

UNIVERSITY OF COLORADO **BOULDER**



INTRAMURAL SPORTS

2024-25

IM PARTICIPANT HANDBOOK

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PROGRAM OVERVIEW

The Intramural Program provides opportunities for all participants to compete in activities of various skill levels against other students, faculty, staff, and recreation center members.

Intramural Sports provide a healthy environment that promotes the growth and development of leadership as well as both social and interpersonal skills.

INTRAMURAL SPORTS MISSION STATEMENT

The mission of the University of Colorado Intramural Program is to provide students, faculty, staff, and affiliates with the opportunity to participate in a variety of recreational sports in a fun, safe, and inclusive environment. In addition, we strive to promote and provide quality services, facilities, healthy lifestyles, and wellness.

RECREATION SERVICES MISSION STATEMENT

CU Boulder Recreation Services is a welcoming, valued campus resource that promotes healthy lifestyles through high-quality, accessible experiences.

RECREATION SERVICES VISION STATEMENT

To inspire and support the CU community in the pursuit of lifelong well-being.

RECREATION SERVICES WHO WE ARE

We are Student Affairs professionals committed to promoting student development and success through quality engagement, experiential learning, student employment, and leadership.

We celebrate the power of recreation, well-being, and inclusion.

Our world-class, LEED Platinum Recreation Center symbolizes our dedication towards sustainability and innovation.

SECTION I: ELIGIBILITY

The Intramural Staff cannot assume responsibility for player eligibility but will assist team captains and individuals with eligibility interpretation questions prior to competition.

Article I: Eligible Persons

The following people are eligible for participation in Intramural Sports:

- Students: All **full fee-paying** students are eligible to participate in the Intramural Sports Program. Graduate students who opt out of paying Recreation Center fees and who are not members of the Recreation Center are not eligible to participate in Intramurals.
- Faculty, Staff, and Alumni Members: All faculty, staff, and alumni members that have a Recreation Center Membership are eligible to participate in the Intramural Sports Program.
- Part-Time Students and Continuing ED: All **full-fee** paying part-time and continuing education students or part-time and continuing education students who are members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. Part-time and continuing education students who opt out of paying Recreation Center fees and are not members of the Recreation Center are not eligible to participate in Intramurals.
- Student/Faculty/Staff Spouses: Spouses of eligible undergraduate students, graduate students, faculty and/or staff members who have a valid Recreation Center Membership are eligible to participate in Intramurals.
- The minimum age to participate is 15 years old.
- Miscellaneous: All other persons who have a valid Recreation Center Membership (minimum monthly membership that is active) are eligible to participate in the Intramural Sports Program.
- [Link to Rec Membership page](#)

****All participants must present their Buff OneCard or any government-issued photo identification at every game to check-in. ****

Article II: Professional Athletes

Current/former Olympic/US team and professional athletes are not eligible to participate in their related sport. An athlete will be deemed a "professional" if at any point they were given financial compensation for participating on a team in a professional or semiprofessional league. Examples include, but are not limited to: NFL, NFL Europe, AFL, CFL, MLB, NHL, NBA, WNBA, MLS, Pro Beach Volleyball circuit, or PGA/Nationwide Tour. Olympic athletes are considered individuals who competed for their country in the Olympics or World Championships, but not the Olympic trials. Those that participate on national team rosters but only compete in trials or friendlies are eligible. To protest the eligibility of a said "Professional/Olympic" athlete, the protesting team must email imsports@colorado.edu and provide the name of the individual in question as well as a copy of the Professional/Olympic team roster.

Article III: Intercollegiate Athletes

Current intercollegiate athletes are not eligible to participate in their sport or any like or related sport. An intercollegiate athlete is any individual participating in intercollegiate contests, attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players, and freshmen are all considered intercollegiate athletes. An individual is considered an intercollegiate athlete for an entire academic year unless they have been dropped from the team roster before the first intercollegiate contest and are no longer playing or practicing with the team. Any intercollegiate athlete participating in an Intramural event in their like sport may risk suspension of participant eligibility and forfeiture of any game(s) in which they participated.

