



Recreational Sports
Student Affairs
UNIVERSITY OF GEORGIA

Intramural Sports Participant Guide



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PHILOSOPHY

The philosophy of the Intramural Sports program at The University of Georgia is to make participation in sports a meaningful part of a total education and to help produce a mentally integrated and socially adjusted individual by all-around participation in competitive and recreational activities.

The goal of the Department of Recreational Sports is to make participation in the Intramural Sports program safe, attractive, and desirable to many students, faculty, staff, and spouses/domestic partners. Through our various programs, our goal is to create an inclusive environment for all participants to feel welcome.

HEALTH, INJURIES, AND LIABILITY

The health of individuals participating in recreational sports is their own responsibility. Physicals and physician approval are not required by the University to participate. However, the Recreational Sports staff strongly suggest that each participant be aware of their own limitations and be properly insured. It is recommended that all participants have a medical examination prior to participation. Intramural captains are responsible for informing teammates of the individual participant's responsibilities in this matter. Due to inherent risks involved in playing Intramural sports, all participants will be required to sign an individual / team waiver of liability before playing.

WAIVER LANGUAGE

I, hereby acknowledge my awareness that my participation in a University of Georgia Department of Recreational Sports class, event, instruction or program, may involve activities which include, but are not limited to, the following: stretching, running, jumping, kicking, throwing, swinging, catching, swimming, martial arts, horseback riding, sliding, rowing, sailing, whitewater rafting, water skiing, and bodily contact with other players and with athletic equipment. It may also involve competitive sports which use various types of athletic equipment which include, but are not limited to, the following: balls, bats, racquets, helmets, cleats, pads, nets, Frisbees, goal posts, sticks, pucks, fishing equipment, boats or other water vessels, horses and horseback riding equipment, martial arts equipment and/or other athletic equipment.

I also understand that my participation in the aforementioned activities may expose me to risks of property damage and bodily or personal injury, including injury that may be fatal, and any one or more of the following: injury from slipping, tripping and falls; drowning; sickness; exposure to warm or cold water; foreseen and unforeseen inclement weather; cuts; abrasions and puncture wounds, broken bones; injury from uneven terrain on the fields; injury from contact with other players and from contact with athletic equipment; muscle strains and sprains; concussions; loss of consciousness; and heart attack. If my team must travel to/from events and/or travel to participate in team activities, I understand that there is a potential for accidents or illness. In addition, I understand that I may be exposed to other risks which may not be foreseeable. I have been informed and understand that there are inherent risks and dangers involved in this activity. I knowingly and freely assume any and all such risks and voluntarily participate in this activity. I understand that it is my responsibility, as the participant, to engage only in those activities for which I have the prerequisite skills, qualifications, preparation, and training.

I acknowledge that I must follow the instructions of the department of Recreational Sports staff member(s) at all times. In addition, I understand that none of the following entities provides insurance coverage for my participation in the University of Georgia Department of Recreational Sports program and that it is strongly recommended that I obtain my own accident and health insurance prior to participating: The University of Georgia, the Board of Regents of the University System of Georgia, Department of Recreational Sports, and any participating agency.

In exchange for the use of equipment, materials, supplies and for being allowed to participate in this program, I hereby release and forever discharge the University of Georgia, the Board of Regents of the University System of Georgia, and all sponsoring agencies and their members individually and their officers, agents and employees from any and all claims, demands, rights, expenses, actions, and causes of action, of whatever kind, arising from or by reason of any personal injury, bodily injury, property damage, or the consequences thereof, whether foreseeable or not, resulting from or in any way connected with my participation in this activity.

I hereby irrevocably consent to and authorize the use by the Board of Regents of the University System of Georgia by and on behalf of the University of Georgia, its officers and employees of the undersigned's image and/ or likeness as follows: The

University shall have the right to photograph, publish, re-publish, adapt, exhibit, reproduce, edit, distribute, display or otherwise use or reuse the undersigned's image and/or likeness in connection with any product or service in all markets, media or technology now known or hereafter developed in University's products or services. The undersigned acknowledges receipt of good and valuable consideration in exchange for this Release, which may be the opportunity to represent the University in its promotional and advertising materials.

I hereby waive the right to inspect or approve my image or any finished materials that incorporate my image. I understand and agree that my image will become part of the University's photograph file and that it may be distributed to other organizations or individuals for use in publication. I also understand that I will receive no compensation in connection with the use of my image.

I further covenant and agree that for the consideration stated above, I will hold forever harmless and will not take legal action against the University of Georgia, the Board of Regents of the University System of Georgia, its members individually, and their officers, agents, and employees for any claim for damages arising or growing out of my participation in this activity whether caused by negligence or otherwise.

I certify that I am at least 18 years of age OR that my parent/legal guardian has also signed below because I am under 18 years of age.

ENTRY PROCEDURES

The Competitive Sports Unlimited Play Pass is available for purchase online anytime or at the Ramsey Student Center with the Membership Services Staff Monday – Friday 8:00am – 4:45pm.

