4: Standings

Playoff standings or “seedings” will be decided by a pre-determined set of formulae via the IMLeagues.com website. Teams will be ranked according to the following statistics, in order to break any ties that may exist following the regular season:

- Winning percentage
- Head to head
- Sportsmanship
- Point differential
SECTION 6: Team Sport Tournaments

Article 1: Program Offerings
All team sport tournaments offerings have a registration fee to minimize the associated expenses (staffing, equipment purchases and replacement, awards, etc.) for running the tournament. The fee is minimally priced so as to not place an extreme financial burden on the participants of the programs. Participants should view the expense as a value for service when compared to alternative competitive recreational sports programs. Listed below are the team sports tournaments that may be offered by the Intramural Sports Program. The activities, leagues, sections, format, and semester offered vary. Please check the Intramural Sports website or IMLeagues for updated information on program offerings.

- Holiday Basketball Tournament
- Softball All-Nighter Tournament
- Sand Volleyball Tournament
- Ultimate Frisbee Tournament

SECTION 7: Individual/Dual Sports Leagues and Tournaments

Article 1: Program Offerings
Some individual/dual program offerings have a registration fee to minimize the associated expenses (staffing, rentals, facility usage, equipment purchases and replacement, awards, etc.) for running the league or tournament. The fee is minimally priced so as to not place an extreme financial burden on the participants of the programs. Participants should view the expense as a value for service when compared to alternative competitive recreational sports programs. Listed below are the individual/dual sports leagues or tournaments that may be offered by the Intramural Sports Program. The activities, leagues, sections, format, and semester offered vary. Please check the Intramural Sports website or IMLeagues for updated information on program offerings.

- Badminton
- Golf
- Racquetball
- Table Tennis
- Tennis
- FootGolf

Tournament brackets will either be available online on the IMLeagues.com website, on the Intramural Sports website, or will be emailed to participants following the registration deadline.

Article 2: Additional Programs
The Intramural Sports staff is always trying to provide programs that meet the needs of the entire Kent State University student body, faculty and staff members. If there is a program that we do not offer, and you would like to have that particular program offered in the future, please feel free to contact the Assistant Director or Coordinator of Intramural Sports to discuss the desired program.

SECTION 8: Defaults and Forfeits

Article 1: Default Policy
Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default (not play this contest). In order for the contest to be considered a default, the team captain must contact the Intramural Sports Office, Assistant Director or Coordinator of Intramural Sports at least 24 hours in advance of the contest. Weekend/Monday requests must be made by 12:00 p.m. (noon) on the preceding Friday. A team that defaults will receive a sportsmanship rating of no higher than a “C” (2.0).

Article 2: Grace Period
Teams and players are encouraged to arrive at the activity site early enough to allow for players to check-in, submit line-ups, warm-up, etc.; however, occasions may occur in which a team or players may be running late due to seen or unforeseen circumstances. Therefore, teams are permitted a grace period (may vary by sport but generally 5 minutes) to have the minimum number of players to compete ready to play before a forfeit shall be declared. A penalty shall be assessed for teams that must use the grace period, each activity’s penalty varies; therefore, players should consult the individual sport rules for grace period information and penalties.

Article 3: What is a forfeit?
A. A forfeit is defined as when a team or individual fails to appear, check-in, or is not prepared to begin play with the minimum number of required players at the end of the grace period for that sport.
B. A team with the minimum amount of players present at the end of the grace period may opt to play or accept the forfeit. If they play, other team members may participate upon arrival (subject to the rules of the sport and sign-up rules). If they accept the forfeit, they lose the right to play should the other team members suddenly appear.

C. A double forfeit is declared when neither teams, nor individuals, appear or are prepared to begin play with the minimum number of required players at the end of the grace period.

**Article 4: Excessive Forfeits**
Due to the number of games played during a season or tournament the following rules shall apply:

A. Any team that obtains two forfeits (on different days) in a league, during regular season play, for any reason will be eliminated from the league, and therefore will not be eligible for playoffs.

B. If a team forfeits any game in a double elimination tournament, they will be disqualified from the tournament.

**Article 5: Forfeits and Sportsmanship**
Any team that forfeits during regular season play shall receive an “F” (0.0) for their sportsmanship rating for that contest. The sportsmanship rating of the team that receives the win by forfeit or default will not be negatively affected as long as the team meets the necessary criteria to accept the win by forfeit. Teams that receive a forfeit win imposed due to ineligible players and/or unsportsmanlike conduct shall receive a sportsmanship grade for the game played up to the point where the game was cancelled.