Article IV: Sport Club Athletes

Students who are listed on a sport club's active roster for that academic year will be considered a club sport athlete.

Intramural teams are limited to 2 sport club athletes per team in their specific sport or any related sport(s).

Any team that has a club player on their roster must also play in the most competitive league offered. Failure to adhere to this policy may result in the suspension of participant eligibility and forfeiture of any game in which they participated.

To protest the eligibility of a sports club athlete, the protesting team must email imsports@colorado.edu and provide the name of the individual in question as well as the team they are believed to be associated.

Article V: Competing on Multiple Teams

Eligible players may participate on one co-rec team, and EITHER one equal opportunity team or one women's team for the same sport. Failure to adhere to this policy may result in the suspension of participant eligibility and forfeiture of any game in which they participated.

Article VI: Assumed Names

Players may not participate using another member's identity. Failure to adhere to this policy will result in the confiscation of the false identification card and may result in the suspension of participant eligibility and forfeiture of any game in which they participated. Details for suspension can be found below in Section IX: Conduct.

Article VII: Roster Additions

Players may be added to a team's roster at any point prior to the conclusion of the regular season. Roster additions will not be allowed in the post-season tournament. If a player fails to be added to a team's roster, they will not be allowed to compete on that team until they have successfully been added. Players will have to have played in at least one regular season contest to be eligible for the post-season tournament.

By adding to the roster, participants acknowledge that they are eligible to play for that team and assume all responsibility for any actions taken by the Intramural Sports staff if they are found to be ineligible.

Intramural Sports reserves the right to investigate the eligibility of teams and players. These investigations may result in forfeiture, probation, and/or suspension. Teams must follow the eligibility requirements stated in this handbook.

Article VIII: Failure to Check-in

It is the responsibility of every participant to check in for every game with the Intramural Sports Staff. Failing to check in for a game is a violation of the rules. All players should check in prior to game time with their Buff OneCard or government-issued I.D. Card. If a member of a team fails to check in during the regular season, that member will not be allowed to participate in the post-season tournament.

Article IX: Eligibility Protests

During the regular season, any team found to be using an ineligible player will forfeit all games in which that individual played and be subject to removal from the league. All regular season protests must be filed before the final record deadline. During playoffs, if an eligibility protest is found valid, the protesting

team advances with all previous rounds remaining the same. During the playoffs, any team protesting the eligibility of a player must do so by noon of the next business day to allow the Team Sports Staff adequate time to determine the validity of the protest. To file an eligibility protest, the following information must be emailed to imsports@colorado.edu:

- Date, time, place, and level of game.
- Names of the teams involved.
- Name of the ineligible player(s).
- Reason why the player is believed to be ineligible.

****Final decisions regarding all eligibility issues are at the discretion of the Intramural Sports Staff****

SECTION II: TEAM CAPTAIN RESPONSIBILITIES

Article I: Team Captain

When registering online for an intramural event, the individual who registers the team is assigned as the team captain. This person will be the main contact between Intramural Sports and the team. The team captain may be changed after a team is made via the online roster page.

Article II: Responsibilities

Team captains provide a very important link between teams and the Intramural Programs. The successful flow of our program greatly depends on the abilities of the captain. A team captain's responsibilities include (but are not limited to) the following:

- Review the Intramural Handbook and become familiar with all Intramural Policies and Procedures.
- Review and be familiar with all rules about each sport of which they are a captain.
- The Intramural Office will communicate pertinent information to team captains via email. This information can include such items as when schedules are posted, post-season tournament information, game cancellations, and additional game opportunities.
- Know the eligibility of all team members according to the Intramural Sports Handbook. It is the responsibility of the team captain and participant to know their eligibility and adhere to the set guidelines; the Intramural Sports Staff is not responsible for player eligibility. Please refer to the eligibility section in this handbook for further clarification.
- Notify each team member that they must present a valid Buff OneCard or government-issued ID before they can participate in any scheduled contest. **NO ID, NO PLAY, NO EXCEPTIONS!**
- Inform every member of your team about all pertinent Intramural Policies & Procedures, sports rules, and eligibility restrictions.
- Know all game times scheduled for their team. All schedules are posted online on the Fusion Play app. Game schedules will not be given over the phone or in person. It is the responsibility of the captain to verify any game time online.
- Control and be responsible for themselves, the team, and the spectators before, during, and after any Intramural participation.
- Ensure that the minimum number of players are checked in and ready to play by their scheduled game time.
- Respectfully present any questions, comments, or concerns to the officials and supervisor that their team may have at any point during the game. **ONLY** the captain has the authority to discuss any issues with the Intramural staff.

