



Wellness and Recreation Center—MMC

INTRAMURAL SPORTS HANDBOOK

2017-2018

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Policies and procedures stated herein are subject to occasional revision and/or updates. All 2017-2018 changes are noted in a grey highlighted color. Revised 8/1/17

SECTION 1. MISSION STATEMENT

In support of the mission of the University and the Division of Student Affairs, the Wellness and Recreation Center promotes active, healthy lifestyles for FIU's diverse community through inclusive participation opportunities, educational experiences, and support services.

SECTION 2. PROGRAM OVERVIEW

The Florida International University Intramural (IM) Sports program consists of a comprehensive and diverse offering of sports in a variety of seasonal league and tournament formats, designed to meet the recreational needs of the Florida International University community.

Through participation in IM Sports, individuals are encouraged to enjoy sports, reduce stress, keep physically fit, meet people, and have fun! IM Sports emphasizes and acknowledges values such as sportsmanship, leadership, and teamwork. Oversight of IM Sports is the responsibility of the Competitive Sports Coordinator and the staff assigned to each contest.

SECTION 3. COMPETITIVE SPORTS OFFICE

Office: Wellness and Recreation Center

Office Hours: Monday-Friday 10:00AM – 4:00PM

Office Phone: 305-348-1054

Web Page: <http://studentaffairs.fiu.edu/health-and-fitness/recreation/mmc/intramural-sports/index.php>

SECTION 4. COMPETITIVE SPORTS STAFF

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SECTION 5. PROGRAM ADMINISTRATION

ARTICLE 1. Professional Staff

The Competitive Sports Coordinator, Graduate Assistant, and Intern shall be responsible for the proper conduct of the FIU IM Sports program. The student staff of supervisors and officials shall function with the Competitive Sports Coordinator, Graduate Assistant, and Intern in the organization and administration of the IM Sports program.

ARTICLE 2. Athletic Training Staff

In collaboration with Athletic Training Services, the Competitive Sports program offers Athletic Trainers at all IM Sports activities. The Athletic Trainers also provide services in the Athletic Training Clinic located in the FIU Ocean Bank Arena (the clinic will move and be located in the Wellness and Recreation Center expansion). Athletic trainers are available to provide:

- Pre-game wrapping
- First Aid and assessment of injuries sustained during activities
- Assessments and other services during clinic hours

SECTION 6. PARTICIPANT ELIGIBILITY

ARTICLE 1. Students

All students currently enrolled in a fee paying class at FIU-MMC shall be eligible for IM Sports participation. During the summer semesters, if a student was enrolled in a fee paying class at FIU-MMC in the previous spring semester and will be enrolled in a fee paying class at FIU-MMC in the upcoming fall semester, they may be eligible for IM Sports participation provided they purchase an IM Sports Pass (See SECTION 7. IM SPORTS PASS).

ARTICLE 2. Faculty & Staff

All FIU-MMC faculty and staff are eligible to participate in IM Sports provided they purchase a Wellness and Recreation Center Membership or IM Sports Pass.

ARTICLE 3. Professional Athletes

Past or present professional athletes may not participate in their respective or related intramural sport, activity, or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team, and/or compensated for trying out for a team.

ARTICLE 4. Current/Former Varsity Athletes

1. Any current or former member of an intercollegiate varsity sport is ineligible for IM Sports participation in that sport or similar sport and will remain so until 365 days have elapsed from his/her removal from the official university's team roster.
2. Intercollegiate athletes may participate in IM Sports programs other than their sport or related sport.

ARTICLE 5. Sport Club Athlete Rule

Sport Club athletes are eligible to participate in IM Sports related to their sport club; however, the team composition may not exceed 2 sport club athletes for their sport or related sport.

Varsity/Professional Sport & Clubs	Intramural Sport
Football	7v7 Flag Football & 4v4 Flag Football
Basketball	5v5 Basketball & 3v3 Basketball
Soccer	7v7 Soccer & 11v11 Soccer
Softball	Softball
Tennis	Tennis
Volleyball	Volleyball & Sand Volleyball

ARTICLE 6. Number of Teams

The number of teams an IM Sports participant may participate on depends on the league that he or she is participating in:

- Competitive – Participants may only participate on one men's/women's team AND on one Co-Rec team per sport in the competitive league.
- Recreational – Participants may be on an unlimited amount of teams per sport in the recreational league.

