

Intramural Sports main objective is to provide quality sports programs for students, staff, alumni and the general public with an emphasis on student participation. Intramural Sports provides the opportunity to participate in team and individual sports through a variety of leagues and tournaments. The program is operated by Dinos Athletics & Recreation student employees who intend to provide sporting enjoyment to their fellow students. All students are encouraged to participate in intramural activities. The following objectives have been developed by students to facilitate an enjoyable intramural experience for all participants.

- To have FUN, FUN, FUN!!!
- To enable participants to play in a variety of different sports in a recreational or competitive atmosphere.
- To actively promote sportsmanship and enjoyment of activities.
- To provide and maintain a safe environment for all participants and staff.
- To provide a venue where participants can meet new people.
- To improve programs through feedback and constructive discussion with participants.
- To offer employment opportunities to students in several different areas to allow them to develop professional skills and experience.

HOW TO PARTICIPATE

Register early, as most leagues fill before the deadline date. There are no house leagues or predetermined teams at the University of Calgary. Participants have the opportunity to create their own teams of friends, classmates, etc. If you do not have enough players to create a team, register as an individual and we will place you on a team of other individuals.

Registration, Preferences/Requests

Team registration is available on-line, and in person at Kinesiology Client Services. If you are registering a team you will need to provide the following: the name and phone number of a second contact person (Calgary number), a team name, and playing preferences, if any. You can pay using cash, debit, and credit card.

Playing preferences can be requested for all leagues, however not all preferences may be honored depending on league structure and other requests. Preferences can be made in person or over the phone .

- In person at Kinesiology Client Services
- Over the phone @ 403- 220-7749

We will attempt to schedule all teams that request preferences for at least **50%** of their preferences. **Playing time requests must be made at the time of registration; they will not be accepted on or after the players meeting.**

Teams are not permitted to change their schedule on their own

In order to minimize conflicts while registering please refer to the activity descriptions listing the event days and times. Teams are permitted to request when registering the days and times that their team can or can not play. We will attempt to accommodate as many requests as possible, however due to facility restrictions and league dynamics not all time preferences can be honored.

Teams that do not make requests for playing preferences may be scheduled at any of the available times. Flexibility is needed from all teams in order to make a schedule work.

Once the schedule is complete and has been posted there will be no changes made to the schedule unless made by Intramural Sports staff.

The IMS program guarantees the number of games that teams will be scheduled for, but cannot guarantee that these games will be completed due to opponent defaults, facility changes, and games lost to weather.

Games will not be rescheduled for defaults, we will attempt to reschedule games that are cancelled due to inclement weather, however if the schedule does not allow it these games will be declared unplayable.

Once you have registered for Intramural Sports you will receive a confirmation that includes where and when the mandatory players' meeting is for your sport. **Attendance at participant clinics is mandatory. Teams and individuals that do not provide a representative at the players meeting will be fined \$25.00 and may be removed from the league. No refunds will be given.**

III. ELIGIBILITY

All Intramural participants must be listed on the team roster before being eligible to play.

1. Playing on More Than One Team: A player may play on one team (men's or women's), and also play on one team in the mixed division in the same sport. However, a player may not play on more than one team in the same or another division even if they are in different skill levels (competitive or recreational, A and B).
2. **All players will be required to show photo identification at all games**
3. Signing In - Each player must be listed (**first and last name printed**) on the score sheet prior to his or her participation in an intramural game. All names listed on the score sheet will be considered as participating in that game.
4. Assumed Name: People who participate using an assumed name are ineligible. Teams will default the game due to using an ineligible player.