- Verify the score on the Fusion Play app.

Article III: Captain's Meetings

Captain's meetings will be held before the registration via Zoom. Captains who attend will need to preregister via the link on the Intramural Sports webpage. Captains who attend can register their team early during an early registration window.

SECTION III: PARTICIPANT RESPONSIBILITIES

Article I: Responsibilities

Each person who chooses to participate in an intramural event assumes responsibilities as an individual. An individual participant's responsibilities include (but are not limited to) the following:

- Know their team's name, game time, and location.
- Arrive on site and check in with the Intramural Staff at least before the start of every contest.
- Present a valid Buff OneCard or Government Issued ID at EVERY event in which they participate. **NO ID, NO PLAY, NO EXCEPTIONS!**
- Be familiar with all rules, policies, and procedures including conduct, sporting behavior, and eligibility.
- Understand that ONLY their team captain has the authority to discuss any issues with the Intramural staff.
- Cooperate before, during, and after competition with any Intramural Sports Staff.

*****Failure to comply with these guidelines may not only impact the participant in question but also the team and team captain*****

Article II: Safety and Injuries

The possibility of injury exists in all sports. Intramural Sports assumes no responsibility for injuries. However, basic first aid will be available at game sites. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. All participants must sign the Release of All Claims Form before participating in any intramural activity. These waivers and forms will be available upon purchase of IM Pass.

When a participant is bleeding, has an open wound, or has blood on their uniform, the player will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound is covered, and/or the bloody uniform is changed. The game may continue to be played without the injured player at the discretion of the intramural sports staff.

Knee and ankle braces unaltered from the manufacturer's original design/production will be permitted as long as they are padded and no exposed metal is showing. Please review sport-specific rules for additional equipment restrictions and requirements.

SECTION IV: REGISTRATION AND ROSTER INFORMATION

Article I: General Information

CU Intramurals has an individual registration fee, referred to as the Intramural (IM) Pass. Each participant will pay \$25 for the semester or \$45 for the year and can play as many sports as they wish

for that semester or academic year. Intramural registration will take place twice throughout the semester.

****No Refunds Will Be Given for IM Passes****

Article II: Creating a Team

After purchasing the IM Pass, participants can register for sports in the Fusion Play app.

The following are guidelines concerning the Intramural team registration process:

- Teams will first register in the specific league they would like to participate. Once the team adds the minimum number of people to the roster, they will be moved from pending to approved in the specific division they would like to play in.
- CU Intramural Sports reserves the right to change any team name that is deemed inappropriate or offensive. Any team name deemed inappropriate will be edited to “Change Team Name”.
- Teams are required to wear the same-colored shirts/uniforms in basketball, broomball, flag football, ice hockey, lacrosse, soccer, and ultimate frisbee. Permanent numbers are required on the shirts for basketball.
- Please use good judgment when selecting names and uniform artwork. Our goal is a pleasant, fun atmosphere for everyone competing. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Intramural Sports Office.
- Please note that all team rosters are capped at twice the number of players allowed on the playing area plus two additional players (ie: basketball teams are capped at 12 players because 5 are allowed on the court at a time ($5 \times 2 = 10$, $10 + 2 = 12$)). Please make sure to use your judgment when allowing members to join your team because players will not be removed from a roster once accepted.

Article III: Joining a Team

- Participants must first purchase the IM Pass.
- Any participant in need of a team can join the Free Agents link on the Fusion Play App. We want to aid you in every way possible, so if you wish to participate and are still struggling to find a team, please stop by the Intramural Office or contact us via email or phone so we can further try to help you find a team.
- Individual participants may join a team by either accepting an invitation from a captain or finding the team and captain's name on the Fusion Play app and requesting to join.

