University of Kentucky
Intramural Participant Handbook
8/31/2015

University of Kentucky
INTRAMURALS
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http://www.uky.edu/campusrec/intramurals

www.imleagues.com

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2015 – 2016 Intramural Graduate Assistants
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AN INTRAMURAL TRADITION
“Intramural,” Latin for “within the walls.” For over 80 years, the UK Intramural Sports Program has provided opportunities “within the walls” of the University of Kentucky for all of its students, regular faculty, and staff to participate in organized recreational competition. This program strives to offer the university community structured leagues and tournaments in a diverse array of activities including basketball, flag football, tennis, golf, volleyball and softball just to name a few. Each event is presented under the simple philosophy that an Intramural program should be fun, fair and safe.

The Intramural staff serves the University of Kentucky community. Questions and comments may be directed to the Intramural Office located in the Bernard M. Johnson Student Recreation Center.

The UK Campus Recreation Department, Intramural Sports Program, Intramural Director and Intramural Staff reserve the right to rule on any case not specifically covered in the rules of the game or in this handbook and will do so in the spirit of the rule and in the spirit of fun, fair and safe participation. To this point, the right is also reserved to put into effect and add to this handbook any new rulings pertaining to Intramural Sports, unsportsmanlike behavior, fair play and the safety of the Intramural participants that will lead to the enhancement of the event or activity and the program’s overall philosophy of fun, fair and safe.
1) OFFICIAL UNIVERSITY IDENTIFICATION
   a) VALID UNIVERSITY IDS ARE REQUIRED
      i) All participants are required to present their valid UK Student, Faculty and Staff IDs or BCTC
         student IDs to enter and participate in all UK Intramural sports, for every contest. IDs that will be
         accepted are as follows:
      ii) Current and valid UK and BCTC student photo IDs.
         (1) All UK students, Faculty and Staff MUST have a valid UK ID
      iii) Any valid UK, BCTC or VA photo Faculty/Staff IDs.
         (1) This includes all UK Medical Center ID badges with photo ID.
         (2) NOTE: Bernard M. Johnson Student Recreation Center photo IDs are not accepted as
             faculty/staff photo ID but may be used as a form of photo I.D. with a F/S ID card.
      iv) Any valid UK Faculty/Staff ID cards or badges without photos, such as the UK “Blue/White Card”
         Faculty/Staff ID card, along with another form of photo ID such as a valid driver’s license.
      v) Religious Advisor ID badges along with a photo ID such as a driver’s license.
      vi) For Co-Rec sports only, spouses of eligible UK and BCTC participants must present a valid driver’s
          license.

2) HEALTH, LIABILITY AND SAFETY
   a) All participants are required to complete a waiver of liability form prior to entering into Intramural
      competition. Before entering into any Intramural event, participants should be aware of the following:
      i) The possibility of injury exists in all sports. UK Campus Recreation/Intramurals assumes no
         responsibility for injuries sustained during Intramural competition. Basic first aid, however, will be
         made available.
      ii) All injuries that occur during Intramural play should be reported to the Intramural staff to be
         properly documented.
      iii) All participants acknowledge an assumption of risk by voluntarily entering into any Intramural sports
         event or activity.
      iv) All participants must complete a waiver of liability form prior to entering into Intramural
         competition. There will be no exceptions.
      v) It is recommended by the Intramural Program that all participants have a physical examination prior
         to entering into any UK Intramural event or activity.
      vi) All participants are responsible for their own health insurance.

   b) ASSUMPTION OF RISK
      i) INDIVIDUALS PARTICIPATING IN RECREATIONAL ACTIVITIES, i.e. INTRAMURALS,
         CLUB SPORTS, AND OPEN RECREATION MUST RECOGNIZE THAT THESE ACTIVITIES
         INVOLVE A CERTAIN DEGREE OF RISK. PARTICIPANTS VOLUNTARILY AGREE TO
         ASSUME THE RISK OF INJURY AS WELL AS ANY AND ALL MEDICAL EXPENSES
         RESULTING FROM SAID INJURY. THE UNIVERSITY OF KENTUCKY STRONGLY
         RECOMMENDS THAT ALL PARTICIPANTS OBTAIN ADEQUATE HEALTH AND
         ACCIDENT INSURANCE TO COVER EXPENSES INCURRED AS A RESULT OF A
         PERSONAL INJURY.

   c) The UK Intramural program bases event rules on National Intramural Recreational Sports Association
      (NIRSA), National Federation of High School Sports (NFHS), National Collegiate Athletic Association
      (NCAA) and specific event governing bodies for play and safety.
   d) The UK Intramural Sports Program also reserves the right to adjust event rules and make judgments
      based on the need for greater safety for event staff, participants and officials.