Ineligible participants include, but are not necessarily limited to:

- a. Current intercollegiate varsity athletes (in the same or similar sport for the whole year)
- b. Present or past professional athletes (in the same or similar sport)
- c. Current national team players (in the same or similar sport)
- d. Individuals under 18 years of age and not currently enrolled at the University of Calgary
- e. Suspended and or delinquent participants

All University of Calgary students, staff, faculty, alumni and the general public are welcome to participate in Intramural Sports. The Intramural Sports Program was developed to provide sporting opportunities for University of Calgary students who do not participate in other organized sports on campus, and do not have the benefit of professional coaching, scheduling, equipment and facility use. Some eligibility restrictions are necessary to provide fair opportunities for participation. These restrictions have been developed by students and reflect the philosophy of the Intramural Sports Program at the University of Calgary. Individuals deemed ineligible to participate may seek reconsideration by written petition to the Intramural Sports department. This must be done prior to any further participation. **Violation of any eligibility rule will cause a game to be automatically defaulted.**

IV. ROSTERS

Rosters must be filled out by the team captain (or the person who registered the team) before the players meeting.

This is a simple process that should not take more than 5 minutes of your time. When inputting your roster you only need to know the University of Calgary ID number for your players.

Players that do not have a University of Calgary ID number, or who don't remember their ID number must have one created/retrieved through Kinesiology Client Services. Client Services can be reached at the following number 403-220-7749. Once this ID number has been created/retrieved, captains can use this ID number to add those players their roster. Incomplete rosters will not be accepted. Rosters with false information will also not be accepted.

Team captains are allowed to make changes to their rosters up to the roster deadline date for their league. After this date, only league coordinators can only make roster changes, through exceptional circumstances. Teams that have not completed their roster will not be permitted to play in the Intramural leagues and will default their games.

V. WAIVERS

Waivers must be completed online before participants are eligible to play. A waiver is required for each sport and for each semester. All players must be on the team roster before they can complete the waiver. Instructions on how to complete the waiver can be found on our website at http://www.ucalgaryrecreation.ca/waiver_instructions. Paper copies will not be accepted.

No Waiver, No Play

VI. SAFETY

One of the main objectives of the Intramural Sports department is to provide a safe playing environment to all participants and staff at IMS activities. Institutional resources such as the offices of Risk Management, Safety and Campus Security are used to establish procedures to minimize the inherent risks to participants, spectators and personnel. Such procedures include scheduling, sport rule modifications, trained personnel, player control, and rules knowledge forms and waivers.

The Intramural Sports Program will provide initial emergency care, such as the provision of bandages, ice, or immobilization; to any participant injured during IMS games (notify staff of all injuries). **THE INTRAMURAL PROGRAM WILL NOT PROVIDE SERVICES TO PREPARE OR MAINTAIN A PLAYER'S READINESS TO PARTICIPATE.** In other words taping services are not provided. Participants need to bring their own tape, etc. to prepare themselves to play.

1. All Intramural Sports participants should ensure that they have personal health care coverage and be sure that their medical insurance is adequate and current before participating in any activity.
2. It is the responsibility of every person participating in intramural sports to ascertain whether they have any health conditions, which make it inadvisable to participate in that sport. The University and Intramural Sports Program DO NOT assume that responsibility. Persons who are uncertain should consult their physician.

3. Intramural staff should be notified of ALL INJURIES sustained during intramural competition. If needed, the participant will be given first aid and referred to their physician and/or the Student Health Service. Emergency services may be dispatched to assess an injury, particularly in the event of head, neck, back and major joint trauma. Cost for ambulance treatment and transportation is the participant's responsibility. An accident/injury report will be completed for all injuries and a copy will be directed to the University of Calgary safety department.

VI. TEAM CAPTAINS

Team captains serve as the only contact between Intramural Sports and their team(s). Matters affecting the team are communicated to each team captain and in turn they are responsible for conveying the information to the team(s) members. For Intramural Sports purposes the team captain is the person who registers the team to play.