Participants may participate in both a competitive league team and a recreational league team for the same sport.

ARTICLE 7. Gender Restrictions

IM Sports competition is divided into several divisions: Men's, Fraternity, Women's, Sorority, Co-Rec, and Open. In the event that a Men's and Women's division are not offered, the league will be considered Open with no gender restrictions.

- Men's: Only those individuals identifying as male may play on teams in this division.
 - Exception: Women may also participate on a Men's team. Should a Woman decide to participate on a Men's team, that Woman will forfeit her right to participate on a Women's team.
- Women's: Only those identifying as female may participate on teams in this division.
- Open: Any number of those who identify as male or female may participate on teams in this division with no restrictions or rules variations from men's or women's divisions.
- Co-Rec: Team roster compositions must include a number of those who identify as male and those who identify as female, with specific rules when it comes to play.
- Fraternity: Only IFC organizations are eligible to play in this league.
- Sorority: Only organizations who are sororities are eligible to play in this league.

FIU Intramural Sports supports NIRSA's position related to transgender individuals' participation, which supports transgender participants to play based on their expressed gender identity. For more information, contact the Competitive Sports Coordinator prior to participation.

ARTICLE 8. Team Roster

1. It is the responsibility of the team captain to ensure each member of their team is eligible. Any questionable case should be brought to the Competitive Sports Coordinator or Graduate Assistant so an official ruling can be made prior to the individual's participation.
2. All participants must be listed on an official team roster prior to their participation in any IM Sports activity. All player additions must be completed on IMLeagues by the team captain prior to 4PM the day of the contest.
3. All participants must personally sign the Release Waiver prior to being eligible to play.
4. For Competitive League teams, team rosters will be frozen and players will no longer be able to be added to the team roster by the completion of a team's last regular season game. (Recreational League teams may add players to their rosters at any time.)
5. A participant in the Competitive League is not permitted to transfer from one team to another after participating in one scheduled game without authorization from that sport's League Coordinator. Participation counts as signing in to play for a team. If a player is on more than one roster in the Competitive league, his or her official team is the one he or she first signed in with. NOTE: Playing on more than one Competitive League team shall result in forfeiture of games.
6. Participants in the Recreational League may participate in as many Recreational League teams as their IM Sports Pass allows.

ARTICLE 9. Player Identification

Prior to participation, all participants must show a Competitive Sports Supervisor a government issued photo ID:

- Participants already on their team roster on IMLeagues.com prior to first participation may show their FIU Panther ID card or any government-issued photo ID (Driver's License, Passport, Military ID card, etc.) prior to participation.
- If either the name or picture is not legible by the Competitive Sports Supervisor, a second form of photo identification will be required. If neither the name nor the picture is legible, the ID will not be accepted, and that participant will not be permitted to participate.

Misuse of identification (transferring, lending, borrowing, or altering) is a violation of the student code of conduct and will result in ejection from the contest in addition to judicial referral. Names which appear on the team roster should match or closely match that of the name on the participant's government-issued photo ID. In the event the ID does not match the participant using it, Competitive Sports Supervisors may confiscate the ID and the participant will be suspended from all IM Sports participation, and referred to the Office of Student Conduct and Conflict Resolution.

NOTE: ALL STUDENTS MUST HAVE THEIR PANTHER ID CARD TO ENTER THE WELLNESS AND RECREATION CENTER.

ARTICLE 10. Illegal Participation

- If a team allows a player who is not eligible to participate in IM Sports to play on their team, all games or contests in which the ineligible individual participated will be forfeited to the opponent(s), regardless of the outcome.
- If a participant who is eligible to participate in IM Sports plays without checking in with the Competitive Sports Supervisor prior to participation, whether they are on the team roster or not, will result in a technical foul/unsportsmanlike conduct penalty/yellow card.
- The illegal player may be suspended from IM Sports participation.
- During playoffs, the team will be disqualified from the playoffs.
- Captains that believe the opposing team has an ineligible player(s) may file a formal protest (See SECTION 16. PROTESTS).

ARTICLE 11. Coaches and Non-Players

1. Only players who are on the team roster are permitted to be in the team areas.
2. Each team may have one coach. The coach must meet all Player Eligibility guidelines and must be added to the team's roster.
3. Coaches must sign in with the Competitive Sports Supervisor prior to participation by showing a government-issued photo ID.
4. Non-players/Spectators must remain in areas designated for non-players and spectators. All non-players must adhere to WRC Facility policies. Once the areas designated for non-players have reached capacity, entry for non-players will be suspended until there is space to allow entry.