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3) ELIGIBILITY

a) STUDENTS
i) All officially enrolled University of Kentucky (UK) and Bluegrass Community and Technical College (BCTC) students are eligible to participate.
ii) Currently enrolled UK students are automatically eligible for Intramural participation.
iii) Currently enrolled BCTC students who have chosen the option and paid the recreation fee through the UK eStore which covers all Campus Recreation programs such as Intramurals, entry to the Bernard M. Johnson Student Recreation Center and use of the Lancaster Aquatic Center are eligible for Intramural participation.
iv) NOTE TO BCTC STUDENTS: BCTC students are NOT automatically eligible for participation in UK Intramural activities and other Campus Recreation programs.
   1) To become eligible for Intramural and other campus rec program participation, BCTC students must pay the “Campus Recreation Fee.”
   2) The “Campus Recreation Fee” can be paid by eligible BCTC students at www.uky.edu/UK-eStore or Bowen Hall along with fees for other UK programs. There is a processing fee through the eStore, so students should explore all of the UK programs and services and register for them at one time to avoid multiple service fees through the website.
   3) For information about paying the “Recreation Fee,” becoming eligible for Campus Recreation programs and joining the Campus Rec programs, please call the Campus Recreation main office at 859-257-3928 or stop by Monday through Friday between 7am and 6pm to the main office located in the Bernard M. Johnson Student Recreation Center.

b) FACULTY/STAFF
i) All currently employed regular faculty and staff members of the University of Kentucky are eligible to participate.
ii) All currently employed regular faculty and staff members of BCTC and the VA hospital are eligible to participate in UK Intramural programs provided they have become member of UK Campus Recreation and the Bernard M. Johnson Student Recreation Center.
iii) NOTE: Seasonal employees of UK, BCTC or the VA are not eligible for UK Intramural participation.

c) SPOUSES
i) Spouses of eligible UK, BCTC or VA participants are eligible to participate in UK Intramural Co-Rec sports only.
ii) The spouses must, however, be on the same roster as their eligible spouse and may not stand alone on the roster.
iii) For the spouses, a valid driver’s license is required to check into these Co-Rec contests.

d) PROFESSIONAL ATHLETES
i) Current and former professional athletes are ineligible to participate in the same or a related Intramural sport in which he/she was a professional.
ii) These athletes are eligible, however, for participation in any sport unrelated to their professional sport.
iii) For Intramural Sports purposes, a professional athlete is defined as an individual who has received compensation for playing the particular sport, including appearances, for money and is recognized by the sport’s governing body as a professional.
iv) Please refer to the upcoming Related Sports List to address eligibility concerns.

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e) **VARSITY ATHLETES**
   i) A varsity athlete is defined either as a currently listed member of a university varsity team or as a former member of a university varsity team who actually played in a varsity contest.
   ii) Members of University of Kentucky varsity teams are ineligible to participate in a related Intramural sport for at least two full semesters, not counting summer sessions, from the last semester they competed.
   iii) As with former UK athletes, students who have competed on the college (2- or 4-year institution) varsity level with other institutions are ineligible to participate in a related Intramural sport for at least two full semesters, not counting summer sessions, from the last semester they competed.
   iv) To be eligible for a UK Intramural event that is related to the participant’s varsity sport for the fall of 2015, a former varsity athlete may last have participated in the spring of 2014.
   v) To be eligible for the spring of 2016, that athlete may have last participated in the fall of 2014.
   vi) All members of in-season varsity teams are ineligible for the same or similar Intramural sports. Also, students who are “Trying Out” or who are “Working Out’ with a team are ineligible for participation in that sport until they voluntarily withdraw or are cut from the team prior to the first scheduled varsity match.
   vii) Varsity athletes are eligible for all other Intramural sports outside of that which they play at the collegiate level. All athletes are encouraged to check with coaches and administrators of their sports for athletic department guidelines.

f) **CLUB SPORT ATHLETES**
   i) Each intramural team shall be permitted to have a maximum of two (2) current sport club members on its roster for the same or related sport.
   ii) These club players must be noted on the roster card.

g) **GREEK ORGANIZATION ATHLETES**
   i) Students representing Greek organizations in Intramural competition must be active members of those organizations.
   ii) For the purpose of intramural eligibility the Intramural Office will use the Dean of Students to determine eligible members of these organizations.

h) **PARTICIPANTS MAY PLAY ON ONLY ONE TEAM**
   i) No eligible participant may play on more than one single-sex team or more than one Co-Rec team in the same sport.
      (1) A participant may not play on a Greek team and Independent team during the same sport or activity.
      (2) A participant may not play on a Co-Rec “A” Division team and a Co-Rec “B” Division team during the same sport or activity.
   ii) Exception: Eligible participants may, however, play on one single sex team AND one Co-Rec team during the same event or activity.
   iii) A person may not change teams after checking in and/or playing in one game with a team.
      (1) NOTE: The first team a participant plays for is considered his/her legal team.
   iv) New participants may be added to the roster per the rules of that particular sport long as they have not previously played on another team.