Captain (person who registered the team) responsibilities include:

- a. Contact Kinesiology Client Services with any playing preferences and requests prior to the registration deadline of your sport. Requests **will not** be allowed after the deadline or at the players meeting.
- b. Ensuring that the team is registered in the desired sport before the deadline date and that all registration information is provided. You will need to provide a second contact with a local phone number, email address and any playing preferences.
- c. Represent, or see that the team is represented, at the players meeting and ensure that your team's waivers and roster has been completed.
- d. See that all players are aware of all IMS policies and sport rules.
- e. Be sure that all members of your team meet IMS eligibility requirements.
- f. **Ensure that the online waivers have been completed before the team first game. No waiver, No play.**
- g. Ensure that your team has access to the league schedule. League and team schedules can be found at the University of Calgary Intramural sports site on [esportsdesk](http://esportsdesk.com). Visit www.esportsdesk.com (search UCIS) for all standings and schedules.
- h. Assist the IMS program with the recruitment of individuals interested in sports officiating.

During competition captain responsibilities include:

- a. Check in with the Intramural staff and official(s) on site before your scheduled game and fill out your score sheet legibly (**print**) with members of your team who will participate. Verify that all are eligible to participate.
- b. Cooperate fully with officials/student & administrative staff regarding enforcement of policies and procedures.
- c. Provide extra personnel, such as scorekeepers, linesmen when required.

Maintain control of your team and spectator behavior in terms of conduct, safety and sportsmanship before, during and after your intramural game. You will be held responsible and shall not allow team members to participate if they have been consuming alcohol and/or drugs prior to your contest.

In the event a player and/or spectator are ejected from the game, the captain assumes immediate responsibility for ensuring the player(s)/spectator(s) cooperate and leave the vicinity. The game will not resume until the ejected individual has left.

Notify the IMS Staff of any safety hazards/injuries/concerns regarding equipment, facilities, etc. Please share with your team the intramural policy regarding first aid supplies and the need to prepare yourselves to play.

At the conclusion of your game, sign the score sheet to verify the result and score.

VII. SKILL LEVELS & SPORTS TIERING SYSTEM

Competition is divided into three divisions: Mixed, Men, and Women. In the mixed divisions, men and women participate together and special rules are in effect to equalize competition.

The Intramural Sports Program offers two skill levels of competition: competitive and recreational. Each player or team is encouraged to select the level that best suits his or her skill and interest.

"COMPETITIVE" leagues are for players whose skill level is average to above average, and who want to compete in a competitive environment. Competitive leagues have officials, playoffs and standings and are often tiered for different playing abilities.

"RECREATIONAL" leagues are for players, whose skill level is generally less than average, and are most interested in playing for pure enjoyment and may be new to the sport. **THESE LEAGUES ARE GEARED FOR PARTICIPATION, NOT COMPETITION.** There are no standings, officials and no playoffs in the recreational leagues.

This system is meant only as a guideline, to assist you in determining the appropriate level of competition for your team.

"A" – Players would have advanced skills and knowledge of the rules. They usually would have played in an elite league in high school or within a city league. Teams are highly competitive.

"B" – Players would have intermediate skills and a firm knowledge of the rules. They would have played with competitive high school or with city leagues. Teams are still being competitive.

"C" – Players are relatively new to the sport – just learning the skills and rules. Emphasis is on fun over competition. Teams want the competitive atmosphere.

All sports have a minimum number of players required to be present at the game before the game may start. If minimum numbers are not met, a default will be declared.

1. Hockey - must have six (6) players to start the game, including a goaltender.
2. Indoor Soccer - must have four (4) players to start the game.
3. Basketball - must have four (4) players to start the game.
4. Volleyball - must have four (4) players to start the game.
5. Ball Hockey - must have four (4) players to start the game, including a goaltender.
6. Flag Football - must have five (5) players to start the game.
7. Outdoor Soccer - must have seven (7) players to start the game.
8. Indoor Football - must have five (5) players to start the game.
9. Ultimate - must have five (5) players to start the game.
10. Dodgeball – must have five (5) players to start the game.