**Article 6: Default vs. Forfeit**
A team that legally defaults will receive a default loss in the league standings, not a forfeit. See the table on the following page for a comparison of defaults and forfeits:

<table>
<thead>
<tr>
<th>Comparison of Defaults and Forfeits</th>
<th>Default</th>
<th>Forfeit</th>
</tr>
</thead>
<tbody>
<tr>
<td>A team cannot play a game at the scheduled time, so the team captain contacts the Intramural Sports Coordinator/Office 24 hours prior to the scheduled contest. The team will receive a…</td>
<td>YES</td>
<td>NO</td>
</tr>
<tr>
<td>If a team simply does not show up for a scheduled game, while the officials and other team are waiting to play. The team will receive a…</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>A team will be removed from the league if the team receives 2…</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>If a team does not have the minimum number of players required to start a game after the grace period, the team will receive a…</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>If a team cannot make a game, it is a common courtesy to the Intramural staff, the officials, and the opposing team if the teams…</td>
<td>YES</td>
<td>NO</td>
</tr>
</tbody>
</table>

**Article 7: Forfeit/Default Scores**
When a team is awarded a win by forfeit and/or default, the score will be recorded as follows:

<table>
<thead>
<tr>
<th>Sport</th>
<th>Winning Score</th>
<th>Sport</th>
<th>Winning Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football</td>
<td>25/18 - 0</td>
<td>Outdoor Soccer</td>
<td>5 - 0</td>
</tr>
<tr>
<td>Softball</td>
<td>10 – 0</td>
<td>Basketball</td>
<td>30 – 0</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>5 – 0</td>
<td>Volleyball</td>
<td>2 – 0</td>
</tr>
<tr>
<td>Dodgeball</td>
<td>4 – 0</td>
<td>Ultimate Frisbee</td>
<td>5 – 0</td>
</tr>
<tr>
<td>KIN-Ball</td>
<td>10 – 0</td>
<td>3v3 Basketball</td>
<td>10 – 0</td>
</tr>
<tr>
<td>4v4 Flag Football</td>
<td>7 – 0</td>
<td>Kickball</td>
<td>7 – 0</td>
</tr>
</tbody>
</table>

**SECTION 9: Sportsmanship**

**Article 1: What is Sportsmanship?**
Sportmanship is defined as conduct and attitude considered appropriate in sports, especially fair play, courtesy, striving spirit, and grace in losing. Sportmanship in all intramural sports activities is an essential component of the Intramural Sports philosophy. Sportmanship includes positive or negative actions or comments toward opponents/teammates, intramural staff, and spectators. Team captains are responsible for the conduct of team members and should maintain control of any associated personnel, including spectators, during all games.
Article 2: Team Names and Uniforms
The Department of Recreational Services is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication. Our goal is to provide a pleasant, fun, welcoming, and inclusive atmosphere for everyone who participates in intramural sports. The Intramural Sports program, therefore, reserves the right to disallow any team name that we feel may be unacceptable.
When choosing a team name, please ensure it is in good taste and is not offensive to individuals or groups on the basis of race, ethnicity, religion, disability, age, gender identity, sexual orientation, socioeconomic status, culture, and social or political beliefs. We ask that all team names not contain profanity, racial slurs, sexual innuendos, references to drugs or alcohol, or other words/topics/phrases that may be offensive or otherwise demeaning, degrading, or derogatory in nature. This also applies to images on team uniforms or team pages on IMLeagues.
The Intramural Sports program reserves the right to reject or change team names at the discretion of the Intramural Sports staff. In the event we need to remove a team name we will simply change the team name to the Captain’s last name and provide the Captain an opportunity to choose a new team name. Should the Captain be unable to submit an appropriate name again, the team will remain named with the Captain’s last name for the duration of the season. If you are unsure if a team name is acceptable, contact the Assistant Director or Coordinator of Intramural Sports for clarification.

Article 3: Web Etiquette
The Kent State University Department of Recreational Services and/or Intramural Sports Program will be monitoring content on the IMLeagues.com website, other websites and/or social media platforms. Any comments, pictures, postings or anything thereto deemed inappropriate by the administration of Kent State University, the Department of Recreational Services, and/or the Intramural Sports Program are subject to the following:
- Deletion of posted materials
- Removal of the offending player or team from the league
- Deletion of the offending individual’s IMLeagues.com account
- Referral to Judicial Affairs

There will be a zero-tolerance policy for anything that is demeaning, degrading, derogatory or sexually explicit in nature. This includes, but is not limited to, posted materials referring to topics such as race, ethnicity, religion, disability, age, gender identity, sexual orientation, socioeconomic status, culture, and social or political beliefs.

Article 3: Captains
The team captain is ultimately responsible for all the actions of his/her team. Captains should exhibit exemplary sportsmanship and assist the Intramural Sports staff in controlling the actions, behavior, and sportsmanship of his/her teammates. Additionally the captain will ensure that his/her team is familiar with the rules of play and Intramural Policies and Procedures contained in this document. Copies of the rules are available on the Kent State University Intramural Sports web page and IMLeagues.com.