SECTION 7. IM SPORTS PASS & FEES

In order to provide participants with a quality program, IM Sports participation requires each individual participant on a team to purchase an IM Sports Pass. Registration is done on a team basis via IMLeagues.com; however, each participant on the team must purchase an IM Sports Pass prior to participation.

ARTICLE 1. Student IM Sports Pass

Season Pass: \$10

Allows participants to play in all sports offered in the season. **Note:** a semester has 2 seasons.

Semester Pass: \$15

Allows participants to play in all sports offered in the semester for which the pass is purchased for.

Annual Pass: \$25

Allows participants to play in all sports offered throughout the year as defined by fall and spring semester. Annual passes will only be available for purchase from the first day of the fall semester through the last day of the regular season for the Fall II IM Sports Season.

ARTICLE 2. Student Summer Passes

\$5 per summer session (A or B) per student

\$10 per summer session (A or B) per non-enrolled student & faculty/staff

\$10 for summer C per student

\$15 for summer C per non-enrolled student & faculty/staff

ARTICLE 3. Faculty & Staff IM Sports Pass

Season Pass: \$20

Semester Pass: \$30

Annual Pass: \$50

ARTICLE 4. PURCHASING AN IM SPORTS PASS

Participants may only purchase an IM Sports Pass on the IMLeagues.com site.

ARTICLE 5. REINSTATEMENT FEE

Should a team be disqualified from an IM Sports league due to having two (2) forfeitures not related to sportsmanship (i.e., a team does not have enough players at game time) or two (2) defaults, the team has the option of paying a Reinstatement Fee to stay in the league and/or qualify for the playoff bracket (competitive league teams only). The Reinstatement Fee is **\$20 per team.**

SECTION 8. CAPTAIN'S RESPONSIBILITIES

ARTICLE 1. Team Captain

When registering for a team sport, a captain must be designated. This person will be the main contact between the Competitive Sports Office and the team.

ARTICLE 2. Responsibilities

The team captain is a vital link between the individuals participating in a sport and the Competitive Sports Office and Staff. For this reason, any person assuming the role of a team captain has a number of responsibilities he or she is obligated to. The captain is responsible for:

- Completing the captain's quiz with a score of 100%.
- Ensuring that all team members are eligible for participation.
- Adding players to their roster on the IMLeagues.com site.
- Knowing deadline dates, the rules governing the sport, as well as being familiar with the IM Sports Participant Handbook.
- Regularly checking e-mail messages and the IMLeagues.com site announcements for pertinent information.
- Keeping the team informed as to the rules, game site, time, opponent, and other pertinent game information.
- Submitting protests, if necessary.
- Promoting and developing good sportsmanship among teammates and fans before, during, and after all IM Sports contests.
- Assisting the IM Staff with an ejected teammate and referring that teammate to the Competitive Sports Graduate Assistant after the incident. Should the original captain be ejected from the game due to conduct issues, a new captain will be designated by the on-site officials and/or supervisors. This designee will then assume all captain responsibilities.

ARTICLE 3. Captain's Quizzes

Prior to the designated deadline, team captain's must take and pass with a score of 100% the Captain's Quiz for each sport he or she is a captain for. Knowledge of important information, rules, and policies will be tested on this quiz. Answers to the quiz may be found in the IM Sports Handbook and the respective sport's rules. Only the captain is eligible to take the quiz, and the captain is expected to communicate the information on the quiz to his or her teammates. **Teams of captains who do not complete the designated quiz will not be scheduled for their respective league.**

ARTICLE 4. Rules and Eligibility Protests

All protests must be filed at the time of the incident in question by the team captain. Sports may have a specific set of rules regarding when a protest may be filed (See SECTION 16: PROTESTS).

SECTION 9. PARTICIPANT SAFETY

ARTICLE 1. Assumption of Risk

1. Participation in all IM Sports activities is voluntary. The health of individuals participating in IM Sports is their own responsibility. Physical examinations and physician's approval are not required in order to participate; however, it is strongly suggested that participants be aware of their own limitations. Florida International University and the Wellness and Recreation Center will not be held liable for injuries sustained by individuals participating in IM Sports.
2. All participants of IM Sports must either create an account through the IMLeagues website and accept the terms and conditions before they participate in any activity or sign the Release Waiver form at the game site prior to their participation in an IM Sports activity.
3. Participants are advised to have proper medical coverage and accident insurance before participating.
4. IM Sports will provide a certified Athletic Trainer at all supervised IM Sports activities. He or she will provide basic taping service, respond to and assess athletic injuries, and liaise with Public Safety personnel in emergency situations.