How to purchase the Competitive Sports Unlimited Play Pass online:

1. Go to shop.recsports.uga.edu.
2. Click on the "Memberships and Passes" icon.
3. Select "UGA LOGIN" as your Login Method.
4. Log in using your UGAMYID and Password (the same information that gets you into Athena).
5. Click on the "Competitive Sports Unlimited Play Pass".
6. Select the current semester "Competitive Sports Unlimited Play Pass".
7. Click on "add to cart".
8. Accept the Competitive Sports Waiver.
9. Click "Check Out" or "Continue Shopping".

All Intramural Sport sign-ups take place through IMLeagues, an online platform. Sign-ups are on a first come, first served basis.

How to create your team on IMLeagues:

1. Go to shop.recsports.uga.edu.
2. Click on the "Intramurals" icon.
3. Select "UGA LOGIN" as your Login Method.
4. Log in using your UGAID and Password (the same information that gets you into Athena).
5. Click the "IMLeagues" logo/banner to enter the website.
6. Click the "Sports" button with the home icon at the top of your user homepage page.
7. The current leagues and tournaments will be displayed, click on the activity you wish to join.
8. Choose the league you wish to play in (Men's, Women's, Co-Rec, Open, etc.).
9. Determine the division you would like to play in (Monday 5PM, Tuesday 5PM, etc.).
10. Click the "Create Team" button.
11. Pass the mandatory captain's quiz using the Intramural Sports Participant Guide and sport specific rules.
12. Enter team name and optional team logo.
13. Click "Create Team."
14. Captains can invite members to their team by clicking "Team Options" and then "Invite Members" link on the team page. Any invited members must accept the invitation to join your team.
 - a. If they have already registered on IMLeagues: search for their name and invite them.

- b. If they have not yet registered on IMLeagues: scroll down to the "Invite by Email Address" box and input their UGA email address.

****Important: By following the above process, your team has been created on the *waitlist* for that league. The waitlist is not an active division. The team captain must move the team into an active division once the minimum roster requirement is reached. Minimum roster requirements are indicated on each league's homepage. Your spot within a specific league and division is not guaranteed until your team is moved by the captain off the waitlist, so encourage teammates to accept invitations on IMLeagues as quickly as possible. ****

How to join a team on IMLeagues:

1. Follow the instructions under "How to create your team on IMLeagues" through #6
2. You can follow either one of the following options to join a team.
 - a. Find existing teams on the league page and click the "join team" button to send a request to join a team.
 - b. Accepting a request from the captain to join their team.
 - c. Finding the team and captain name on division/league page and requesting to join.
 - d. Going to the captain's player card page, viewing their team, and requesting to join.

What is needed to sign up?

1. Each participant must have purchased a Competitive Sports Unlimited Play Pass for the current semester.
2. Day and time preference of when your team would like to play.

After each player purchases their Semester "Competitive Sports Unlimited Play Pass," players can either join or create a team in IMLeagues.

REFUND POLICY

No refunds are given for Intramural Sports. If a medical condition arises that precludes completion of the season, with medical documentation, refunds may be given on a pro-rated based upon the start date of the sport minus a processing fee of \$15. Refunds will not be granted for contests not played due to a default, forfeit, or weather cancelled games.

INTRAMURAL SPORTS & HB 280

In accordance with HB 280, commonly known as the "campus carry" legislation, concealed handguns are not permitted in the Ramsey Student Center as handguns are prohibited in buildings or property that are used for intercollegiate games at all times, not just during the events. Similarly, handguns are prohibited throughout the entire facility, not just those specific areas of the facility in which games are played. For more information, please visit the University System of Georgia website:

<http://www.usg.edu/hb280>

FREE AGENTS

A free agent is defined as a person who has a passion to participate in a particular sport, but currently does not have a team to join. Free agents are encouraged to attend the Free Agents Meeting at the beginning of the school year. We will hold the free agents meeting in August of each academic year. Details of each meeting can be found on our website.

How to create an account as a free agent on IMLeagues:

1. Follow the instructions under "How to create your team on IMLeagues" on page 3 under Entry Procedures steps 1-6
2. You can list yourself as a free agent in as many divisions within a league as you would like. 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.
 - a. To register you must select the division you want to register as a free agent in.
 - b. Select the green "Register/Sign Up" button on the top right.
 - c. In the drop-down menu select Free Agent.
 - d. Follow the IMLeagues process from there.
3. We strongly encourage free agents attempt to form teams themselves by contacting others through free agents on IMLeagues.

4. If a free agent team is formed, the procedures listed above in "How to create your team on IMLeagues" under Entry Procedures.

The Intramural Sports program provides an opportunity for a participant to register their information as a free agent. If a team needs additional participants, a free agent can be contacted from the list on IMLeagues. Free agents do not need to purchase the Competitive Sports Unlimited Play Pass to join the free agent list, but they must purchase the pass to participate in games.