Article 4: Unsportsmanlike Conduct
The Intramural Sports Program believes good sportsmanship is an integral component of competition. We wholeheartedly embrace the position that, in order for sportsmanship to prevail, participants and spectators must display respect, fairness, civility, honesty, and responsibility before, during, and after all contests. We encourage spectators to enthusiastically support their team, recognize the outstanding performance of opponents, and always exhibit good sportsmanship in their words and actions. The Intramural Sports Program encourages and promotes sportsmanship by all participants and spectators. The Department of Recreational Services and the Intramural Sports Program are committed to holding programs in a safe environment free from bullying. Offensive language including profanity, derogatory remarks about an individual’s race, ethnicity, culture, age, gender, sexual orientation, gender identity, ability, national origin, veteran status, social economic class, religion, or professional status, or other intimidating actions directed at officials, staff, participants, spectators, or others will not be tolerated and are grounds for removal from the site and disciplinary action which could include referral to Judicial Affairs.

Participants shall not commit acts of unsportsmanlike conduct. Before, during or after a contest, no player, captain, team, or spectator shall:
A. Use verbal or non-verbal profanity, disrespectful language, obscene gestures or behavior; bullying, homophobic, transphobic, or insensitive expressions of any kind.
B. Use derogatory language, threaten, or verbally abuse any other participant or Intramural Sports employee, this includes taunting.
C. Participate in a game for which he/she is ineligible.
D. Engage in arguments, or disrespectfully address the officials, staff, players, or spectators. Only the captain may, in a courteous manner, address the official and Intramural Sports staff.
E. Intentionally strike, push, trip or flagrantly foul another player.
F. Mistreat the facility, equipment or supplies of Kent State University.

Article 5: Disqualified (Ejected) Players
A player disqualified (ejected) from the game for any unsportsmanlike conduct must leave the area/facility/complex immediately for the remainder of the night, and will be declared ineligible for participation in all Intramural Sports events until he/she has met with the Assistant Director or Coordinator of Intramural Sports. The player shall be suspended for a minimum of one game. Failure to leave the area/facility/complex may result in disqualification of the captain, or forfeiture of the game. It should be noted that the Intramural Sports Program and Intramural Sports staff reserve the right to immediately disqualify/eject a participant or end an intramural contest at any time if it is deemed necessary to maintain the safety of participants and staff. It is not necessary for a player or team to be issued the maximum sport specific unsportsmanlike-conduct related penalty to be disqualified/ejected from a contest or to end a contest; the participant may be disqualified/ejected and/or the contest may be ended without warning if the behavior warrants such action. Players will be automatically disqualified/ejected for unsportsmanlike conduct that results in the following:

- Soccer (Outdoor & Indoor): 2 Yellow Cards or 1 Red Card
- Volleyball (Indoor & Sand): 2 Yellow Cards or 1 Red Card
- Basketball: 2 Technical Fouls
- Flag Football: 2 Unsportsmanlike Conduct Penalties

Further information on player and team ejections can be found in Section 10. Players should consult the individual sport rules for unsportsmanlike-conduct related penalty information and specific disqualification guidelines.

Article 6: Sportsmanship Ratings
At the completion of each game the game officials, and the Intramural Sports staff present, will evaluate each team and assign a sportsmanship rating based upon the criteria for each rating listed below. All teams will start each game with a sportsmanship rating of an “A.” Ratings may be adjusted for any conduct deemed inappropriate by the Intramural Sports staff before, during, and after a contest. Conduct may include unnecessarily running up the score on an opponent. Unsportsmanlike conduct related penalties are not necessary to lower a rating.

“A”- Outstanding Sportsmanship & Conduct (4 points): All players cooperate fully with staff, officials and the opposing team throughout the course of competition. The captain respectfully converses with staff and officials when needed and has full control of his/her team. No unsportsmanlike-conduct related penalty is received by any team member.

“B”- Good Sportsmanship and Conduct (3 points): Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team. Teams that have received an unsportsmanlike-conduct related penalty will earn no higher than a “B” rating for that contest.

“C” – Average Sportsmanship & Conduct (2 points): Verbal dissent towards officials, staff and/or opponents that may or may not result in an unsportsmanlike-conduct related penalty. Teams that have received two unsportsmanlike-conduct related penalties will earn no higher than a “C” rating for that contest.

“D” – Below Average Sportsmanship & Conduct (1 point): Team members continually exhibit dissent towards officials, staff and/or opponents (“trash-talking/taunting”) either on or off the playing field/court and/or sidelines. The team captain shows little control over the actions of his/her teammates or him/herself. Teams that receive multiple unsportsmanlike-conduct related penalties or if a player was ejected the team would earn no higher than a “D” rating for that contest.