ARTICLE 2. Jewelry

1. Proper attire should be worn for each activity. For your protection, all IM Sports participants may not wear jewelry of any type whatsoever. This includes jewelry that a participant deems to be an item of significance and/or have personal meaning. Jewelry includes but is not limited to earrings, chains, necklaces, charms, watches, hair clips, bobby pins, wedding bands, rubber bands, bracelets of any type or items associated with piercing. Jewelry must be removed and may not be covered or hidden. Exception: Medical Alert bracelets or necklaces may be worn under the condition that they be taped to the body and a Competitive Sports Staff approves the taping.
2. The Competitive Staff on duty have the authority to disallow any participant from participating in which they feel would endanger the person wearing the jewelry or his or her opponents or teammates.
3. Persons wearing casts or wrapped/padded appendages will not be allowed to participate if, in the judgment of the Competitive Sports Staff, they are deemed to be hazardous or if they are specifically prohibited by the rules of a specific sport. Individuals will be required to obtain prior approval from the Competitive Sports Coordinator for the use of orthopedic devices essential to protect an injury.

ARTICLE 3. Blood Policy

Participants who are bleeding, have an open wound, or have blood on their uniforms will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound is covered, and the bloody uniform is changed or cleaned. The game may resume without the injured player at the discretion of the Competitive Sports Staff.

ARTICLE 4. Concussion

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play that day or night. Additionally, that player will have to receive clearance from a medical professional before being able to participate in IM Sports again. Participants deemed to have sustained a mild concussion may receive clearance from FIU Competitive Sports Athletic Trainers. Participants deemed to have sustained a severe concussion may not receive clearance from Competitive Sports Athletic Trainers and must receive clearance from a physician or other licensed healthcare professional eligible to clear severe concussions. Signs and symptoms of a concussion are listed below:

- Headache or a feeling of pressure in the head
- Loss of consciousness (severe)
- Confusion or loss of memory surrounding the incident (severe)
- Fatigue or nausea
- Vomiting (severe)
- Irritability and other personality changes
- Dizziness or ringing of the ears

ARTICLE 5. WRC Facility Policies

1. Bicycles are not allowed in any WRC Facility, including the WRC Turf Field. Bicycles must be secured on bike racks located outside of WRC Facilities or secured to the fence on the outside of the WRC Turf Field.
2. Skateboards & Scooters are not allowed on the WRC basketball courts or on the WRC Turf Field.
3. Patrons of the WRC Turf Field may not sit on chairs on the Turf Field, but may sit on chairs on the grass.
4. Food and unsealed containers are not allowed in the WRC Turf Field and WRC basketball courts.
5. Drones are not allowed to be used in any WRC Facility.
6. Pets are not allowed in any WRC Facility.
7. Emotional Support Animals are not allowed in any WRC Facility.
8. Service Animals will be allowed in any WRC Facility.

SECTION 10. TEAM REGISTRATION

ARTICLE 1. Online Registration

Registration for all IM Sports will be completed through the IMLeagues.com site. Captains must register their team(s) on the IMLeagues.com site and meet all requirements during the allotted registration period.

ARTICLE 2. Registration Periods

Registration dates are as follows:

- Fall I Season: Monday, August 28 – Wednesday, September 6
- Fall II Season: Monday, August 28 – Wednesday, October 18
- Spring I Season: Tuesday, January 16 – Wednesday, January 24
- Spring II Season: Tuesday, January 16 – Wednesday, March 7

ARTICLE 3. Participation Fees

In order to participate in any IM Sports activities, participants must purchase an IM Sports Pass. The IM Sports Pass must be purchase on the IMLeagues.com site. IM Sports Passes will not be sold at game sites. IM Sports Pass details are listed in Section 7.

ARTICLE 4. Approving Your Team

A team will not be approved and placed on the schedule until:

1. It has the minimum number of players who have purchased an IM Sports Pass on the roster required to play in a game (this number varies by sport), AND
2. The team captain has taken and passed the Captain's Quiz with a score of 100%.

