GENERAL INFORMATION
All participants must register at https://recwellservices.uky.edu/ to participate
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register
Electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:
Valid UK or BCTC student, faculty or staff ID required for all contests to participate
Jewelry is NOT permitted
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to Fusion IM or participation
Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you’d like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:
Religious Advisors
Spouses of current UK student/faculty/staff can only play on CoRec teams

Inclement Weather/Defaults/Forfeits:
Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design
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

Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the “Default” Button with your corresponding game at least three (3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a forfeit and the $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:
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. 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. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance to the next round.
ROSTERS
Four (4) player limit. Tournament is Open.

All participants will designate one team member for each individual event and the other two team members will compete in a relay. The participants will switch after each event is complete. The last event involves all team members.

Players are not officially on a team until they have shown their ID to check in or for on-site registration signed a waiver. Once a player has played for a team that is the team, he or she shall be on for the remainder of the league or tournament.

Check in will be 30 minutes prior to each event.
Any participant not present when the event is called will be considered a forfeit.

LEAGUE OR TOURNAMENT PLAY
- Timing information can be found on Fusion IM.
- Schedule information will not be given over the telephone or through social media.
- The Pool Medley will take place at the Lancaster Aquatic Center.
- From all heats run in events, the individual or relay team will earn a certain amount of points for their team.
- Teams will designate two (2) players to compete in the 5 Meter Jump and 1 Meter Cannonball while the other two players will compete in Paddleboarding. Once the events are completed, the teams of two will switch and compete in the other event.
- Then the team of four (4) will compete together in Log Rolling.

EVENTS
- 5M Jump
  - One (1) player will jump at a time off of the 5 Meter ledge in the attempt to create the smallest splash. The players must go feet first.
- 1M Cannonball
  - One (1) player will jump at a time. Each will create a cannonball in the attempt to have the biggest splash.
- Paddleboard
  - In groups of two (2) participants, there will be one person sitting on the front of the Paddleboard while the other player is on the back of the Paddleboard paddling as they stand or kneel. Once they reach to the other side of the pool, the players will switch and the roles will switch between participants. No sitting player may aid the paddler.
- Log Rolling
  - Two (2) players will be holding each side of the log with one player in the middle and one player getting on to the log. The player will be given three (3) attempts to stay on the log for ten (10) seconds. During those three (3) attempts, the accumulation of time on the log will be added together for a maximum of ten (10) seconds. The player is given a maximum of two (2) minutes to get into place and the timer will begin at the sound of a whistle. If ten (10) seconds isn’t reached and the player falls, they will be given two more opportunities to get on with only thirty (30) seconds in between. The player in the middle and the designated player may switch roles between attempts, but no extra time will be added.

SCORING
- 5M Jump
  - Two (2) different teams will be competing at a time. The competitor of each heat that has the smallest splash will earn five (5) points for their team.
- 1M Cannonball
  - Two (2) different teams will be competing at a time. The competitor of each heat that creates the biggest splash will earn five (5) points for their team.
- **Paddleboard**  
  - Two (2) different teams will be competing at a time. The team with the lowest completion time will earn ten (10) points for their team. The team that came in second will earn five (5) points for their team. All times will be tracked for every team that competes. The team with the lowest completion time overall will earn another fifteen (15) points. Second place will earn an additional ten (10) points and third place will earn five (5) points.

- **Log Rolling**  
  - One (1) team of four (4) participants will all compete in this event. They will earn one (1) point for every step that is taken. If the player decides to stand instead of taking steps, they can earn one (1) point for every second. If a team reaches ten (10) seconds, an additional ten (10) points will be added.

**PROTEST**  
- Eligibility protests are permitted and must be filed in writing by noon the following business day. All eligibility protest must be turned into the IM Office, room 172-B of the Johnson Center.

**CONDUCT**  
- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director. It is the responsibility of the player to setup an appointment with the Intramural Director via email, neharris1@uky.edu. If players are found to be participating before being reinstated they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.