“F” – Poor Sportsmanship & Conduct (0 points): The team is completely uncooperative, out of control or shows no respect for staff and/or opponents. The team captain shows no control over the actions of his/her teammates or him/herself. The game may have been ended early for the safety of the players and staff. Any team that receives multiple unsportsmanlike-conduct related penalties, a player ejection, or any combination of the two will earn no higher than an “F” rating for that contest, and may face disqualification for the remainder of the season. Teams that forfeit will receive an “F” rating.
NOTE: More than one “C” (2.0) rating or below and teams risk the chance of not being able to participate in the post-season tournament, or may result in disqualification if this occurs during the post-season tournament. Sportsmanship ratings are an important factor when determining rankings for the post-season tournament; low sportsmanship ratings in the regular season can negatively affect a team’s ranking.

Article 7: Unsportsmanlike Conduct and Forfeiture of Games
Any team that receives multiple unsportsmanlike-conduct related penalties (see sport rules for specifications) during a single contest will forfeit the match to its opponent. Repeated display of “poor sportsmanship” will result in the team being ruled ineligible for participation and possible referral to Judicial Affairs for violations of the Student Code of Conduct.

Article 8: Review of Sportsmanship Ratings
It is the captain’s right and responsibility to view his/her team’s Sportsmanship Rating after each contest. The game staff will be able to provide the captain with this information immediately after the contest. A team may appeal a rating by writing a letter containing all relevant information to the Assistant Director or Coordinator of Intramural Sports. This letter must be submitted to the Intramural Sports staff by 12 p.m. (noon) the day following the game in question. No appeals will be heard after that time.

Section 10: Player and Team Ejections

Article 1: Post Ejection Procedures
Any player(s) or teams removed/ejected from an intramural event will be ineligible for further participation in all intramural events until they meet with the Assistant Director or Coordinator of Intramural Sports.

A. It is the responsibility of the player to meet with the Assistant Director or Coordinator of Intramural Sports at the assistant director or coordinator’s convenience.

B. The Intramural Sports staff will gather all the facts from the incident and make a ruling on the length of the suspension, and any other course of action. The player shall be suspended for a minimum of one game. Any person ejected from an intramural contest is also subject to a probation period, at minimum, for the remainder of the sports season.

C. Any person disqualified from a contest is subject to being sent to Judicial Affairs for a hearing based on violations of the Student Code of Conduct. However, the Assistant Director or Coordinator of Intramural Sports will make the final ruling whether to pursue this course of action or not, based on the severity of the infractions.

Article 2: Physical Violence
Any person involved in physical violence (“fighting”) will be suspended a minimum of one semester from all intramural sports. That person will also meet with the Assistant Director or Coordinator of Intramural Sports to discuss if any further action will be taken, which may include referral to Judicial Affairs for violations of the Student Code of Conduct.

Article 3: Fines
Any participant that is disqualified (ejected) from an intramural sports event shall be assessed a $10.00 fine for reinstatement into the league/tournament for any sportsmanship related ejection. All fines shall be paid prior to the participant being reinstated in the current league/tournament; or future intramural sports event participation. Should the participant be disqualified (ejected) a second time during the same academic year in any sport he/she shall be assessed a $25.00 fine, and may be referred to Judicial Affairs.

Article 4: Habitual Offenders
Any participant (coaches and players) who repeatedly exhibit poor attitude and sportsmanship will lose their right to participate in the Intramural Sports program and may be referred to Judicial Affairs.

SECTION 11: Protests

Article 1: On-Site Protests
Protests will be disallowed if it fails to conform to any of the following specifications:

- Protests may be made on the eligibility of a player and rule interpretations only, never on judgment calls.
• Only the team captain may file a protest. [The co-captain, or another team member, may represent the team in the team captain’s absence.]
• Rule and procedure protests must be filed at the time of the incident, and before play resumes. NOTE: this means prior to the next pitch, snap, serve, or other action depending upon the sport. Protests will not be accepted after any subsequent action.
• The on-site Intramural Sports supervisor will first attempt to handle the protest. However, if the team captain is still in disagreement with the ruling of the on-site supervisor then a written protest may be granted. After the written protest has been documented the contest will resume at the point of interruption and will continue until completion.
• If the protesting team wins the contest, the protest is withdrawn.
• If the protesting team loses, the protesting captain shall inform the Intramural Sports supervisor if he or she wishes to continue pursuing the protest. NOTE: Failure to consult with the Intramural Sports supervisor after the game could result in a denial of the protest.
• If the Intramural Sports supervisor cannot effectively make a judgment on the protest, a written protest will be completed and submitted to the Assistant Director or Coordinator of Intramural Sports.