Article IV: Rover Rule

The purpose of the Rover Rule is to help teams avoid defaults, and forfeits, when possible. This policy is not to be exploited by an individual for any competitive purpose. Anyone found to be abusing the Rover Rule may lose the ability to participate in Intramural sports in the future.

If a team does not have the minimum number of players needed to participate, they may secure a rover. The rover will need to operate as follows:

- A rover can only be used if the team is below the minimum needed in a sport: once the team has the minimum number of rostered players show up, the rover can no longer be used. If the team drops below the minimum during the game, the rover can be used as a sub.
- The Rover must have a current IM Pass
- A maximum of 2 rovers can be used if the team is below the minimum.
- The rover can only become an official rostered member of a team if they are not on any other rosters. They must officially declare as a rostered member either on-site or by emailing

the Intramural Sports office. Rovers must declare themselves as a rostered member before the first playoff game is played.

- An eligible player can be a Rover for multiple teams throughout the season.
- Captains are still responsible for the sporting behavior and behavior of all team members, including the rover.
- Rovers are not eligible for playoffs.

SECTION V: DIVISIONS AND LEAGUES

Article I: Leagues

There are generally several skill-level leagues offered in each sports division, the perceived skill levels are:

- **Competitive League:** Competitive and skilled players.
- **Intermediate League:** Competitive but not as skilled players.
- **Recreational League:** Recreational and beginning players.
- **Unified Sports:** The CU Boulder Intramural (IM) Sports program has partnered with Special Olympics Colorado to promote social inclusion through shared sports training and competition experiences. The Unified Sports program at CU Boulder joins people with and without intellectual disabilities on the same team.

Article II: Divisions

Intramural Sports may offer one or more of the following divisions in league and tournament play:

- **Co-Rec Division (CR):** The number ratio of each gender is set and outlined in the rules for each sport.
- **Equal Opportunity Division (EO):** There are no gender restrictions in this division.
- **Women's Division (W):** Teams must be comprised of female-identifying athletes.

Article III: Transgender and Non-Binary Participants

For participation in Equal Opportunity Leagues, there are no gender-specific requirements. For participation in Co-Rec Leagues, gender-specific requirements are based off the sport's specific participation number requirements (found in the sport-specific rule set) and individuals may participate in accordance with their gender identity.

SECTION VI: LEAGUE PLAY

Article I: Schedules

All schedules are posted online on the Fusion Play app. Game schedules will not be given over the phone or in person. It is the responsibility of the captain to verify any game time online, any misinformation will be the responsibility of the team captain to verify.

Intramurals reserves the right to shorten any game times if necessary

Article II: Reschedules

Regular Season

The Intramural Office DOES NOT reschedule regular season games once the schedule has been posted online.

****The Intramural Office reserves the right to reschedule games for administrative and weather-related reasons.***

Tournament Games

Games before the semi-finals or finals will not be able to be rescheduled. Reschedules will only be granted if we have time and space. Please note the opposing team must also approve the reschedule. Reschedule requests must be emailed to imsports@colorado.edu at least 24 hours in advance of the competition.

Article III: Forfeits and Defaults

Forfeits

GAME TIME IS FORFEIT TIME! All teams should arrive **15 minutes prior** to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready to play at the scheduled starting time will forfeit to their opponent, be assessed a fee, and become ineligible for playoffs.

Teams who forfeit will have all of their members suspended until the forfeit fee has been paid. The forfeit fee will be \$30 for officiated sports and \$10 for non-officiated sports.

The captain of the team will be emailed a notification of the forfeit fee. Teams can pay the forfeit fee guest services desk at the Student Recreation Center.

Once the fee has been paid teams will bring their receipt to the IM Sports office to be reinstated. Any team that forfeits a second time will be automatically removed from the league for the remainder of the season.

10-Minute Grace Period: If one team is present and ready to play, they can choose to grant their opponents a 10-minute grace period. The game clock will start at the original start time. If the required minimum number of players arrives within 10 minutes, the game will be played and recorded as an official game. The waiting team will be given a scoring advantage.