Team captains, in conjunction with the opposing captain and the referee(s) may mutually agree upon changes concerning the team starting numbers and alter team requirements with the approval of

onsite Intramural staff.

Individual teams are exempt from minimum starting numbers and from minimum amounts of opposite gender players in the case of mixed teams.

In mixed basketball teams may play with only one (1) players of the opposite gender on the floor and a total of four (4) players.

In mixed volleyball a team may play with four (4) players, but one (1) of these players must be of the opposite gender. Proper rotation order is still to be used when playing short a player.

VIII. CONDUCT OF PARTICIPANTS

1. Captains are responsible for the actions of his or her team. It is the responsibility of all captains to review all policies and rules with their players. Captains are responsible for completing the roster.
2. Any unsportsmanlike conduct by an intramural participant will result in their suspension from that game and possible further suspension. **Captains may also be suspended for the actions of their team.**
3. Deliberate injury or a deliberate attempt to injure an opponent will result in automatic suspension from all intramural activity for at least one (1) year.
4. Harassment and verbal abuse of officials, intramural sports (IMS) staff, Campus Recreation staff or other participants will result in ejection from the game. It can also result in up to a lifetime suspension from all intramural sports activities. Striking an official will result in an automatic life suspension from all intramural activities.
5. Fighting will result in automatic suspension from all intramural activities for a minimum of one (1) year. Any attempt to instigate an altercation will be considered a fight.
6. The involvement of two or more team members in a fight will result in the removal of the team from the league. Individuals involved in a fight will be suspended. All players registered on the game sheet will be suspended from that sport for the current term, and possibly the subsequent term.
7. An entire team (consisting of all players registered on the game sheet) may be disqualified from play for the following infractions:
 - a. Harassment of Intramural staff by more than one of its players
 - b. Flagrant unsportsmanlike conduct
 - c. Departing the field of play before the completion of the game.
 - d. Playing with an ineligible player
8. Alcohol & tobacco products are not permitted in the playing area. This includes dressing rooms, spectator stands and team benches.
9. Officials reserve the right to have a player or team removed from play if he/she deems it necessary, with out further discipline to the player or team.
10. All participants must be prepared to show photo identification at all IMS games.
11. Ejection from an intramural sports game will result in an automatic one game suspension to be served at the teams' next game immediately following the ejection.

IX. DEFAULTS

A default will occur when a team fails to appear or fails to have the minimum number of players necessary to start the game. Teams will have ten (10) minutes after the scheduled start time to field the minimum number of players needed to start the game, failing to do so will result in a default. The captains of the teams involved have the option of agreeing to an alternative solution, providing they obtain Intramural staff approval before the start of the game.

Following a default, the defaulting team is required to pay a **\$50 CASH (refundable) bond**. This bond is to be sealed in an envelope (with team name, league, Captain's name and ID # and "Default Bond" written on the front) and handed in to the Supervisor of Recreational Sports **prior to the teams next scheduled game**. If the team does not default again during the season the bond is returned to the team. If a team defaults twice in a season the bond is kept by Intramural Sports and the team is removed from the schedule.

Failure to comply will result in the team being declared ineligible and removed from the league and all players receiving a delinquent status. Bonds will not be returned until the completion of all play-off games. Bonds not picked up after a two (2) month period following the completion of the league (including playoffs) will be forfeited to Intramural Sports.

A default results in a fairplay rating of 0, the team that did not default will receive a rating of 5

Individual teams are exempt from the default bond policy and all games will be declared a forfeit.

X. APPEALS and PROTESTS

All appeals and protests must be received immediately through email by the Intramural Sports office following notification of suspension. **A one (1) game suspension is not subject to appeal.**

1. Protests concerning eligibility or misapplication of a rule shall be accepted. Protests concerning an official's judgment shall not be considered.
2. Protests concerning a rule application must be made on the field of play to the Intramural staff by the team captain at the time of the occurrence. A decision on the protest will be made at this time.
3. Protests may be reviewed by Intramural Sports Council and game results adjusted accordingly.