**Article 2: Written Protests**

On such an occasion where an unusual rule interpretation (or multiple interpretations) or a player eligibility issue is in question, the onsite Intramural Sports supervisor may not be able to effectively rule on the protest; therefore, the following shall occur:

- For rule interpretation protests, the situation must be immediately documented in writing by the on-site Intramural Sports supervisor so that the game can be resumed from the exact point if the protest is upheld. This includes ball possession, time remaining, direction of play, the count, runners on base, etc. Both captains and all officials must sign a protest form.
- All protests will be given to the Assistant Director or Coordinator of Intramural Sports for a ruling.

**Article 3: Player Eligibility Protests**

- Eligibility protests must be filed no later than 12p.m. (noon) the day immediately following the game in question, or before the next scheduled game if the next game is within 24 hours.
- If a team recognizes that another team has an ineligible player, the captain should bring it to the official’s attention before play begins. The following must be included in the protest of player eligibility:
  1. Name of the participant in which eligibility is questioned.
  2. The name of the team(s) in which the ineligible participant is suspected to be participating with.
  3. Any other applicable information. For example, the varsity team in which the participant has played, professional teams associated with, not an enrolled student, playing with another team in the same league.

**SECTION 12: Inclement Weather**

**Article 1: Cancellation of Activities**

A. The possibility of Intramural Sports activities being cancelled due to weather always exists. In the event of inclement weather (rain, snow, etc.) the Intramural Sports Office may notify the team captain(s) and/or the teams affected via email and may have a recorded message indicating whether or not the events for that day have been cancelled.

B. It is the responsibility of each team/participant to determine the status of their activity for that day. Team captains and participants should check their email or call the Intramural Sports Office on the day of the contest in question. It is the responsibility of the team captain to check for weather cancellations and then notify team members.

C. The Intramural Sports staff may contact the team managers to notify them that games have been cancelled prior to one hour before the first scheduled games; however, team captains should not assume that they will receive a phone call regarding cancellations.

D. The decision for cancellation may be made as late as 30 minutes prior to the scheduled game time or at any time as deemed necessary. If you are uncertain of whether or not games have been cancelled for the day, do not assume the games have been cancelled.

E. The Intramural Sports Program is not responsible for forfeits suffered by assumed rainouts or games rescheduled due to rainouts, snow days, or other inclement weather.
The following outlets shall generally have information regarding cancellations, based upon the location of the activity.

1. Email from Intramural Sports staff notifying team captain/team of cancellations/reschedules.
2. Social media platforms (Facebook: https://www.facebook.com/ksusrwc Twitter: @srwc)
3. Intramural Sports Office: 330-672-0487 (voicemail may be updated with if games are cancelled)
4. Student Recreation and Wellness Center: 330-672-4732

**Article 2: Cancellation of All Activities**

If at any time Kent State University – Kent Campus cancels day and/or evening classes, all Intramural activities are cancelled for that day.

**SECTION 13: Cancellations**

**Article 1: Weather Postponements**

If at any time the Intramural facilities become unplayable or unsafe, the Intramural Staff on site will make a determination regarding postponement or cancellation of activities. Any scheduled activity cancelled by the Intramural Sports staff as a result of inclement weather or unsafe conditions during the regular season may or may not be rescheduled. The decision to reschedule games that have been cancelled is to the sole discretion of the Assistant Director or Coordinator of Intramural Sports.

It is the responsibility of each team captain/participant to check the IMLeagues.com website and/or their email for more information regarding rescheduled events. Intramural Sports will NOT CALL participants to inform them that games are cancelled due to weather.

Special Events (one-day events) that are postponed may be rescheduled by the Intramural Sports staff when possible and feasible. Playoff Championship Tournaments will be postponed and rescheduled by the Intramural Sports staff whenever possible. It is the responsibility of the team captain/participants check IMLeagues.com to learn of the rescheduled dates and times or contact the Intramural Sports Office for clarification.

**Article 2: Cancellation of Activities in Progress**

1. In cases when weather forces the halt of a game in progress, the specific rules of that sport will determine if the game is considered official/complete. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.
2. In the event of lightning or thunder, the following will occur:
   - Games in progress are stopped and cancelled (unless they have reached the official game point) if the Intramural Sports staff sees lightning and/or hears thunder.
   - If the lightning prediction system has not cleared play by the start of the next game, or if the required 30 minute wait time following the last sighting of lightning or from hearing of thunder has not elapsed to clear play prior to the start of the next game, then ALL games will be cancelled for the night.
     - Intramural Sports Supervisors will attempt to give a courtesy email, text, notification, or call to team captains that play at later times in order to inform them that the games were cancelled for the night.

**Article 3: Mutually Agreed Postponements**

A scheduled activity may be postponed by mutual agreement of team captains (or individuals for singles and doubles) and the Kent State University Intramural Sports Office. This request and agreement must be submitted to the Assistant Director or Coordinator of Intramural Sports via email or in written form one day prior to the scheduled activity. If terms for rescheduling cannot be agreed upon by both teams and the Intramural Sports Office, the game is to be played as originally scheduled. Results of all mutually agreed postponements must be submitted to the Intramural Sports Office prior to the completion of league play or prior to the scheduled date for the next round of tournament play. The individuals involved in mutually agreed upon postponements must assume the responsibility for paying the expenses, if any, for the originally scheduled activity, such as officials, staffing fees, etc. This payment must be made in advance.