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The following is a list of University of Kentucky Intramural related sports:

<table>
<thead>
<tr>
<th>Varsity Sport</th>
<th>Intramural Related Sport</th>
<th>Intramural Related Sport</th>
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<tbody>
<tr>
<td>Baseball</td>
<td>Softball</td>
<td>Whiffleball</td>
</tr>
<tr>
<td>Basketball</td>
<td>All Basketball Sports</td>
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<tr>
<td>Football</td>
<td>All Flag Football Sports</td>
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<tr>
<td>Golf</td>
<td>All Golf Sports</td>
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<tr>
<td>Soccer</td>
<td>Soccer</td>
<td>Futsal</td>
</tr>
<tr>
<td>Softball</td>
<td>Softball</td>
<td>Whiffleball</td>
</tr>
<tr>
<td>Swimming</td>
<td>Swim Meet</td>
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</tr>
<tr>
<td>Tennis</td>
<td>All Tennis Sports</td>
<td></td>
</tr>
<tr>
<td>Volleyball</td>
<td>All Volleyball Sports</td>
<td></td>
</tr>
</tbody>
</table>

NOTE: The Intramural Department reserves the right to rule on player eligibility for Intramural sports not specifically listed in the Related Sports List

4) ENTERING INTRAMURAL SPORTS
   a) GUIDELINES TO ENTERING UK Intramural SPORTS:
      i) Check Intramural calendar for sports and their entry deadlines
      ii) The list of Intramural sports can be found at the following:
          (1) @ [http://www.uky.edu/campusrec/intramurals](http://www.uky.edu/campusrec/intramurals)
          (2) @ [www.imleagues.com](http://www.imleagues.com) (Must create an account to access information)
          (3) In the Bernard M. Johnson Student Recreation Center
          (4) Intramural Sport information can be found on Facebook and Twitter

LIKE us at University of Kentucky Intramurals   Follow us on Twitter @ UKIntramurals

iii) All intramural participants MUST create an account at [www.imleagues.com](http://www.imleagues.com) to participate in intramural sports
     (1) Please follow these guidelines to create an account @ [www.imleagues.com](http://www.imleagues.com)
         (a) Click “Create Account” button on the top right-hand side
         (b) Complete the required information
         (c) An email will be sent to you, click the link provided in your email
         (d) Click on the University of Kentucky
         (e) Click on the desired League or Tournament (5-on-5 Basketball, Flag Football, Futsal)
         (f) Click “Create Team” button on lower right side of the screen
         (g) Read the waiver then click “Accept the Waiver” and complete the “Intramural Participation Quiz”

iv) Please review the sports listed on [www.imleagues.com](http://www.imleagues.com)
v) All team sports and designated tournaments have ONLINE REGISTRATIONS.
   (1) All online registrations are time stamped if your team isn’t registered for that sport before the 7:00am online sport registration process begins you will not be able to register for that sport!

b) WAITLIST
   i) There is no guarantee that any team will be included in the league or tournament schedule. Please create your team on imleagues.com & if you miss the online registration process, your team will be moved to a waitlist section for that sport on imleagues.com. If a team forfeits out of league play or a tournament, the Intramural Office might contact you to fill the spot.

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c) **ON-SITE REGISTRATION**
   i) On-Site Registration applies to the following sports:
      1. 4 v4 Volleyball Tournament
      2. Badminton Singles
      3. Cornhole Doubles
      4. Kickball
      5. Outdoor 3-on-3 Basketball
      6. Racquetball Singles
      7. Softball
      8. Table Tennis Singles
      9. Tennis Singles
     10. Tennis Doubles
     11. Tug-O-War
     12. Whiffleball
   ii) Registration will take place on-site on the event day.
   iii) For these sports, there will be an on-site check-in period beginning 30 - 45 minutes prior to the start of the event and all teams MUST check-in during this period to participate.
   iv) The basic premise for these sports is show up, sign up and compete.

d) **DIVISIONS OF PLAY**
   i) Greek
      1. Social Fraternities/Sororities Only
      2. Only active members and pledges of a fraternity/sorority are eligible to represent the fraternity/sorority in Intramural Activities.
      3. For the purpose of Intramural Eligibility, the Dean of Students Office will determine active members.
      4. Only those in the Greek division are eligible to earn Greek Points for participation
         a) Only one team (Team designated as the A team) will be designated to earn Greek Points; all other Greek team associated with a single Greek organization will be moved into a “A” or “B” league
   ii) Independent
      1. Any eligible student or faculty/staff member may participate in the Independent division.
   iii) Co-Rec
      1. All eligible students, faculty and staff may participate in the Co Rec. division.
      2. In addition, spouses of eligible students, faculty and staff are permitted to play on the same Co-Rec team with their UK or BCTC spouse.
   iv) Each of the three divisions will be further broken into “A” and “B” levels of play as interests dictates.
      1. “A” levels should be for the more competitive teams.
      2. “B” levels could be classified as more recreational.
      3. If there are few entries in the “B” level, all event entries will be designated as a single level of play.

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5) TEAM REPRESENTATIVE AND TEAM CAPTAIN/CHAIR RESPONSIBILITIES

a) A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.

b) Each team entered in any Intramural activity must have a designated Team Captain/Chair who will act as the official liaison between the team and the Intramural Department. Team Captain/Chair should be interested in sports and the welfare of their organization/team.

c) Some basic Team Captain/Chair responsibilities include, but are not limited to:
   i) Entering the team into the event
   ii) Adhering to the waiver and completing the intramural participation quiz
   iii) Becoming familiar with the rules and regulations governing each sport
   iv) Becoming familiar the UK Intramural Participant Handbook
   v) Checking eligibility of each player before and during the season
   vi) Organizing the team to play according to the rules of the game and to conduct themselves according to proper sportsmanship. This responsibility also extends to helping team representatives understand game rules and proper sportsmanship.
   vii) Organizing the team roster for play.
   viii) Intramural schedules can be viewed at www.imleagues.com ONLY