NOMAD

The purpose of the Nomad Rule is to help teams avoid defaults or forfeits, and the fee from forfeiting, when possible. This policy is not to be exploited by an individual for any competitive purpose. Anyone found to be abusing the Nomad 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 start or finish a game, they may add a nomad for that game. Nomads must operate under the following conditions:

1. A nomad can only be used for regular season games. No playoffs.
2. A nomad must already be on a team in either the single sex league or co-rec league that they are trying to add as a nomad. You can never be a nomad if you are not currently on a team. If you are not on a roster, you are a free agent and can join any team, but you can never play as a nomad if you are not on a legal team in that sport.
3. A nomad can only be used if the team is below the roster minimum needed in a sport. If the team drops below the minimum during the game, the nomad can be used as a sub.
4. The nomad can never become an official rostered member of a second team. The nomad does not allow a participant to change or switch teams ever.
5. An eligible player could be a nomad for multiple teams throughout the season. Captains are still responsible for the sportsmanship and behavior of all team members, including nomads.

For example, Thomas is the captain of a Co-Rec soccer team that plays on Wednesday nights at 7:00pm. At 4pm on the day of their second regular season game, two of their teammates forget that they have a test from 6:45 – 7:45pm, one is sick, and another just does not feel like playing tonight. Since Thomas has missed the 3pm default deadline, the team must go to the game site and have at least one player check in or receive a \$20 forfeit fee for not having anyone show up at the game. Thomas's coworker Lauren plays on a different Co-Rec team on Wednesday's at 6:00pm. While at work they are discussing Thomas's situation for their IM soccer game and Lauren offers to play. Under the Nomad Rule, Lauren may participate on Thomas's team as a nomad because Thomas's team will be below the minimum needed amount in soccer.

TEAM CAPTAIN

Each team entered in an Intramural Sport must have one designated captain who will act as a liaison between the team and the Department of Recreational Sports. A captain may only represent ONE men's, women's, or open team and ONE co-rec team for any given sport.

Responsibilities of a team captain:

1. Find out the most convenient time for most team members to play and register your team.
2. Complete and pass the online preseason captains quiz through IMLeagues.
3. Have teammates register on IMLeagues and added to the roster before games begin.
4. Check the eligibility of each participant before and during the season. Inform the participant that they may only play on one men's, women's, or open team and one co-rec team.
5. Find out from players on your team if they are members of a UGA Club Sport team. The captains are responsible for making sure that their team is not breaking the club player rule (see page 7) – Club Sports Members and Intercollegiate Athletes.
6. Be familiar with the rules and regulations governing each sport's deadlines and the policies of the Intramural sports program concerning forfeits, defaults, sportsmanship, etc.
7. Keep the team informed about the game site, time, opponent, uniform color, and any other pertinent information.

8. Inform participants that they will have to **present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), their Digital Student Profile from Athena, or their “Virtual ID Card” on the UGA RecSports App prior to every contest. No other form of identification will be accepted.**
9. Be responsible for the conduct of participants, coaches, and spectators before, during, and after each contest.
10. If a participant is ejected, or a problem arises during the game, it is the captain’s responsibility to inform that player of the penalty as it is stated in the Disciplinary and Ejection Policy Section on page 14.
11. Inform participants they are responsible for all injuries incurred while participating in the program. Encourage injured participants to go to the University Health Center, however minor the injury may seem.
12. Check the contest schedule daily. This is particularly important if games must be postponed due to inclement weather. Keep your team members well informed.
13. Act as a team spokesperson on and off the playing area. If there are any questions, please ask. The Competitive Sports staff is here to assist you.
14. Responsible for team’s regular season and post season forfeit buy back fees.

TEAM NAMES

Each team must provide an **APPROPRIATE** team name consisting of less than 20 characters. Please note, the Competitive Sports Administrative Staff reserves the right to alter any team name or logo judged to be inappropriate or is not within the spirit of good sportsmanship.

1. If a team name is deemed inappropriate, the team’s name will be changed to “Team” and the captain’s first and last name (I.E. Team John Doe). If the Competitive Sports staff must alter a team name, there will be no opportunity to change it.
2. If a team name is repeated within the same sport, it will be the team’s name followed by the captain’s last name (I.E. Team X – Smith).

Team names accepted in previous seasons are not guaranteed future approval.

ELIGIBILITY GUIDELINES

It is the responsibility of the Intramural Sports team captain to ensure that members of their team are eligible to participate. Any questionable cases should be brought to the attention of the Competitive Sports professional staff so that an official ruling can be obtained.

1. To participate in the Intramural Sports program, students must either be a fees-paid student or a part time student with a Ramsey Membership. **Spouses/Domestic Partners** of a student may participate in Intramural Sports if a UGA Dependent ID Card is purchased at the Tate Student Center, and they possess a Ramsey Center Membership.
2. To participate in the Intramural Sports program, Faculty/Staff full-time, part-time, or retired University employees must have a membership to the Ramsey Student Center. **Spouses/Domestic Partners** of Faculty/Staff and retired staff may participate in Intramural Sports if a UGA Dependent ID Card is purchased at the Tate Student Center, and they possess a Ramsey Center Membership.
3. To participate in the Intramural Sports program, an individual must have paid the activity/recreation fee for the current semester and purchased the Competitive Sports Unlimited Play Pass. When they purchase the Pass, they will sign a participation waiver.
4. **All participants are required to present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), their Digital Student Profile from Athena, or their “Virtual ID Card” on the UGA RecSports App prior to every contest. No other form of identification will be accepted.**
5. Individuals may participate in one single sex league including Open divisions and one Co-Rec team.
 - a. All violators will be suspended from further participation in that sport for the remainder of that season, including the postseason. Teams may also be penalized for using ineligible participants.
6. Any individual who participates on more than one team during any sport season and/or participates under an assumed name shall be suspended from participation in that sport for at least the remainder of the season. Participation on a team during any scrimmage games will not constitute being on that team’s roster. Any illegal participant and the team captain could be suspended from future Intramural Sports if it is deemed warranted.
7. A participant is not permitted to transfer from one team to another after their team either forfeits or by participating/checking in one scheduled regular season game.