Once these two items have been completed, a team will be marked Approved on IMLeagues and is ready to be scheduled.

Sport	Minimum Number of Required Players
3v3 Basketball	2
5v5 Basketball	4
4v4 Flag Football	3
7v7 Flag Football	5
2v2 Sand Volleyball	2
4v4 Sand Volleyball	3
7v7 Soccer	5
11v11 Soccer	9
Dodgeball	4
Kickball	
Mini Soccer	3
Ultimate Frisbee	
Volleyball	4

ARTICLE 5. Free Agency

Those individuals wishing to participate in a team sport and who do not know enough people to form their own team are considered Free Agents. IM Sports offers some opportunities for Free Agents to be placed on a team:

1. Free Agents are recommended to go to the IMLeagues.com site and create an account. On IMLeagues.com, Free Agents are able to indicate that they are a Free Agent looking to be picked up by a team. Team Captain's with a team registered can see this and can add the Free Agent(s) to their team roster. Additionally, teams are able to indicate on IMLeagues.com that they are looking for Free Agents. Free Agents are able to see this and request to be added to their team roster.
2. Prior to the start of each sport, IM Sports will host Free Agent Meetings in which Free Agents go through a selection process to be placed on a team roster. IM Sports cannot guarantee placement.

ARTICLE 6. Waitlist Policy

Teams that do not meet the minimum number of participants on their roster or who do not have the Captain's Quiz completed are not guaranteed a place in the league or tournament. Those teams will be required to register on the online "Waiting List" for that sport. Teams will be given priority based upon the order in which team rosters and Captain's Quizzes are completed.

SECTION 11. LEAGUE STRUCTURES AND REQUIREMENTS

ARTICLE 1. Team Sports

Structured leagues of team sports will be established where teams will have a set date and time once a week where they will play against another scheduled team. Scorekeeping and reporting will be done by the Competitive Sports Staff. Team sports are typically officiated by Competitive Sports Officials; however, some team sports are self-officiated.

ARTICLE 2. Dual & Individual Sports

Games will be scheduled in a play-by-date format where the participants will be assigned an opponent and are required to contact that opponent, schedule the match, and report the score via the IMLeagues.com site.

ARTICLE 3. Recreational Leagues

1. Recreational Leagues are scheduled in a round-robin format without a playoff tournament.
2. Each team will be scheduled a total of 5 games in a 5 week season. One game is played each week on the same designated day of play.
3. If a team in the Recreational League is charged with two forfeits, they will be removed from the league. If these forfeits are not related to sportsmanship, the team may pay a Reinstatement Fee of \$20 to continue to participate in the league. The Reinstatement Fee must be paid the day before the team's next scheduled game.
4. If a team's Sportsmanship Grade drops below a 2.5 at any point during the season, the team will be removed from the league.

ARTICLE 4. Competitive Leagues

1. Competitive Leagues are scheduled in a regular season followed by a playoff tournament.
2. The regular season consists of a total of 3 games played once a week. Games during the regular will be played on the same designated day.
3. The playoff tournament will be played in a single elimination format. IM Sports cannot guarantee teams will play on the same designated day as the regular season during the playoff tournament.
4. All teams are allowed into the playoffs provided:
 - a. their Sportsmanship Grade is at or above a 2.5, and
 - b. they did not forfeit 2 of their regular season games
5. If a Competitive League team forfeits 2 regular season games and wishes to participate in the playoff tournament, they may pay a Reinstatement Fee of \$20. NOTE: The Reinstatement Fee is not available for teams who do not meet the Sportsmanship Grade requirement.

Recreational vs. Competitive Leagues		
	Rec	Comp
How many regular season games will my team be scheduled for?	5	3
Will the regular season schedule be in a round-robin format?	Yes	Yes
Will there be a single elimination playoff tournament at the end of the regular season?	No	Yes
Will my team always play on the same day every week?	Yes	No
Do I have a chance to win the FIU IM Sports Championship Award?	No	Yes
If my team's Sportsmanship Rating drops below a 2.5 at any point during the regular season/playoff tournament, will my team be removed from said league/playoffs?	Yes	Yes
If my team forfeits twice during the regular season, will we be removed from the league?	Yes	Yes

ARTICLE 5. Tournaments and Special Events

Participation in Tournaments and Special Events are open to all participants who meet the eligibility requirements (See SECTION 6. Participant Eligibility). Tournaments and Special Events are typically run on one day during the week or weekend.