6) TEAM ROSTER MANAGEMENT

a) LEAGUE PLAY
   i) All Intramural participants must complete a waiver of liability; when signing up for a team, a participant will accept the waiver before they are added to a team and those who haven’t created an online account will sign the waiver of liability form on site before participation and from this point will have until their next scheduled game to create an account online at www.imleagues.com

   ii) A participant may be on only one team in a single-sex league

   iii) A participant may be on only one team in a Co-Rec league

   iv) A participant may be on both a single-sex league team and a Co-Rec league team during the same Intramural league season

   v) The first team a participant has signed in for is that participant’s official team for the duration of league play.

   vi) No participants is officially on a roster until he/she has created an account at www.imleagues.com, electronically signed the waiver via their imleagues.com, has been added (accepted by the team captain or chair or added to a team by the Intramural Director or Intramural Graduate Assistants) and checked-in to a contest with the Intramural Staff by providing a current and valid ID.

   vii) For on-site registration, they are on the roster after providing a current and valid ID and signing the paper waiver.

   viii) For Intramural sports featuring league play (flag football and basketball), teams may add participants up to:
        (1) The roster limit has been reached by participants who have check-in to a contest
        (2) The season has ended and the playoffs are to begin
        (3) To be eligible for the playoffs, a player must have played in at least one (1) regular season game
TEAM ROSTER MANAGEMENT (Continued)

b) LEAGUE PLAY
   i) Participants who check-in to defaulted or forfeited league contests are officially on the team’s roster for which they checked-in.

   ii) When unforeseen reasons occur such as inclement weather or university closings or indoor facility space is affected or defaults, before the regular season ends a player may see the intramural staff (Intramural Office in the Bernard M. Johnson Center) and check-in for the date that was affected by the above items. The player MUST show current and valid ID. After the intramural staff verifies participation eligibility that player is now “checked-in” for the game they would have participated in but could not due to the unforeseen reasons listed above. For designated tournaments or league playoff purposes this process MUST be done before the LAST Scheduled Regular Season Games or by the end of the night of the LAST Scheduled Regular Season Game.

   iii) Rosters are frozen once the regular league season is over and the playoffs are to begin. New players may not be added to a playoff roster under any circumstances and regardless of roster spots available.

c) TOURNAMENT PLAY
   i) For Intramural sports featuring tournament play (3-on-3 basketball, 4 v 4 volleyball, dodgeball, futsal, kickball, softball, volleyball, team handball and wiffleball) rosters are frozen after the first played contest.

   ii) Forfeited contests in double elimination tournaments are not played contests.

   iii) Rosters may and should be filled to the roster limit with the names of players who will potentially play for the team but are not available for the first contest. Team Captains or Chairs should know who will play for their teams.

   iv) A participant may be on only one team in a single-sex event tournament.

   v) A participant may be on only one team in a Co-Rec event tournament.

   vi) A participant may be on both a single-sex league team and a Co-Rec league team during the same Intramural event tournament.

   vii) The first team a participant has signed in for is that participant’s official team for the duration of tournament play.

   viii) The participant in question on a team roster may check-in for the team for a game in a subsequent round of the tournament provided they have not played for another team in the event.

   ix) If the participant has checked-in for another team, the participant is ineligible to play for another team for the remainder of the Intramural event.

   x) Participants who check-in to forfeited tournament contests are officially on the team’s roster for which they checked-in.

d) SUBSTITUTIONS
   i) Roster substitutions may be made any time prior to the start of an event, tournament or meet and the team or individual’s call to play.

   ii) For example, if a team is entered in the 3-on-3 basketball and the scheduled participant “A” is unavailable, a new participant “A” may take his/her place provided he/she meets overall UK Intramural and event eligibility rules.

   iii) Once a participant has begun play in a tournament, no substitution shall be made.

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7) FREE AGENTS

a) Free Agents are intramural participants who do not have a team and wish to be put on a team.
b) All free agents must register online at [www.imleagues.com](http://www.imleagues.com) after registering online select the “Join as a Free Agent” button and follow instructions.

   i) **Join as a Free Agent**
      (1) You can list yourself as a free agent in as many divisions within a league as you’d like.
      (2) You will be visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.
      (3) For doubles events, on-site registration will be used, so we will pair you during on-site registration (check the intramural sports calendar for doubles events or on-site registration sports @ [http://www.uky.edu/campusrec/intramurals](http://www.uky.edu/campusrec/intramurals) or [www.imleagues.com](http://www.imleagues.com))

   ii) Teams seeking Free Agents can select the “Free Agent” button and an email will be sent out to all Free Agents looking for a team on Imleagues.

c) When possible, a free agent team will be created to give as many participants the opportunity to play.