8. Teams found to be playing with non-students, who are ineligible, will forfeit any game with said participant(s), and will not be eligible for the postseason tournament. In addition, the captain will be assessed for the postseason forfeit buy-back fee.
9. Rosters are limited to a specific number for each sport: (20) flag football, softball, and kickball. (15) Volleyball, basketball, soccer, ultimate frisbee, dodgeball, team tennis and inner-tube water polo. (8) For all 4v4 sports. (4) For team golf.
10. If there are not enough teams to support a single sex league, (men's or women's) both sexes are eligible to compete on one team in the Open League and one team in the Co-Rec League (if offered).
11. Summer Sports: To be eligible to participate in a summer Intramural Sports program, they must meet the preceding criteria. In addition, all summer participants must be able to provide a valid UGA ID Card and be able to provide proof of registration for the previous spring, current summer or upcoming fall classes if asked by a member of the Competitive Sports Staff.

IMPROPER USE OF IDENTIFICATION

1. If a Competitive Sports staff member determines that an individual is attempting to check-in or has already participated with false identification for any Intramural Sports contest, that individual will not be allowed to play. The individual will be ejected and asked to show proper identification. If the individual refuses or fails to show proper identification or cooperate fully with the Competitive Sports staff on site, the team will be asked for the information. If the team does not supply the name of the individual the captain will also be ejected from the contest. If the team has enough players left the game will either start or resume. If not, they will forfeit. The Competitive Sports Administrative staff will follow up the next day with any further actions deemed necessary.
2. Both parties involved will be suspended from **ALL** Competitive Sports participation as detailed in the updated disciplinary and ejection policy on page 14.

CLUB SPORTS MEMBERS AND INTERCOLLEGIATE ATHLETES

1. A club sports member is defined as any individual who has an approved waiver, is on the club sport's roster, and participates in practices and/or plays in games. Once you are on or considered on the club team these restrictions apply for the entire school year (**August 1st through July 31st**). Those who violate this rule will be subject to further penalty outlined in the disciplinary section of the Participant Guide.
2. A club sports member shall be eligible for Intramural participation in the sport of their specialty with the following restrictions. Volleyball, 4v4 outdoor soccer, indoor soccer, Pickleball, 4v4 Flag Football, and 4v4 volleyball teams are restricted to having only **ONE** such participant on its roster. All other IM Sports can have **TWO** such participants on its roster. Co-recreational teams in sports allowing two club sports members are limited to one member of each sex. No co-recreational teams can have multiple club players of the same sex on their roster.
3. Any registered student organization team that travels and competes will be subject to the same rules as club sports members.
4. Intercollegiate teams will be defined as those teams sponsored by a NCAA Division I Athletic Department. A member of an intercollegiate team (those listed on the current and/or previous year's roster) will not be allowed to participate in Intramural activities in that sport or a similar sport (I.E., baseball & softball) during the academic year. A member of an intercollegiate team is defined as a person whose name is on the roster or is working out or participating with the team. If the athlete has sat out without practicing or playing with the intercollegiate team for at least one calendar year from their last participation, they will become eligible to participate in the Intramural sport of their specialty.
5. A varsity athlete that played a team sport (football, soccer, etc.) at a NCAA Division I School during the current year is ineligible to participate in a similar sport. If after August 1st of that year, they are not on a Division 1 roster they will be eligible to participate. An individual that participated in an individual sport (tennis, golf, etc.) at any NCAA Division I School must sit out two years before becoming eligible for Intramural competition.
6. Any team choosing to play with a former varsity athlete, who will be playing their specific or related sport, must sign up for the competitive league. All former athletes must still meet the required eligibility guidelines (See Eligibility Guidelines on page 6).
7. A former Olympic, National, Junior National, or professional team member may not participate in the sport of their specialty or a similar Intramural sport until four (4) years have elapsed since their Olympic, National, Junior National or Professional experience.

8. A former or current intercollegiate athlete or club sport member may appeal their status relating to restrictions in a particular sport. Such an appeal must be submitted in writing to the Competitive Sports Administration prior to participation. Any athlete or club member found breaking the above rules will be suspended from intramural sports in that sport for one calendar year.

LEAGUE SPORTS AND DIVISION PLAY

At the beginning of each semester, the Intramural Sports program will advertise the sport leagues and special tournaments that will be offered for the semester. At that time, a team captain will be responsible for registering their team for the day and time they are able to participate.