**CLARIFICATION:** Mutually agreed postponements must be played under the supervision and direction of Kent State University Intramural Sports. The Kent State University Intramural Sports Office shall reschedule the game and provide officials and supervision; however, the teams involved shall be responsible for any expenses involved in the rescheduled activity.
SECTION 14: Equipment

Article 1: Equipment
A. Equipment that is approved for Kent State University Intramural Sports activities shall be in accordance with the intramural rules of each respective sport/activity, which may supersede the governing body of each activity (e.g. softball – ASA, flag football – NIRSA, basketball – NFHS, etc.). The rules for each sports activity may be viewed on the Intramural Sports website and IMLeagues.com; related links to the governing body may also be listed on the website.
B. Game balls provided by Intramural Sports are for game use only and will NOT be available for warming up.
C. Periodically, changes may be made to equipment that is approved or unapproved based upon changes made by the sports’ governing body. This may occur prior to a season or during a season; for clarification on whether personal equipment may be used in the Kent State University Intramural Sports Program please contact the Assistant Director or Coordinator of Intramural Sports.
D. During outdoor sports events (when in season) some equipment may be checked out (when available) from Intramural Sports staff. Equipment may include jerseys, flag belts, softball bats, softballs, softball gloves, etc. A Kent State University ID (FlashCard) is required to check out equipment; however, the following rules apply to any intramural sports equipment that is checked-out for use:
   a. Those using intramural equipment will be held accountable for any damage, not considered to be normal wear and tear, to that equipment.
   b. If equipment is lost, damaged, or not returned after the activity, the replacement cost of the equipment will be billed to the students’ Bursar’s Account.
   c. Reminder that when checking out equipment from Intramural Sports staff for outdoor activities, participants must leave his/her FlashCard with the Intramural Sports staff as collateral until the equipment is returned and checked-in. Remember that a FlashCard is required to check-in on the roster for intramural games, please plan accordingly.

Article 2: Footwear
A. Appropriate athletic shoes must be worn at all times during intramural sports activities. EXCEPTION: footwear is not required during sand volleyball.
B. When participating in court activities, athletic shoes with non-marking soles must be worn. This is for the participant’s safety and to prevent injuries.
C. Dress shoes, hiking shoes, boat shoes, boots, sandals, minimalist shoes, and other non-athletic shoes are prohibited during intramural sports activities.
D. Pliable rubber cleated shoes are acceptable for outdoor sports. Metal cleats are not permitted. Screw-in type cleats may be permitted in some outdoor sports (flag football) provided the screw/bolt is part of the cleat and does not protrude from the sole of the shoe.

Article 3: Jewelry Policy
A. NO JEWELRY (including beads, hemp necklaces, and bracelets) is to be worn at any time during an intramural sports event by participants. All participants are expected to remove all jewelry prior to the start of the contest.
B. Any player that refuses to remove jewelry during a contest shall be penalized for the violation. All penalties associated with the violation will be assessed (e.g. 10 yard unsportsmanlike, Technical Foul, etc.).
C. The player to whom the penalty is assessed must leave the game until the next opportunity to substitute according to the rules governing the sport and remove the jewelry. A player does not have to leave the game if either team calls a charged time out, but jewelry must still be removed.
D. Should there be an exception to jewelry policies; it will be listed in the intramural sports rules for each event.
E. Medical Alert Bracelets/Medals - any participant that is required to wear a medical alert bracelet or medical alert medal shall be permitted to do so; however, it must be taped to the body with medical data visible.

Article 4: Penalties
Any player wearing illegal equipment will not be allowed to compete. Any player that is found to be using illegal equipment, as defined by the rules of each activity, shall be disqualified/ejected from the game (see Section 11, Article 1). Abuse of intramural equipment is cause for disqualification/ejection from a game, as well as further disciplinary action.
SECTION 15: Awards