8) FORFEITS, DEFAULTS, RESCHEDULES and PROTESTS

a) **FORFEITS**

   i) A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a $20 forfeit fee and must pay the fee before the next scheduled contest.

   ii) All forfeits will result in a $20 fee for the following sports for 2015 - 2016 Intramural Sports Season
      (1) 3-on-3 Basketball Tournament (Indoor)
      (2) 5-on-5 Basketball League and Tournament (Fall and Spring)
      (3) Flag Football League
      (4) Indoor Futsal and Outdoor Futsal Tournaments
      (5) Volleyball Tournament (Fall Only)

   iii) Forfeits shall be assessed for the following:
      (1) Failure to appear for a contest
      (2) Dropping out of a league after schedule has been scheduled and posted at [www.imleagues.com](http://www.imleagues.com)

   iv) Failure to pay the $20 forfeit fee
      (1) A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a $20 forfeit fee.
         (a) Removal from the league or tournament and will be ineligible for playoffs
         (b) Ineligible to register or play in future intramural sports until the forfeit fee must be paid
         (c) Failure to pay will result in denied access to the Johnson Center and collections

b) **AVOIDING A FORFEIT BEFORE THE GAME = OPT TO DEFAULT**

   i) Teams are ONLY allowed ONE (1) default
      (1) Complete the Intramural Sports Default Form by 3:00 p.m. the day of your scheduled game
      (2) Failure to complete this form will result in a forfeit and the $20 Forfeit Fee will be assessed to your team captain, Greek chair or Residential chair
      (3) **Follow this link to access the Intramural Sports Default Form:** [http://goo.gl/forms/SSUlLgeSyZ](http://goo.gl/forms/SSUlLgeSyZ)
         (i) Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
         (ii) Two defaults result in a forfeit and ineligible to register/play in future intramural sports until the forfeit fee is paid
c) **GAME TIME FORFEIT RULE = THE 10-MINUTE RULE**
   (1) The 10-minute rule is a general term.
   (2) In an effort to avoid forfeits involving TEAM SPORTS (Basketball, Flag Football, Futsal, Soccer, Softball, Volleyball etc.), there is the 10-minute rule.
   (3) If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play.
   (4) *During that 10 minute period, the game clock will run, the opposing team will automatically have first possession or choice of possession as the sport requires and the opposing team will receive a specified point value beginning with the start of the game clock and continuing each subsequent minute that passes.*
   (5) *Once 10-minute period has elapsed, the game will be forfeit.*
   (6) *The specified point value during the 10-minute rule will vary.*
   (7) *Check the individual event rules for the point value of that particular event.*
   (8) NOTE: If neither team is prepared, points will be awarded to both teams with the possible outcome being a double forfeit.
   (9) The time of the rule will vary from event to event but will always be between 5 and 10 minutes in length depending on the time used governing the event in question.
   (10) *Check the individual event rules for the specific time of the rule for that event.*
   (11) Individual and dual events (Racquetball singles, doubles and co-rec, etc) and other special events do not have a 10-minute rule because of on-site registration.
   (a) It is the responsibility of each participant to be aware of on-site registration dates.
   (12) If neither teams nor individuals are ready, both will be charged with a forfeit. To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play.
   (13) If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams will advance to the next round.
   (14) After a team forfeits two (2) games in a league sport, they will be dropped from further participation. Forfeited contest will not be rescheduled.

d) **DEFAULTS**
   i) *Any team or individual knowing in advance that they will not be able to play a regularly scheduled contest or not have the minimum number of players is provided the opportunity to default that contest.*
   
   ii) *A loss by default will not be counted as a forfeit, nor affect your sportsmanship rating but will count as a loss towards the team’s overall record.*
   
   iii) *Teams are permitted ONE (1) default during an event or activity.*
   
   iv) *No postponements will be made because of the absence of team members.*
   
   v) *ONLY THE TEAM CAPTAIN OR CHAIR CAN COMPLETE THE DEFAULT FORM:*

   [http://goo.gl/forms/SSUjLjgSyz](http://goo.gl/forms/SSUjLjgSyz)

   vi) *When unforeseen reasons occur such as inclement weather or university closings or indoor facility space is affected or defaults, before the regular season ends a player may see the intramural staff (Intramural Office in the Bernard M. Johnson Center) and check-in for the date that was affected by the above items. The player MUST show current and valid ID. After the intramural staff verifies participation eligibility that player is now “checked-in” for the game they would have participated in but could not due to the unforeseen reasons listed above. For designated tournaments or league playoff purposes this process MUST be done before the LAST Scheduled Regular Season Games or by the end of the night of the LAST Scheduled Regular Season Game.*
FORFEITS, DEFAULTS, RESCHEDULES and PROTESTS (Continued)

e) **RESCHEDULES**
   i) The first (1st) game to be cancelled due to inclement weather, facility issues, closing of the university, etc. will be moved to the end of the season.
   ii) Any remaining games will be moved to the end season unless the moving of these games excessively delays the start of playoffs.