1. League sports normally take place Monday through Thursday from 5:00 pm – 11:00 pm and Sunday leagues run from approximately 1:00 pm – 11:00 pm; all days and times are subject to change.
2. Leagues are designed to provide an opportunity for our participants to compete against players with similar skill and interest levels.
 - a. Any league noted as “Competitive” is designed for participants who are looking for a competitive match up against other teams as well as to win games. Teams who enter a competitive league may have participants who played in varsity high school sports, hold practices, or maybe looking to participate in extramural tournaments. These teams are playing to win.
 - b. Any league noted as “Recreational” is designed for participants who are looking to participate in games/matches for fun. A team who enters recreational leagues does not associate winning with the primary objective of its participation in the Intramural Sports program. These teams are playing for fun.
3. When registering a team, captains will select which league to join. Depending on the sport, the league format will adhere to one of the following:

A
Men's/Open
Women's/Open
Co-Recreational

B
Men's Competitive
Men's Recreational
Women's
Co-Recreational

C
Men's Competitive
Men's Recreational
Fraternity*
Sorority*
Women's
Co-Recreational

- a. To be eligible for the Fraternity and Sorority leagues, all participants must be active members and/or pledges properly recorded in the IFC/Pan-Hellenic/Multicultural/NPHC Office. If an individual has met all other participant guidelines, they may represent a fraternity or sorority in this league. Fraternities and Sororities are only permitted to sign up one team in the fraternity and sorority leagues, additional teams may play in the Recreational, Competitive or Women's Leagues.
- b. Open leagues can be added to any sport, if necessary.
 - i. An open league is open to anyone who meets intramural sport eligibility requirements is eligible to participate in the league.
4. After a captain has selected one of the above listed leagues, they will be asked to select a division. These divisions denote which day and time the team would like to participate. Once in a division, a team will be scheduled against other teams in their division for the regular season.
5. Teams will be scheduled for at least three games during the regular season, as space and time allow. The Competitive Sports staff cannot guarantee that all regular season games will be played due to the possibility of foul weather conditions, facility space, and time constraints within the semester. The department is not responsible for defaults or forfeits.
 - a. Games that are postponed due to rain or field conditions are not guaranteed to be rescheduled. The Competitive Sports staff will do their best to reschedule games cancelled due to inclement weather, but a guarantee may not be made due to facility space, time restrictions, and/or field conditions.
 - b. Any rescheduled games will be posted on IMLeagues and teams will be responsible for verifying their schedules.
6. For all league sports, schedules will be made and posted to the IMLeagues website after 5:00 pm on the Friday after the entry deadline has passed. If any changes are made to the schedules after this time (before or during the season), the team captain will be notified immediately via e-mail or by phone.

7. A team will NOT be eligible for the postseason tournament if they:
 - a. Forfeit twice during the regular season.
 - b. Forfeit and do not purchase the “regular season forfeit buy-back fee”.
 - c. Default twice (equals 1 forfeit) during the regular season and do not purchase the “regular season forfeit buy-back fee.”
 - d. Have two (2) or more ejections during the regular season.

POSTSEASON TOURNAMENT GUIDELINES

1. After the conclusion of an Intramural Sports season, all fall, and spring sports will follow a single elimination tournament format. There will be an online tournament bracket draw hosted on the IMLeagues website.
 - Log onto IMLeagues.com, through shop.recsports.uga.edu, before your scheduled time to pick your slot.
 - The captain or co-captain are the only people who can select each team’s playoff spot.
 - On your personal home page (if you do not think you are on the right page, just click your name in the upper right-hand corner of the screen), a message should pop up with a countdown timer letting you know when it is your team's turn to pick.
 - Click on the countdown timer message.
 - Each team will have at most two minutes to choose their spot in the bracket before the next team is able to choose.
 - If you miss your time slot, you can log in any time after your time slot until a specified end time to make your choice.
 - We will let all team captains know the deadline that the selection process will close. After the specified end time, we will automatically assign you a game time.
 - Please pay close attention to the time and day that you are picking, as well as the games following farther down the bracket. There are no changes allowed once you choose your place in the bracket. We will not move games or teams.
2. Participant Eligibility – eligible participants can be added to any team up through the semifinals of any tournament or league. Participants who are on the team’s roster must meet all eligibility guidelines.
3. Rescheduling due to weather - In the event of inclement weather and game cancellations, all tournament games may be moved to the next available day. This could affect all future rounds of games, not just the day where games were cancelled due to inclement weather. Captains are responsible for checking IMLeagues for updates. When possible, the game times and locations will remain the same but there is no guarantee.
4. **Teams are not allowed to default in the post-season.** If a team does not remove itself from the playoffs prior to the bracket being scheduled and does not show up for their game or if they do not have enough players to start the contest, a post season forfeit buy back fee will be assessed to the team captain, and they will be suspended from all sports until the forfeit fee is paid by the captain. The fee-paying team captain should email compsports@uga.edu indicating completion of the transaction for the captain’s suspensions to be lifted.
5. **A team is ineligible for the post-season tournament if their team has two ejections in one sport. If a team’s second ejection occurs in the playoffs, the game will end at that time and their opponent will be credited with the win.**

POSTSEASON TOURNAMENT FORMAT

1. The postseason tournament for all league sports will consist of one single elimination tournament per league. **Time permitting, and if the number of teams in the league meet the requirements**, sports offering Competitive and Recreational leagues will adhere to the following tournament format:
 - a. Division Breakdowns
 - i. If 96+ teams qualify for the tournament, it will be divided into three tournament brackets (A, B & C).
 - ii. If 4-95 teams qualify for the tournament, it will split into two tournament brackets with 4-0 Recreational League teams moving to the A Tournament and the 0-4 Competitive teams being dropped to the B Tournament.
 - b. Three League Format
 - i. During the regular season, teams who achieve a record of .500 and above (4-0, 3-1, and 2-2) in the competitive league will participate in an “A” league tournament.

