



## *General Intramural Information*

*Revised May 2010*

### **Captains Responsibilities prior to the league starting: (The captain is the person who registered the team)**

- Attend the players meeting for your league and sport. Failure to have a team representative will result in \$25 fine, and your team may be withdrawn from the league, no refunds will be given.
- Contact the Campus Recreation office with any playing preferences and requests prior to the registration deadline of your sport.
- Ensure that you have completed your roster online **prior** to the players meeting. Make sure that your players are all eligible to participate. Violation of any eligibility rule will cause a game to be automatically defaulted as stated in the Intramurals Policies.
- Ensure that you review all policies and rules with your players.
- Ensure that waivers have been completed online before the first game.
- Ensure that the rules knowledge forms have been signed and submitted prior to or at your first game.
- Ensure that your team has access to the league schedule. It can be found at [www.esportsdesk.com](http://www.esportsdesk.com). Use the search term "UCIS" to find the University of Calgary Intramural Sports home page and a complete listing of current league schedules. League standings can also be found there.
- Assist the Intramural Sports Office with the recruitment and the retention of individuals interested in sports officiating.

### **Game Time**

- Ensure that all players check in with the onsite supervisors before the game begins too ensure that the game score sheet is filled out properly and legibly (**PRINT**).
- Cooperate fully with officials/supervisors and administrative staff regarding enforcement of policies and procedures.
- Provide people to help out when needed (ex. Keep score, lines person, etc...).
- Sign and verify the score sheet at the conclusion of the game.
- If your team defaults the captain is required to pay the **\$50 default bond (cash)** to the Campus Recreation office (KNA 104) prior to your next game. Bonds will be returned after playoffs provided that your team does not default again during the season. Bonds not picked up after a two (2) month period following the completion of the league will be forfeited to Intramural Sports.

### **Participant Conduct**

- All participants in Intramural Sports Leagues are required to have completed the online event waiver prior to their participation in any league.
- All participants should be aware of Intramural Sports policies and specific league and sport rules prior to playing. All watches, necklaces and foreign objects should be removed before play.
- All participants must show photo ID at all Intramural events.
- Captains may be suspended for the actions of their team during intramural events.



- Deliberate injury or a deliberate attempt to injure other participants will result in an automatic suspension from all Intramural activities.
- Harassment and verbal abuse of IMS staff (supervisors, officials, etc...), Facility staff or other participants will result in an ejection from the game and possible further sanctions. Players ejected from a game will receive an automatic one (1) game suspension, to be served at the teams next game immediately following the ejection.
- Striking an official or IMS staff will result in an automatic **LIFE-SUSPENSION** from all IMS activities.
- Fighting will result in an automatic one (1) year suspension from all IMS activities. Instigating an altercation will be considered fighting.
- The involvement of two (2) or more team members in an altercation will result in all team members being suspended.
  1. An entire team may be disqualified from play for the following infractions.
    2. Harassment of IMS staff by more than one of its players.
    3. Flagrant unsportsmanlike conduct.
    4. Departing the field of play before the completion of the game.
    5. Playing with an ineligible player.
- Alcohol is not permitted in the playing area. This includes dressing rooms, spectator stands and team benches.
- IMS staff reserves the right to have a player or team removed from a game if he/she deems it necessary.
- **All teams and players are required to assist IMS staff with setup and take down of equipment.**