f) **PROTESTS**
   i) **GAME AND RULE PROTESTS**
      (1) All game and rule protests must be made at the time of the incident in question.
          (i) Rule Interpretation may be protested during an Intramural contest
          (ii) Official Judgment may not be protested
          (iii) If a team believes an Intramural official has misinterpreted a rule, they may protest:
                1. By calling a time-out and asking for the protest
                2. The Intramural Staff will hear the protest and rule accordingly
                3. Protest be upheld, the team will be reissued the time-out and the adjustment will be made according to the rule
                4. Protest be found invalid, the team will lose the protest and the time-out
          (iv) **EXAMPLE OF RULE INTERPRETATION:** Rule interpretation example in flag football. A legal catch in flag football requires the receiver to land with possession of the ball with only one foot in bounds. If the official called a pass play incomplete because the receiver did not have both feet in bounds, the team could protest the rule interpretation. The official has misinterpreted the rule and, therefore, the team has a legitimate protest.
          (v) **EXAMPLE OF OFFICIAL JUDGEMENT:** Citing the above flag football example, if the official ruled that the receiver landed with possession of the football but with the first foot on the sideline, this would be the judgment of the official and, therefore, not a play to be protested.
   ii) **ELIGIBILITY PROTESTS**
      (1) Eligibility protests MUST be submitted in writing via email to the Intramural Director @ neharris1@uky.edu by 12:00 p.m. (Noon) the following school day of the game/match
      (2) These protests must be specific to the participant(s) being protested and the nature of the protest.
          (a) Examples of eligibility protest could include:
              (i) Whether a participant is a currently enrolled student at UK
              (ii) Whether a participant is a member of the particular sorority for whom she played
              (iii) Whether a participant is a current varsity player or previous player
   iii) **INELIGIBLE PARTICIPANTS**
      (1) The Intramural Staff will investigate the eligibility of any participant for whom questions are raised and properly addressed.
      (2) Eligibility violations that come to the attention of the Intramural Staff by any means will be dealt with accordingly.
      (3) Teams may not play ineligible participants even by the mutual agreement of captains/chair and other participants in the contest. Such participants shall be ineligible for all competition until reinstated.
      (4) **Participants may not participate under an assumed name.** Any team that uses a participant under an assumed name will be disqualified for at the remainder of the sport, and the ineligible participant will be barred for the remainder of that sport and more.
      (5) During playoffs, the last contest in which an ineligible participant participated shall be recorded as a forfeit win for the opposing team.
9) SPORTSMANSHIP POLICY

a) PHILOSOPHY
   i) Sportsmanship is vital to the success of each and every program offered to the university community.
   ii) Intramural Staff are trained within the rules and mechanics of the sports officiated and, as such, have the authority to make decisions to warn, penalize or eject participants or teams for displaying poor sportsmanship.
   iii) The Intramural Director will rule on further penalties to be issued.
   iv) All affected participants must meet with the Intramural Ejection Board before their next scheduled game before they will be reinstated to play.

b) PARTICIPATION QUIZ = All intramural participants MUST take the Intramural Participant Quiz

c) SPORTSMANSHIP GRADES FOR EACH GAME
   i) The Intramural Staff shall grade each team on its sportsmanship each game.
   ii) For each conduct penalty assessed to a team, the team game grade will automatically drop one (1) letter grade.
   iii) Two (2) conduct penalties on the same participant in one game shall result in an ejection
   iv) Four (4) conduct penalties on a team in a single contest will result in forfeiture of the contest and an automatic “E” grade for the game.

d) SPORTSMANSHIP RATING CRITERIA
   i) “A”/4.0 Excellent Conduct and Sportsmanship:
      (1) Team representatives cooperate fully with the game officials about rule interpretations and calls.
      (2) The captain has full responsibility for his/her teammates and spectators.
   ii) “B”/3.0 Good Conduct and Sportsmanship:
      (1) Team representatives verbally complain about some decisions made by the game officials and/or minor dissension which may or may not merit an unsportsmanlike conduct foul.
   iii) “C”/2.0 Average Conduct and Sportsmanship:
      (1) Teams show verbal dissent towards game officials and/or opposing team which may or may not merit an unsportsmanlike conduct foul.
      (2) One ejection occurs for unsportsmanlike conduct during the game
   iv) “D”/1.0 Below Average Conduct and Sportsmanship:
      (1) Team representatives constantly comment to game officials and/or opposing teams from the field and/or sidelines.
      (2) Two ejections occur for unsportsmanlike conduct during the game
      (3) The team captain/chair exhibits little control over team representatives or himself/herself.
   v) “E”/(0,0) Poor Conduct and Lack of Sportsmanship:
      (1) Teams excessively comment to game officials and/or opposing teams from the field and/or sidelines.
      (2) The team captain/chair exhibits no control over team representatives or himself/herself.
      (3) Three ejections occur for unsportsmanlike conduct during the game
   vi) F/(-1,0) Egregious Conduct and No Sportsmanship:
      (1) Team’s unsportsmanlike conduct is egregious towards opposition and/or officials.
      (2) Multiple team representatives are assessed for unsportsmanlike conduct
      (3) Team is ejected for receiving excessive (four or more) penalties or technical fouls for unsportsmanlike conduct.
e) **INDIVIDUAL SPORTSMANSHIP POLICY**
   i) Any participant who is ejected from a contest must leave the field/court immediately after being ejected or the game will be forfeit.
   ii) The ejected participant or team representative must meet with the Intramural Ejection Board prior to participating again in any event and is ineligible for all Intramural competition until a meeting takes place.
   (1) **NOTE:** If a team representative commits any unsportsmanlike acts that team will be penalized and subject to removal from the league, tournament or intramural activities to a period of time.