- ii. Competitive teams who finish with a record below .500 (1-3 and 0-4) will participate in the “B” league tournament.
- iii. Teams who participate in the recreational league and earn a record of above .500 (4-0 and 3-1) will participate in the “B” league tournament.
- iv. Recreational teams who finish with a record of .500 and below (2-2, 1-3, 0-4), will participate in the “C” league tournament.
- c. Fraternity League teams will be considered a men’s competitive league.
- d. If a team has received a win by default or forfeit and feels it should be considered for a different league tournament than the one its record indicates, the captain is responsible for notifying the Competitive Sports staff at least one week prior to the postseason captain’s online draw. The Competitive Sports staff will evaluate each request individually. After a request is submitted, there is no guarantee that the team will be moved. The Competitive Sports staff has the final decision on the placement of teams in the tournament brackets.

AWARDS

Championship T-shirts will be awarded in the following divisions: Women’s, Men’s, Co-Recreational, and Open

FORFEITS

During all Intramural Sports activities, the onsite staff can declare a contest a forfeit. The Competitive Sports staff will have the official time for all contests and activities. **A forfeit is declared when a team fails to show up for said contest or activity.**

Forfeited games are un-played games that are recorded as a loss toward the teams’ overall record.

1. To help teams avoid forfeiting we have a Nomad rule. Please check out the [Nomad Rule](#).
2. Teams will be granted a five-minute grace period from the original start time. After this period, all participants are required to be checked in by the Competitive Sports staff and ready to play. If no one from a given team is present at the site after this grace period, the contest will be declared a forfeit (I.E. If a game is scheduled for 6:00 pm, and the clock reads 6:05 pm the game is a forfeit).
 - a. If the game before your scheduled game runs past the five-minute grace period, the conclusion of that game will become the next game’s forfeit time.
 - b. Some sports have specific score related penalties that are meant to disadvantage a late arriving team. See sport specific rules for grace period point penalties.
3. If a team is deemed to have forfeited a contest, the team must pay the regular season forfeit buy-back fee to be eligible to return to the league. Payment must be made with the Membership Services Staff at the Ramsey Student Center or online by 11:00am on the business day of the team’s next contest. Teams that forfeit during the regular season and purchase the regular season forfeit buy-back will be eligible to compete in the postseason tournament if they meet all other playoff requirements. Sunday leagues must pay by the Friday prior to their scheduled game.
 - a. The only exception to the “regular season forfeit buy-back” fee is if a team forfeits a game that is not scheduled on its regular day of play. A team that falls into this exception will receive a loss for the missed game, but no “regular season forfeit buy-back” fee will be incurred. The team will remain eligible for the postseason tournament.
4. If a forfeit has been declared, the teams involved may still use the game site to practice or scrimmage, until fifteen minutes prior to the start of the next contest. During this time, the Competitive Sports staff is not permitted to officiate or keep score, and participants will be playing at their own risk.
5. If a full team is present, it must sign in the minimum number of legal participants. These participants must be ready to play for the contest to be considered a win by forfeit. If a team leaves before a forfeit is declared by the Competitive Sports staff, the game will be declared a double forfeit.
6. A team will automatically be removed from the league if it receives two forfeits during a particular season.
7. Two defaulted games will be treated the same as a forfeit.
 - a. EXCEPTION – 4v4 Sports teams that default on two games in the same night will not need to purchase the regular season forfeit buy back.

NOTE: A refund request will not be granted for contests not played due to a default or forfeit.

DEFAULTS

During all Intramural sports activities, the onsite staff can declare a contest a default. The Competitive Sports staff will have the official time for all contests and activities. **A default is declared when a team fails to have the minimum number of legal participants ready for play for said contest or activity.** Defaulted games are recorded as a loss toward the team's overall record.

1. To help teams avoid forfeiting we have a Nomad rule. Please check out the [Nomad Rule](#).
2. A team may default a game prior to the scheduled game time by contacting the Competitive Sports staff by 3:00pm the day of the scheduled game. A team contacting the competitive sports staff after 3:00pm will be required to default its game at the game site.
 - a. Teams wishing to default a game scheduled on Sunday are required to contact the Competitive Sports staff by 3:00pm on Friday prior to the game.
 - b. **To default a game, please email compsports@uga.edu**
3. Teams will be granted a five-minute grace period from the original start time. After this period, all participants are required **to be checked in** by the Competitive Sports staff and be **ready for play**. If a team is present yet fails to meet the minimum number of legal participants required for play after this period, the contest will be declared a default. This means if a game is scheduled for 6:00 pm, and the clock reads 6:05 pm the game is a default.
4. Two defaults during the season are equivalent to one forfeit, requiring the team to purchase the regular season forfeit buy-back to be eligible for playoffs.
 - a. EXCEPTION – 4v4 Sports teams that default two games in the same night will not need to purchase the regular season forfeit buy back.
5. Any team that defaults three games during the regular season will be removed from the league.
6. If a team has been granted a default and the contest is then cancelled due to weather or a scheduling issue, the default will be removed, and the contest will be played normally if it is rescheduled.