Article 1: Intramural Sports Champions
Championship t-shirts will be awarded to the team(s) or individuals that win the overall championship (for each league of play – ex. men’s, women’s, co-rec) in each intramural sports event. The t-shirts will be handed out at the site the night of the championship contest. The number of awards available is limited and based upon the roster requirements for each sport and varies accordingly; no guarantees for appropriate sizes will be made.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Max # of Awards</th>
<th>Sport</th>
<th>Max # of Awards</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football</td>
<td>12</td>
<td>4v4 Flag Football</td>
<td>8</td>
</tr>
<tr>
<td>Co-Rec Flag Football</td>
<td>12</td>
<td>Dodgeball</td>
<td>10</td>
</tr>
<tr>
<td>Outdoor Soccer “Futbol”</td>
<td>15</td>
<td>Indoor Soccer</td>
<td>10</td>
</tr>
<tr>
<td>Basketball</td>
<td>10</td>
<td>3v3 Basketball</td>
<td>4</td>
</tr>
<tr>
<td>Volleyball</td>
<td>10</td>
<td>Sand Volleyball</td>
<td>8</td>
</tr>
<tr>
<td>Softball</td>
<td>15</td>
<td>Ultimate Frisbee</td>
<td>12</td>
</tr>
<tr>
<td>KIN-Ball</td>
<td>8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SECTION 16: Grievances

Article 1: Student Recreation Council (SRC) Advisory Board
A team or participant that is dissatisfied with a ruling or decision that is administered by the Assistant Director or Coordinator of Intramural Sports may appeal to the Student Recreation Council (SRC) Advisory Board. The appeal must carry all the same information as presented to the Assistant Director or Coordinator of Intramural Sports, and be accompanied by a $50.00 fee. If the SRC Board rules in favor of the team/participant protest, the fee shall be returned; however, if the SRC Board rules against the team/participant protest, the fee is not returned. To begin this process the team/participant should contact the Assistant Director or Coordinator of Intramural Sports for further direction.

SECTION 17: Miscellaneous

Article 1: Phone Information
Intramural policy forbids office personnel to give schedule information over the phone. Information given over the phone is easily misunderstood and could lead to confusion and potentially unnecessary forfeits. League and playoff schedules are available in advance and are posted on the IMLeagues website. Captains are responsible for knowing when their team is scheduled and for accurately communicating this information to his/her team.

Article 2: Program Registration Fees
A. All fees are used in the program to pay student employees, provide awards, promote/publicize activities, maintain fields, and purchase equipment. These fees do not cover the costs for the staff, but do help offset these expenses.
B. When considering the quality of the program and the positive experiences enjoyed by the participants, the program remains a tremendous value.
C. All efforts will be made to maximize playing opportunities. In the unfortunate event of cancellation, all efforts will be made to reschedule the contest. However, the decision of rescheduling is left solely up to the Assistant Director or Coordinator of Intramural Sports and there will be no refund if games cannot be rescheduled.

Article 3: Evaluations
Throughout the year, the Intramural Sports staff may ask participants to fill out questionnaires/surveys about the quality of the Intramural Sports Program, please take the time to fill out the evaluations and encourage your teammates to do so as well, so that we may better serve your needs.

Article 4: Extramural Opportunities
Occasionally opportunities to participate in extramural tournaments and events may arise. Extramurals refers to intramural-level tournaments that are held off-campus at colleges and universities across the country. Many are held within the state of Ohio, while others are held at the Regional level in one of the nearby states, or even at the National level. Teams have the opportunity to represent Kent State University against top intramural teams from other schools.
Tournaments are offered in different sports, including flag football, basketball, soccer, tennis, dodgeball, and potentially others. Extramurals typically fall under the sponsoring association known as NIRSA: *Leaders in Collegiate Recreation*.

In the event that a team is participating in an extramural opportunity the team is expected to represent themselves, their team, the Kent State University Intramural Sports Program, the Department of Recreational Services, and Kent State University as a whole in a positive manner. The team will be subject to all rules, policies, and procedures outlined herein whether explicitly stated or implied, the Kent State University Student Code of Conduct, tournament/event governing body or sponsoring association rules and regulations, and any guidelines specific to the event in which they are participating.

Teams and individuals interested in participating in extramural opportunities should contact the Assistant Director or Coordinator of Intramural Sports for more information on how to get involved.

**Article 5: Questions, Comments or Concerns**
The Assistant Director of Intramural Sports is ultimately responsible for running all intramural programs. The Assistant Director or Coordinator of Intramural Sports reserves the right to make rule modifications or decisions contrary to the policies and procedures of the Kent State University Intramural Sports Program, outlined herein, in the best interest of all intramural participants and as necessary for the positive delivery of the Intramural Sports Program to Kent State University students, faculty, staff and spouses. If you have any questions, comments or concerns, please contact the Assistant Director or Coordinator of Intramural Sports.
APPENDIX A: IMLeagues Instructions

IMPORTANT NOTE: All intramural participants will be required to create an account on IMLeagues.com. Team Captains must first register and pay in the Student Recreation and Wellness Center Pro Shop, then captains will create their team on IMLeagues.com, in the section they registered for, and invite all team members to join their team’s roster.

Need Help?: IMLeagues.com offers a live support button in the bottom right corner of all pages. After following these directions, if you encounter any difficulties please use this button for help.