If neither team has the required number of players at the scheduled contest time, both teams will be given 10 minutes to complete their team. No scoring advantage will be given to either team in this case.

Teams that have a second forfeit will be assessed an additional forfeit fee and dropped from the league.

Defaults

If your team is unable to make a regular season game, your team captain must email the Intramural Office at imsports@colorado.edu by 2:00 pm the day of your scheduled game, and by no later than 2:00 pm on the Friday preceding a Sunday game time. This will result in a default and keep your team from being assessed a forfeit fee.

Teams that default a second game in a season will be treated as a forfeit and be given a forfeit fee.

SECTION VII: POST-SEASON TOURNAMENT

Article I: Qualifications

All teams qualify for the post-season tournament except the following:

- Teams that have received one Forfeit.
- Teams that have received two Defaults.
- Teams that accumulate 4 unsporting behavior penalties throughout the entirety of the season.
- Teams that have been suspended from play by the Intramural Sports Staff.

Article II: Termination of Post-Season Play

The following points will result in the termination of a team's eligibility for post-season play:

- Teams receiving a Forfeit.
- Teams receiving a Default.
- Teams that have been suspended from play by the Intramural Sports Professional Staff.
- Teams participating with any ineligible player(s).
- Teams that accumulate 4 unsporting behavior penalties throughout the entirety of the season.

Article III: Seeding

Teams will be seeded in their respective leagues and divisions based on the following criteria in the respective order:

- Games won.
- Games lost.
- Games tied.
- Head-to-head victory.
- Point differential (points scored less points allowed).

*****The Intramural Office reserves the right to merge multiple leagues in any given division if fewer than four eligible teams exist for that league*****

Article IV: Changing Tournament Game Times:

Tournament game times and dates will ONLY be changed for weather and other facility-related issues.

SECTION VIII: INCLEMENT WEATHER

If all nightly games are canceled due to weather. All team captains will be emailed by 3:00 PM. If you do not hear from the Intramural Sports Office, assume your game is still on as scheduled.

Any game that is canceled due to weather will be rescheduled, time permitting. This decision is at the discretion of the Intramural Sports Staff. Games that are canceled and rescheduled will be

posted online within two business days. It is the team captain's responsibility to check the schedule and verify this rescheduled game time.

Any game that is in the process of being played and has made it to at least half-time (or a similar time mark) when inclement weather occurs, will be called and the result of the game at that point will stand.

Any game that is in the process of being played and has yet to make it to halftime when inclement weather occurs, will be rescheduled, time permitting. This decision is at the discretion of the Intramural Sports Staff. Games that are canceled and rescheduled will be posted online within two business days. It is the team captain's responsibility to check the schedule and verify this rescheduled game time.

***Please note that due to time constraints, rescheduled games may be held on days of the week that differ from a team's elected league day.**

***Please note games will only be made up if time allows, refunds will not be given for games canceled due to weather or other acts outside of human control.**

SECTION IX: CONDUCT

All Intramural participants are expected to display outstanding sporting behavior and conduct. Any participant or spectator who attempts to commit, or aid others in committing, any acts of misconduct will be subject to disciplinary procedures by the Department of Recreation Services. Severe cases of misconduct will be referred to the Office of Student Conduct for possible university action.

Article I: Captains

The team captain is responsible for the actions of their team, themselves, and any team spectators. Additionally, the captain will ensure that their team is familiar with the rules of play and intramural sports policies and procedures contained in this handbook. Sporting behavior is a vital component for success in every intramural sports contest. Participants and spectators are expected to display good sporting behavior toward opponents and the intramural sports staff at all times.

Article II: Unsporting Conduct

Participants and/or spectators will not commit acts of unsporting conduct before, during, or after any intramural event. This includes, but is not limited to:

- Use of foul or derogatory language.
- Threatening or verbally abusing any other participant or intramural sports employee.
- Participating in a game for which they are not eligible.
- Arguing or talking back to the intramural sports staff. Only the captain should address an official or supervisor, and only if done so in a respectful and courteous manner.
- Intentionally hitting, striking, pushing, shoving, grabbing, and/or throwing and/or kicking an object at another individual.
- Mistreating the facility, equipment, or supplies of the University of Colorado and/or the Department of Recreation Services.
- Attempting to check in using another person's Buff OneCard, or any other form of identification.