ARTICLE 6. Unified League

In collaboration with Project Panther LIFE, the Competitive Sports program offers opportunities for students of Project Panther LIFE to participate on IM Sports teams with FIU-MMC students and faculty/staff. Teams require a certain number of athletes and partners.

- **Athletes:** Project Panther LIFE students
- **Partners:** FIU-MMC students and faculty/staff

Each sport has individual roster rules requiring a certain number of athletes and partners on the team roster and actively participating.

ARTICLE 7. Greek Leagues

In collaboration with IFC and Sororities, the Competitive Sports program offers IM Sports leagues to those students in IFC and Sorority organizations. Participating organizations must adhere to policies and procedures in this handbook, as well as IFC, National Panhellenic and Panhellenic constitutions, policies, and rulings. Eligible Greek organizations are those approved as such by the Office of Campus Life.

SECTION 12. DEFAULTS AND FORFEITS

ARTICLE 1. Defaults

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default. To default means to not play a game. Defaulting results in the team receiving a loss and a Sportsmanship Grade of 2 (as opposed to Forfeiting and receiving a Sportsmanship Grade of 0). Defaults during the regular season will not count as a loss if the contest would have been canceled. In order for the contest to be considered a default, one of the following things must occur by 4:00PM the day of the contest (4:00PM the Friday before a weekend contest):

1. Any team member may come into the Competitive Sports Office and fill out the default form. A valid government-issued photo ID must be presented to verify the team member is on the official roster.
2. The team captain may email the League Coordinator for the respective sport. This email must be sent from the captain's FIU email account and must contain the captain's name, Panther ID, sport team is defaulting in, team name, opponent's name, and the day, date, and time of the contest.

ARTICLE 2. Forfeits

Forfeits will be classified based on the following:

1. No-Show: Team does not have the required number of players to participate as of the scheduled game time.
2. Eligibility: Game results in forfeit due to the ineligibility of one or more players who participates in a contest.
3. Sportsmanship: Game is ended by staff for sportsmanship-related reason(s).

Forfeited games will result in a loss and a Sportsmanship Rating of 0.

ARTICLE 3. Captain's Choice

GAME TIME IS FORFEIT TIME. All games shall be played on the date and time scheduled (including playoff games). Games lost by forfeit for any reason will not be rescheduled. Teams must have the minimum number of players required to play present and ready to play as indicated by the specific rules for that sport to avoid a forfeit. If, at the scheduled game time, a team does not have the minimum number of players required as indicated by the specific rules for that sport, the captain of the opposing team will have two choices. The captain may choose to either take the win or allow for a 10-minute grace period to be granted in an attempt to ensure that the game is played. The 10-minute grace period will be deducted from actual game time. During this grace period, the team with the minimum number of players present will be awarded the maximum number of points allowed per sport for every 2 minutes of the grace period that elapses. The point total will be outlined in the sport-specific rules. If, at the end of the grace period, the team still does not have the minimum number of players as indicated by the specific rules for that sport, then the game will be declared a forfeit. Any timeouts allowed by the specific rules of a sport may not be used during the 10-minute grace period. If both teams do not have the minimum number of players present by game time, neither team has Captain's Choice and both teams forfeit.

ARTICLE 4. Playoff Tournament Policy

A default/forfeit in a playoff tournament is recorded as a loss and results in the team being removed from the tournament.

SECTION 13. GAME CANCELLATIONS AND POSTPONEMENTS

ARTICLE 1. Cancellation of Activities

IM Sports are subject to cancellation due to unsafe facility conditions. This may include inclement weather (heavy rain, lightning, etc.) and subsequent poor field conditions, or unforeseen circumstances which may occur in both indoor and outdoor facilities that create unsafe playing conditions (i.e. rook leaking on basketball floor, etc.). The Competitive Sports Staff will make all decisions regarding playability and safety of facilities.

In the event of cancellations, the Competitive Sports Staff will post a message on IMLeagues.com and on the FIU Competitive Sports Instagram page. Competitive Sports will not call participants to inform them that games are canceled due to weather.

ARTICLE 2. Cancellation of Activities in Progress

1. In cases when weather forces a game in progress to be stopped, the specific rules of that sport will determine if the game is considered official. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.
2. In the event of lightning or thunder, the following will occur:
 - a. Games in progress are stopped and all affected IM Sports are put on a 30 minute delay. If the game in progress has reached the official game point when the 30-minute delay starts, then the game will be declared official.
 - b. If the lightning has not cleared up by the start of the next game time, then the previous game will be canceled (unless they have reached the official game point).
 - c. If the lightning has not cleared up by the start of 2 game times, then all affected activities will be canceled for the night.