To create an IMLeagues account:
1. Go to www.imleagues.com/KentState/Registration OR
   Go to www.imleagues.com and click Create Account
   It is NOT recommended to use the “Create an account with Facebook” option, as that would require your Facebook account to be linked to your Kent State University school email address only.
2. Enter your information,
   a. Use your School email address (@kent.edu) ex. AFLASH10@kent.edu
   b. User ID = Flashline ID (not your Banner ID#) ex. AFLASH10
3. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account.
4. You should be automatically joined to your school – If not you can search schools by clicking the “Schools” link
   a. DON’T STOP YET – you’ve now created an account but you still need to join your team roster

How to sign up for an intramural sport:
1. Log in to your IMLeagues.com account.
2. At the top right of your User Homepage page under the “Register” drop down menu click Create/Join Team OR
   Click on the “Kent State University” link to go to your school’s homepage on IMLeagues.
3. The current sports will be displayed, click on the sport you wish to join.
4. Choose the league you wish to play in (Men’s, Women’s, Co-Rec, etc.)
5. Choose the division/section you registered for in the SRWC Pro Shop (M1 Mon. 5pm, C3 Tues. 8pm, etc.)
6. Click the “Register/Signup” or “Create Team” button in the top right corner.
7. You can join the sport one of three ways:
   a. Create a team (For team captains)
      i. 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.
         1. If they’ve already registered on IMLeagues: search for their name, and invite them
         2. If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their email address.
   b. Join a team using one of the following options:
      i. Use the Register drop down menu Create/Join Team Buttons at top right of every page
      ii. Accepting a request from the captain to join his/her team
      iii. Finding the team and captain name on division/league page and requesting to join
      iv. Going to the captain’s playercard page, viewing his/her team, and requesting to join
   c. Join as a Free Agent
      i. Follow above steps 1-6 and on the division/section page click the “Register/Sign Up” drop down menu and choose “Free Agent”.
         ii. Signing up as a free agent allows you to post a message via IMLeagues.com expressing your interest to participate in a particular sport; you may wish to include additional information about yourself including experience playing that sport or if you are simply looking to make friends and have fun. You can list yourself as a free agent in as many divisions (days/times) within a league as you’d like. You will be visible to all members of the site so captains who are seeking additional players can request for you to join their team, and you may request to join teams. NOTE: While posting as a Free Agent on IMLeagues.com is the best way to join a team, unfortunately there is no guarantee of placement on a team.
Appendix B: Leagues and Division Information

Leagues Offered
Whenever possible, a variety of leagues are offered within any given sport. Descriptions of possible leagues offered are listed below.

Independent Leagues

Men’s: Men’s leagues, otherwise known as Men’s Independent, are available to any eligible participant(s) that identify as a man.

Women’s: Women’s leagues, otherwise known as Women’s Independent, are available to any eligible participant(s) that identify as a woman.

Co-Rec: Co-Rec leagues are available to both men and women who are eligible to participate. Each sport offering a Co-Rec league will have a set of Co-Rec modifications and men/women ratio requirements to register and play.

Open: Open leagues are available to eligible men and women. Each sport offering an Open league will not require a set men/women participant ratio requirement; teams may consist of solely of men, women, or any combination thereof.

Faculty/Staff: Faculty/Staff leagues are available to current “officially” recognized Kent State University employees in at least a part-time capacity. Faculty/staff members must have a membership to the Kent State University SRWC, or pay the daily guest fee (each visit) to participate in Intramural Sports programs offered in the SRWC. Faculty/Staff leagues will be offered as “Open” leagues at this time.

Residence Hall Co-Rec: Residence Hall Co-Rec leagues are available to eligible men and women currently residing in a Kent State University Residence Hall.

International: International leagues are available to all eligible participants regardless of national origin and will be offered as “Open” leagues at this time.

Greek Leagues

Greek Men’s: Greek Men’s leagues, otherwise known as Fraternity leagues, are available to eligible men who are active members of the same fraternity, as recognized by Kent State University’s Greek Life Office. Members of a fraternity team may also play on one men’s independent team in the same sport.

Greek Women’s: Greek Women’s leagues, otherwise known as Sorority leagues, are available to eligible women who are active members of the same sorority, as recognized by Kent State University’s Greek Life Office. Members of a sorority team may also play on one women’s independent team in the same sport.

Sections/Divisions Offered

Sections, otherwise known as Divisions, offered within a league (as defined above) will consist of a specific day and time(s) of play. For instance, a Men’s league may offer a “Men’s (M1) Mondays at 9:00-10:00pm” section/division and also a “Men’s (M2) Tuesdays at 6:00-8:00pm” section/division. Depending on the nature of the sport, section/divisions may/may not be limited to one specific day and one specific time. *All efforts will be made to offer the section/divisions at the advertised date/time; however, sometimes situations do arise which may require a change of the day/time the section/division is offered.