Article III: Alcohol, Drugs, and Tobacco

The use of any alcohol, drug, or tobacco products is strictly prohibited before, during, and after any Intramural competition or at any Intramural event. Any participant or spectator possessing or under the influence of drugs, tobacco, or alcohol will be recorded and asked to leave the premises immediately. Failure to leave willingly will result in CUPD being called. The presence or use of any of these substances before, during, or after an Intramural competition or at an Intramural event will impact player and/or team eligibility, sporting behavior, etc., and will be reported to the Office of Student Conduct and Conflict Resolution.

Article IV: Ejections

Any player who has been ejected from an Intramural event for any reason will receive an immediate indefinite suspension from ALL Intramural participation. No individual will be reinstated without first meeting with the Intramural Sports professional staff. Suspensions/penalties will not begin until after the ejected player meets with the Intramural Sports professional staff. The ejected individual is responsible for contacting the Intramural Sports office to set an appointment to discuss reinstatement.

Call 303-492-2893 or email imsports@colorado.edu to schedule an appointment with the Intramural Sports Professional Staff. If the identity of an ejected player is unclear, their entire team will be suspended from intramural play until their identity is discovered.

Article V: Discipline

The Intramural Sports Program reserves the right to apply any penalty deemed appropriate for each incident that occurs. Depending on the severity of the situation, some cases will be assessed first by Student Conduct before the Intramural Sports Office can take action. The following is a list of common infractions and minimum suspensions, please note this table is merely an example, and punishments for the infractions listed are at the discretion of the Intramural Sports Professional Staff:

Infraction	Minimum Suspension
EJECTION:	Automatic at least one-week suspension from all Intramural activities. Game ejections, including pre or post-game ejections, are not eligible to be appealed. An individual or group may also be subject to being charged by the Office of Student Conduct
VERBAL ABUSE: Any language deemed offensive or derogatory.	Persons ejected for Verbal Abuse will BE AUTOMATICALLY SUSPENDED FOR AT LEAST ONE WEEK. Persons ejected for Verbal Abuse more than once during the year may be suspended from all activities for the remainder of the academic year. An individual or group may also be subject to being charged by the Office of Student Conduct.
PHYSICAL ABUSE OF ANOTHER PARTICIPANT OR SPECTATOR: The act of hitting striking, pushing shoving, grabbing, and/or throwing and/or kicking an object at another participant or spectator.	Persons ejected for hitting or striking another individual will BE AUTOMATICALLY SUSPENDED FOR NO LESS SIX ACADEMIC WEEKS. The player may also be suspended from the CU Recreation Center and be subject to review by the Office of Student Conduct.

	Persons ejected for pushing, shoving, grabbing, and/or throwing and/or kicking an object at another individual Will BE AUTOMATICALLY SUSPENDED FOR NO LESS THAN ONE WEEK. Persons involved could be subject to judicial review by the Office of Student Conduct.
PHYSICAL ABUSE OF AN INTRAMURAL SPORTS EMPLOYEE: The act of hitting striking, pushing shoving, grabbing, and/or throwing and/or kicking an object at any Intramural Sports Employee.	Persons ejected for any sort of act of physical abuse against an Intramural Sports Employee will BE AUTOMATICALLY SUSPENDED FOR NO LESS THAN ONE ENTIRE ACADEMIC YEAR. Persons involved may also be subjected to suspension from the CU Recreation Center and could be subject to judicial review by the Office of Student Conduct.
THREATENING PHYSICAL ABUSE TOWARDS ANOTHER PARTICIPANT OR SPECTATOR:	Automatically suspended for at least two weeks. Players may also be subjected to suspension from the Recreation Center and judicial review by the Office of Student Conduct.
THREATNING PHYSICAL ABUSE TOWARDS AN INTRAMURAL SPORTS EMPLOYEE:	Automatically suspended from the Intramural Program for SIX ACADEMIC WEEKS. Players may also be subjected to suspension from the Recreation Center and judicial review by the Office of Student Conduct.
PLAYING UNDER AN ASSUMED NAME:	At least one academic week. Any false identification card will be confiscated and turned in to the building facility supervisor and any competition in which the person participated, or attempted to participate in, may be automatically forfeited.
PLAYING ON MULTIPLE TEAMS:	At least one academic week, and any competition in which the person participated, or attempted to participate in, may be automatically forfeited.