NOTE: Refund requests will not be granted for contests not played due to a default, forfeit or weather cancelled games.

7. Please see the individual sport rules using the link below to view the stated number of required participants to begin.

(<https://recsports.uga.edu/intramural-sports/>)

INCLEMENT WEATHER/LIGHTNING POLICY

When participating in outdoor sports, the weather plays a large role in the ability to play. If there are any questions about the playing conditions for the night, please check your email for a message coming via IMLeagues. The message will be updated with the most current information and sent out by 3:00 pm of that day if possible. The Competitive Sports onsite staff can postpone or cancel outdoor sports at any time if deemed necessary. Intramural contests that are cancelled due to inclement weather may or may not be rescheduled based on field availability and time constraints. For further information on the rescheduling of games, please refer to league sports and division play (League Sports and Division Play page 8).

1. **Lightning:** At the Recreational Sports Complex and the Club Sports Complex, our facilities are equipped with lightning detectors. If inclement weather occurs and lightning is detected within three to eight miles of the facility, participants will be asked to leave the playing areas and find cover. At this time, games will be suspended for *at least* thirty minutes. Games will resume from the point at which they were paused if no lightning has occurred during this thirty-minute time. If the storm persists, the Competitive Sports staff will decide on whether to cancel or continue waiting. The on-site staff will not know if games will be rescheduled. That decision will be made by the Competitive Sports professional staff and teams will be notified of the decision.
2. **Site Conditions and Rain:** Recreational Sports staff reserves the right to cancel games due to standing water on the playing areas or other unsafe conditions. If games are cancelled due to inclement weather or poor field conditions, the fields will be closed, and teams will not be allowed to use the fields.

PARTICIPANT CONDUCT

1. The playing field is not a venue for physical or verbal abuse, and this behavior will not be tolerated.
2. All participants are expected to adhere to the [University of Georgia Code of Conduct](#).

3. Each team is responsible for the actions of each of its members and fans before, during, and after any game or activity. Failure of a team to cooperate with officials or to control and restrain any individual members is cause for suspension.
4. In the event an individual and/or spectator conducts themselves in an unsportsmanlike manner during an Intramural competition, the Competitive Sports staff have the complete authority to act as they deem necessary to keep the game under control. Depending on the severity of the incident, which would be left up to the staff's judgment, the Competitive Sports staff may take the following action: give warnings, ejection from the game and the area, and/or suspend the game.
5. Unsportsmanlike conduct is unacceptable. Reports of such behavior will be investigated by the Competitive Sports staff. In doing so, the individual(s) and/or team(s) involved may be questioned and required to submit a written or verbal statement of the incident.
6. Fighting includes, but is not limited to combative acts such as:
 - a. An attempt to strike, punch or kick by using a fist, hands, arms, legs, or feet regardless of whether contact is made.
 - b. An attempt to instigate a fight by committing an unsporting act that causes a person to retaliate by fighting (See NFHS Rulebooks).
7. Ejected participants and disruptive fans must remove themselves from the area immediately. Failure to comply within one minute will result in the team forfeiting the contest. If the individual refuses or fails to provide our staff with their name or cooperate fully with the Competitive Sports staff on site, the team will be asked for the information. If the team does not supply the name of the individual the captain will also be ejected from the contest. If the team has enough players left the game will either start or resume. If not, they will forfeit. The Competitive Sports Administrative staff will follow up the next day with any further actions deemed necessary.
8. If a team is behind and fails to comply, its next game will also be defaulted which results in being ineligible for the playoffs.
9. An ejected player is permanently ineligible until they meet with a Competitive Sports professional staff member.
10. A participant who commits two (2) unsportsmanlike penalties/fouls in a game will be ejected from the game and will be subject to sanctions found on page 14 in the Disciplinary and Ejection Policy section of this guide.
11. **A participant that receives their second ejection in a season will result in that participant being suspended for the remainder of the season. If a team receives two ejections during the season, they will not be eligible for the post-season tournament. If a team's second ejection occurs in a playoff game, the game will be terminated immediately, and the opposing team will advance in the bracket.**
12. Unsportsmanlike behavior after a game may result in suspension and/or a default for the next game.
13. Any incident judged to be of serious concern will be referred to University Police and/or the Office of Student Conduct.

MERCY RULE

Intramural Sports aims to create an environment that is enjoyable and safe for all its participants. We currently do not have a mercy rule in place. If both teams are participating in the spirit of the game, play will continue. If one team begins making a mockery of the game, the Competitive Sports staff may end the game at that time. The losing team may request the Competitive Sports staff to end the game prior to the expiration of the game clock.