XI. PLAYOFFS

Number of teams to be included in a league's playoffs will be determined by league coordinators according to facility availability. Wherever possible 50% of the teams registered in the league will be included in playoffs. To participate in playoffs teams are required to have a record of .500 and a total fair play rating of 25 for 7 game leagues and 29 for 8 game leagues. All team members are required to play a minimum of 50% of their teams regular season games. Regardless of their place in standings, teams with a fairplay rating of less than 25 or 29 will not be eligible for playoffs. Tie-breaking procedures will follow the following format:

- a. Ultimately to be determined by Intramural Sports Council.
- b. Number of wins
- c. Head to head record
- d. Plus/minus league
- e. Fair play rating

XII. FAIRPLAY PROGRAM

Sportsmanship is a priority. Participation in Intramural sports should be first and foremost a fun experience.

The fairplay program is an integral part of maintaining a safe, fun and enjoyable atmosphere for all involved in Intramural Sports. The fairplay program rewards those teams that compete in a sportsmanlike manner. The program does not allow those teams with a record of poor sportsmanship to participate in league playoffs.

After each game the game, official(s) will rank the fair play of the teams on a scale of zero (0) to five (5), by answering the following question:

"The teams significantly contributed to the enjoyment of this game in spirit of sportsmanship and fairplay."

0	1	2	3	4	5
Default/ Player Ejection	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree

The rankings will be done throughout the season and will be tallied as a component of league standings.

Any default or player ejection will result in a fair play automatic rating of zero (0).

At the end of the regular season if a team has an average fairplay ranking below "3.75" that team will **not** be eligible to participate in league playoffs regardless of their position in the standings.

It is the goal of this program to make all participants aware of the importance of sportsmanship and fairplay and to make Intramural Sports more enjoyable for all who participate.

XIV. SCHEDULES AND STANDINGS

Please go to www.esportsdesk.com (search UCIS) or type in University of Calgary in the search box to find your league schedule and standings.

Captains are required to validate the standings and report any discrepancies immediately.

There will be no changes made to schedules during the season unless made by the Intramural Sports Council. All teams will be scheduled for the published number of games for that league. **Defaults and inclement weather may result in a reduced number of games being played.**

XV. Playing Fees and Refunds

A playing fee is required to register for all intramural activities and must be paid at the time the registration is made. The playing fee will be refunded in full if the league, or event is cancelled by the Intramural Sports department. Refunds (minus the administration fee) are available if the withdrawal or transfer is done before the posted registration deadline date for that event. There are no refunds made after the registration deadline has passed. Failure to field a team, show up, failure of opponents to show up, or otherwise dropping out of the league are not acceptable reasons for a refund.

The IMS program will guarantee that your team will be scheduled for a certain amount of games (depending on the league). However we cannot guarantee the number of games a team will play. The IMS program does not refund money to teams who receive byes due to changes during the

season because of teams defaulting, dropping out of the league, the loss of games to weather, loss of games to facility changes, etc. All efforts will be made to ensure that all teams play their required games.

All teams are required to pay the non-member team rate at registration. There is only one fee for summer leagues. Following the team properly submitting their roster online, those teams that are comprised of all member players (students and active campus recreation members) will be refunded for the member team rate. Teams with any players without active memberships will be considered a non-member team. Teams will be contacted by Intramural Sport on how to have the refund processed. Teams that fail to properly submit their roster, or who fail to submit their roster before the roster deadline will be regarded as non-member teams.

Default bonds will be refunded at the conclusion of the season (including playoffs). Teams that have paid a default bond will need to make arrangements with Supervisor of Recreational Sports to pick up their refund. Teams that fail to retrieve their bond after two (2) months following the conclusion of the league will forfeit their bond to the Intramural Sports program. Bonds will only be released to the player that originally submitted it.