Suspensions listed merely demonstrate the MINIMUM punishment an offender will receive for their respected infraction. The actual severity of punishment will be determined by the Intramural Sports Coordinator. The above infractions can be subject to expulsion from intramurals, and if necessary, can be reported to the Office of Student Conduct.

SECTION X: SPORTING BEHAVIOR

Article I: Sporting Behavior Policy

Intramural Sports prioritizes positive sporting behavior by all teams, spectators, and staff. The captain is responsible for the behavior of all team members and representatives. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with a Team Sports Professional Staff member.

We will be using a “2, 3, 4, 5” method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity’s season:

- The accumulation of **TWO (2)** unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.
- The accumulation of **THREE (3)** total unsporting conduct fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season.

The accumulation of **FOUR (4)** unsporting conduct by a team will result in the forfeiture of the contest.

- The accumulation of **FIVE (5)** total unsporting conduct fouls by the team’s participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.

****Unsporting totals rollover to playoffs***

Article II: Unsporting Behavior

- Unsporting behavior before, during and/or after a contest will not be tolerated. The team captains are expected to assist the department staff and will assume full responsibility for the conduct of the team and spectators.
- Any player, fan, or coach who has to be removed or ejected from a contest or playing area for behavior of an unsporting nature is automatically ineligible from further competition and will be suspended for any ejection.
- Notification of disciplinary action will be sent to the individual, team captain, and other university departments, such as the Office of Student Conduct, as necessary.

SECTION XI: PROTESTS

Article I: Rule Protests

Whenever a matter of protest arises, the team captain must notify one of the officials and the opponents before the next live play. If the protest is not lodged at this point, it voids the protest. Once the protest is noted, the official will suspend play. The captain will then state the basis of the protest. The official will then explain the basis of the decision.

If the captain would like to appeal the official’s decision, they must request that the Sport Supervisor review the decision before play resumes. The supervisor will give the final decision. Please note that judgment calls cannot be protested or appealed.

Article II: Eligibility Protests

Protests involving player or team eligibility must be called to the immediate attention of the supervisor prior to halftime of the contest while the protested individual/team is present. Participants may not make eligibility protests after the completion of the contest. They can bring it to the attention of the supervisor, but it will not impact the outcome of the game.

The Intramural Sports office reserves the right to investigate the eligibility of any participant at any time. Any player found ineligible will be suspended from play and any team in which they illegally participated on may have their season forfeited.

SECTION XIV: EMPLOYMENT OPPORTUNITIES

The Intramural Sports Program hires student office staff employees, officials, supervisors and coordinators. No prior experience is required. Training focuses on the rules of the games, mechanics, and on-court situations. For more information or to apply please visit our website at <https://www.colorado.edu/recreation/intramural-sports/intramural-jobs>

SECTION XV: LOCATIONS, HOURS & CONTACT INFORMATION

Location

The Intramural Sports Office is currently located between the upper gym and turf gym in the Student Rec Center.

Office Hours

Monday-Thursday

9:00am-7:00pm

Friday

9:00am-7:00pm

Saturday & Sunday

CLOSED

Intramural Main Office Phone:

303-492-2893

Email Address:

imsports@colorado.edu

Website:

www.colorado.edu/recreation/intramural-sports

Recreation Director:

Anthony Price

Associate Director of Programs:

Nicole LaRocque

Senior Assistant Director of Team Sports:

Jerrell Kelly

Assistant Director of Team Sports:

Caleb Maas

Team Sports Coordinator:

Jay Mahoney

Team Sports Coordinator:

Kelsey Bingham