f) **TEAM SPORTSMANSHIP POLICY**
   i) In order for a team to qualify for the playoffs, or to advance in a tournament, they must:
      (1) Have a “B” (3.0) sportsmanship average during the regular season, and maintain a “B” (3.0) average in the tournament
      (2) Have finished with a .500 or better record unless another criterion has been declared for an event
      (3) Have, in the event of weather or university closings cancelling games and limiting the number of games played, finished with 2 or less losses shall have earned playoff consideration
      (4) Have not forfeited twice during the regular season
   ii) A team winning by forfeit for reasons other than sportsmanship will receive an “A”/(4.0)
   iii) A team forfeiting, for reasons other than sportsmanship, shall receive a “D”/(0.0) grade

g) Teams forfeiting for sportsmanship reasons shall receive an “E”/(-1.0) grade must have their team captain or chair meet with the Intramural Director prior to playing again
   i) The team receiving the forfeit due to sportsmanship will receive the grade earned during the contest. There will not be an automatic “A” grade in these instances.

h) Teams participating in playoffs CAN ONLY advance with a 4.0 or 3.0 sportsmanship rating

i) **REINSTATEMENT PROCEDURE**
   i) Any team representative who is ejected from an Intramural contest is automatically suspended from all Intramural activity until official reinstatement.
   ii) To be reinstated, the team representative needs to meet with the Intramural Ejection Board (consist of intramural staff not associated with the ejection) following the ejection.
   iii) It is the responsibility of the ejected team representative to schedule a meeting with the Intramural Ejection Board. In order to schedule a meeting, an email must be sent to the Intramural Director @ neharris1@uky.edu with their account of the game and the ejection (events in the game that lead to the ejection). Within a 24 hour period of the received email from the ejected team representative the Intramural Ejection Board will be contacted and then assembled and the ejected person (s) will receive an email indicating the date and time of the meeting.
   iv) The Intramural Ejection Board shall determine the period of suspension for each person who is suspended from all Intramural Activities.

v) **Intramural Suspension:**
   (1) The individual (s) may not participate in any formal activity, whether it is a team sport, individual event, or special event until all suspensions are lifted
   (2) Participation includes playing a sport or coaching a sport
   (3) Suspension involving team representatives as spectators specifically can result in a total suspension from all UK Intramural events if they do not meet with the ejection board
10) ILLEGAL EQUIPMENT AND ATTIRE
   a) For the safety and ease of participation, rules governing equipment and attire have been instituted
   b) Check specific event rules for these and other instances of illegal equipment and attire
   c) Some basic equipment requirements are as follows:
      i) Jewelry
         (1) Jewelry may not be worn during Intramural sports or events.
         (2) Participants are expected to remove all jewelry prior to the start of all Intramural sports.
         (3) This includes all necklaces, earrings, finger rings (including wedding bands and rings), bracelets
             whether metal chains, ropes or rubber bands.
         (4) Penalties will be assessed to those wearing jewelry and the penalized participants will be directed
             to leave the contests until the jewelry is removed.
         (5) EXCEPTION: Participants required to wear medical bracelets or medals may do so but the
             metal piece must be taped to the body or covered with a cloth wristband or sleeve with the
             medical information clearly showing and the event supervisors must be made aware of the
             condition prior to play beginning.
      ii) Clothing
          (1) Athletic clothing shall be worn for athletic events.
          (2) Flag football, for example, has specific rules governing clothing.
             (a) Short, sweats or other pants may not be worn that have belt loops, zippers, pockets or
                 exposed draw strings.
             (b) These violations MAY NOT be covered with tape.
          (3) The Intramural Staff reserves the right to rule on proper athletic attire for all events.
      iii) Hair adornments
           (1) Hair pieces made of a hard or unyielding material may not be worn.
           (2) These pieces include but are not limited to Bobbie pins, hair beads, etc.
           (3) Hair may be held in place with soft material adornments such as rubber bands, “scrunchies,” etc.
           (4) Hats may only be worn during the softball tournament.
      iv) Outdoor Footwear
          (1) Proper athletic footwear is required for Intramural play
          (2) For flag football, soccer, softball and other outdoor sports or events, cleats may be worn but may
              not be made of metal
          (3) These cleats should be of molded rubber
          (4) Cleats may not be made of metal, ceramics or be of the screw-on type where the screw is part of
              the shoe itself
          (5) No one shall participate in these activities in bare feet, socks, sandals, and other type of open-toed
              shoes or boots
      v) Indoor Footwear
         (1) Proper athletic footwear is required for Intramural play
         (2) For indoor court sports or activities (basketball, futsal, volleyball, etc.), non-marking athletic shoes
             are required
         (3) No one shall participate in these activities in bare feet, socks, sandals, and other type of open-toed
             shoes or boots
      vi) Knee Braces
          (1) Knee braces may be worn but any metal on the brace must be covered with a soft padding to
              prevent injury to other participants

Continued on NEXT Page
ILLEGAL EQUIPMENT AND ATTIRE  (Continued)

vii) Casts
(1) Participants will not participate while any part of their body is held in a plaster or other hard cast. 
(2) Participants may, however, choose to play with a part of their body held in soft wrap.

viii) Jerseys
(1) Teams are encouraged to provide their own jerseys with numbers on the front, back or both.
(2) Team jerseys must be of similar color.
(3) Intramural jerseys may be used to fill in holes in a team’s jersey selection.
(4) Intramural jerseys will be provided when necessary.

ix) Softball Bats
(1) Only UK Intramural softball bats will be used during Intramural play.
(2) Any participant entering the batter’s box with an illegal or non-UK bat will automatically be called out.

x) Other forms of illegal equipment will be addressed according to specific event rules.
(1) Check the individual event rules for those specifics or ask a member of the Intramural staff prior to the event.