PROTESTS

1. A captain may protest the eligibility of a participant before, during, or by 11:00 am the day following an intramural contest. To protest a participant's eligibility, the protest must include the specifics as to what is being protested and submitted via email to the Competitive Sports email compsports@uga.edu.
 - a. **During the regular season**, if a participant is found to be ineligible, all games in which they participated will result in a forfeit.
 - b. **During the playoff tournament**, protests regarding eligibility must be filed before 11:00 am the day following the contest. If a team is found to be in violation of the eligibility guidelines, it will be removed from the tournament. The team faced prior to the protest will advance in the tournament; all prior rounds will remain the same.
 - i. If a protest is filed after the championship game, and is upheld, there will be no champion declared for that league. The game will not be replayed or rescheduled.

2. Protests may be filed regarding the rules at the game site. During play, if a team wants to protest, it must be filed with the official or supervisor on site using the word “protest” BEFORE the play resumes. Once play has continued, a protest will not be honored. **Protests may not be filed about judgment calls.**

APPEALS

Participants can only appeal eligibility to the Competitive Sports staff no later than 24 hours after the contest in question. The Competitive Sports staff does not hear appeals on officials’ judgment calls during a game.

SPECTATOR PASSES

Those who are not members of the Ramsey Student Center and wish to watch an Intramural contest in the facility must check in at the admissions desk to gain access to the facility.

UNIFORM AND JEWELRY

Please read through our new and updated jewelry policy:

1. The following items are prohibited to wear by participants:
 - a. Earrings with hoops
 - b. Casts
 - c. Combat boots, five-fingered (Vibram) shoes, open-toed shoes, metal cleats
 - d. Participating without footwear
 - e. Ridged or pointed jewelry which, in the opinion of the staff, may cause harm to any participant
2. Other jewelry (rings, necklaces, ankle bracelets, watches, fitness trackers, non-hoop earrings, rubber bands, etc.) which is not prohibited by the above rules may be worn in activities which do not contain frequent contact with opponents or teammates. (Examples include, but are not limited to volleyball, softball, dodgeball, tennis, pickleball, badminton, racquetball and kickball).
3. In activities which involve frequent contact with opponents or teammates (examples include, but are not limited to basketball, flag football, soccer, and ultimate frisbee), exposed jewelry is prohibited. Participants will be removed from the contest at any point if jewelry becomes exposed and will be allowed to return once the jewelry is covered. Religious medallions and medical alert bracelets may be worn in any activity and may display proper information. In cases where jewelry is permitted, it must be secured or covered by the participant. Staff will not provide materials to cover any jewelry, religious medallions, or medical alert bracelets. Participant safety will be the primary factor in any questions regarding jewelry.

Uniforms

4. Teams listed as the home team on the schedule will be required to wear light colored jerseys and teams listed as the Visitor team on the schedule will be required to wear dark jerseys. **No gray shirts are permitted to be worn by any players.**
5. Additional sport specific equipment and uniform policies are listed in individual sport rules.

FACILITY

1. No alcohol or tobacco products are allowed at any Intramural sports site. Any team or its spectators found in violation of this policy are subject to removal from the facility as well as suspension from the Competitive Sports program.
2. No animals or bikes are allowed on the playing fields. Teams found in violation will be subject to suspension from the Intramural Program.
 - a. UGA Registered Service Animals are permitted at the facilities. A Service Animal tag and Guide Dog ID card must be presented upon bringing the service animal into the facilities.
3. At the Rec Sports Complex: All vehicles must be parked in a marked lane space in the surface lot or in the parking deck. Park at your own risk. Parking services will ticket and/or tow vehicles parked illegally.

EXTRAMURAL TOURNAMENTS

Participation in Intramural Sports at The University of Georgia allows students to connect with each other and develop friendships within the campus community. Some sports provide an opportunity for students at UGA to connect with others at different universities while competing at a higher level and representing UGA. These extramural tournaments take place at the state, regional and national levels for flag football, basketball, and soccer.

Teams that are interested in participating in these tournaments should be on the lookout for qualifying tournaments held on campus and dates for state tournaments. If you or your team is interested in competing at the next level, please contact the Competitive Sports Staff at any time for information and updates.

DISCIPLINARY AND EJECTION POLICY

The following suspensions result from a participant that is ejected from a contest.

Minimum Suspensions:

1. All suspensions are immediate and **indefinite for all Intramural Sports programming** until the participant has met with a Competitive Sports administrative staff member. All suspensions listed below are the minimums and can be increased at the discretion of the Competitive Sports staff.
2. Suspensions will not begin until the suspended player meets with a Competitive Sports administrative staff member. At the discretion of the Competitive Sports staff, suspension may include loss of facility access.

Student Identification Card Infraction:

Any participant who attempts to fraudulently use an UGA 81# ID Card could be suspended for one (1) semester from all activities sponsored by the Competitive Sports program. The rightful owner of the UGA ID Card could also be suspended for one (1) semester from all activities sponsored by the Competitive Sports program.

Reinstatement Meetings:

Ejected players must email the compsports@uga.edu account to set up a meeting with a Competitive Sports administrative staff member.

Ejection Category	Minimum Suspension (1 st Offense)	Minimum Suspension (2 nd Offense)
Unsportsmanlike Conduct (UC1)	1 week	3 weeks
Unsportsmanlike Conduct – Contact (UC2)	2 weeks	6 weeks
Fighting or Threatening/Contact with official	3 weeks	Semester