11) INCLEMENT WEATHER -- www.imleagues.com

a) The decision to start or postpone a game will be made by the Intramural Staff as the weather conditions dictate and usually no earlier than 3 pm during the week. The decision will be held off as long as possible in the hope of playing the games.

b) In case of rain, lighting, or other threatening weather conditions, a message will be sent through www.imleagues.com will be sent via email/text message to registered members and posted in the following areas:
i) Bernard M. Johnson Student Recreation Center near the access area and the Intramural bulletin board in the Intramural hallway.

c) When unforeseen reasons occur such as inclement weather or university closings or indoor facility space is affected or defaults, before the regular season ends a player may see the intramural staff (Intramural Office in the Bernard Johnson Center) and check-in for the date that was affected by the above items. The player MUST show current and valid ID. After the intramural staff verifies participation eligibility that player is now “checked-in” for the game they would have participated in but could not due to the unforeseen reasons listed above. For designated tournaments or league playoff purposes this process MUST be done before the LAST Scheduled Regular Season Games or by the end of the night of the LAST Scheduled Regular Season Game.

12) FACILITIES

a) The William H. Pieratt Student Recreation Field Complex
i) Located adjacent to the Bernard M. Johnson Student Recreation Center, the Intramural Field complex provides playing area for Intramural Flag Football, Softball, Ultimate Frisbee and Soccer.
ii) No pets are permitted on the fields at any time.
iii) Smoking is not permitted on the Intramural fields.
iv) Do not jump the fence of the complex. The surrounding fence does not completely encircle the area and gates have been provided for five (5) avenues of easy access.
v) Jumping the fence of the field area will result in a game ejection.
b) **The Bernard M. Johnson Student Recreation Center**
   i) Opened in January of 2003 and located on the south end of the UK campus, the Bernard M. Johnson Student Recreation Center serves as the work center of the Intramural program.
   ii) The Intramural offices are located in the Bernard M. Johnson Student Recreation Center

c) **Seaton Center Gym**
   i) The Seaton Center, opened in 1972, is also located adjacent to the Bernard M. Johnson Student Recreation Center on south campus.
   ii) Seaton Gym affords the Intramural program four basketball and volleyball courts and encompasses space enough to provide Intramural sports in 3-on-3 Basketball, Dodgeball, Futsal, Team Handball and more.
   iii) There is no dunking, grabbing, hanging, etc. on the rims or nets in the Seaton Center Gym.
   iv) Smoking, pets, food or drinks are not permitted in the facility.

d) **Lancaster Aquatic Center**
   i) LAC, opened 1989, provides the backdrop for the two Intramural aquatic events, the Swim Meet and Inner-Tube H2O Polo.
   ii) Lancaster is included in the south campus area and is attached to the Seaton Center.

e) **Johnson Center Outdoor Tennis Courts**
   i) The outdoor complex of 8 tennis courts is adjacent to the Bernard M. Johnson Student Recreation Center and hosts the fall Tennis Singles and spring Tennis Doubles tournaments.

13) **OPTIONAL PHOTO RELEASE FORM**
   a) All participants have the option of signing a photo release form authorizing the UK Intramural Department to post event photographs on the Campus Recreation website, on social media in advertisements, etc.
   b) Choosing not to sign the photo release form will eliminate the entire team from photo consideration including champion photos.
   c) The photo release form will be included in the liability waiver all participants must sign in order to compete.

14) **INTRAMURAL STAFF WANTED**
   a) The UK Intramural Program strives to produce highly trained and competent staff.
   b) These challenging positions offer flexible schedules
   c) No experience is necessary as training clinics are held with continuing education occurring throughout
   d) To apply for a position:
      i) Go to the UK home page at [www.uky.edu](http://www.uky.edu)
      ii) Click on “UK Jobs” located on the left side of the page
      iii) Click on “Online Employment for Job Seekers” located on the left side of the page
      iv) Click on “Search Postings” located on the left side of the page
      v) Click on the arrow to the right of the “Job Title Box” and choose the “Campus Recreation” listing
      vi) Click on “Apply for posting”
      vii) Login
         (1) New applicants to the system will create a username and password and fill out the application
         (2) Existing users will need their previous username and password to enter the system to fill out a new application
      viii) Email the Intramural Director at [neharris.1@uky.edu](mailto:neharris.1@uky.edu) that you have completed this application process
   e) For more information, send an email to [ukimevents@gmail.com](mailto:ukimevents@gmail.com), call the Intramural office at 859-257-6584, stop by the Intramural office located in the Bernard M. Johnson Student Recreation Center or email the Intramural Director, Natosha Harris at [neharris@uky.edu](mailto:neharris@uky.edu)