ARTICLE 3. Postponements and Rescheduling

Regular season IM Sports will not be rescheduled. FIU Competitive Sports will reschedule postponements of playoff games.

Teams have the option of rescheduling a regular season game by mutual agreement of team captains (or individuals for singles and doubles) and the FIU Competitive Sports Office. This agreement must be submitted to the Competitive Sports Coordinator or Graduate Assistant in written form by 4:00PM the day before the game and by paying any expenses involved in the rescheduled activity. If terms for rescheduling cannot be agreed upon, the game is to be played as originally scheduled.

SECTION 14. PARTICIPANT CONDUCT

ARTICLE 1. Conduct

Good sportsmanship is a requirement of all participants and spectators. All participants and spectators are required to adhere to the IM Sports Participant Handbook as well as to the FIU Student Code of Conduct. Violations of the FIU Student Code of Conduct can result in charges being filed with the Office of Student Conduct and Conflict Resolution, as well as with FIU Police. The following are guidelines for participant behavior:

- Each team is responsible for the actions of its members and spectators before, during, and after any game or event. Failure of a team to cooperate with officials, or to control and restrain any individual member or spectator is cause for a team to be removed from the league.
- In the event an individual and/or spectator conducts himself/herself in an unsportsmanlike manner during any IM Sports event, the on-site staff has the complete authority to take any action deemed necessary in order to keep the game under control. Depending upon the severity of the incident, Competitive Sports Staff may take the following action: give warnings, eject players and spectators from the game area, and/or forfeit the game. All disciplinary problems will be reported to the Competitive Sports Coordinator or Graduate Assistant for further disciplinary action.
- Players and spectators who enter the playing area during a game to become involved in an altercation will be suspended immediately from participating in IM Sports. If players or spectators cannot be identified, the team may be suspended. The length of the suspension will be for a minimum of three games and may be extended in accordance with the severity of the incident. Reinstatement in the program will be made when the student or team shows a willingness to support the basic principles of the program. This decision will be left to the discretion of the Competitive Sports Coordinator and Graduate Assistant.
- Reports of unsportsmanlike behavior will be investigated by the Competitive Sports Coordinator or Graduate Assistant. In doing so, the individual(s) and/or team(s) involved will be questioned and may be required to submit a written statement of the incident. Statements will also be obtained from the officials and the Competitive Sports Supervisor on duty. The Competitive Sports Coordinator and Graduate Assistant will rule on the individual(s) and/or team(s) involved. The range of penalties include: suspension from game(s) or season, temporary or permanent probation, temporary or permanent suspension from IM Sports and loss of the privilege to use the Wellness and Recreation Center as well as WRC Facilities.
- Ejected players, coaches, and spectators must complete the necessary paperwork and remove themselves from the WRC Facility immediately. Failure to comply will result in a team forfeit.
- Any player ejected from a game for any reason will face a minimum of a one game suspension.
- Any individual striking another player or official, or verbally threatening an official will be suspended indefinitely. All members of the Competitive Sports Staff are employees of Florida International University. Abusing an official, verbally or physically, will result in the filing of an incident report with Campus Police.
- All conduct penalties will result in the Sportsmanship Rating of the offending team being reduced by at least 1.0 points (See SECTION 15. Sportsmanship).

SECTION 15. SPORTSMANSHIP

ARTICLE 1. Team Names and Uniforms

The FIU Competitive Sports program reserves the right to change duplicate team names to avoid confusion. Also, the Competitive Sports program reserves the right to change any team name that is deemed inappropriate or offensive to participants (including names involving profanity or of a sexually implicit nature). Please use proper judgment when selecting names and uniform artwork. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Competitive Sports Coordinator or Graduate Assistant.

ARTICLE 2. Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff by any player, team, or spectator (flagrant fouling, fighting, etc. before, during, or after a contest). No participant or spectator shall:

1. Use foul or derogatory language, threaten, or verbally abuse any other participant, spectator, or Competitive Sports Staff before, during, or after the game.
2. Participate in a game for which he or she is ineligible.
3. Intentionally strike, push, trip, or flagrantly foul another participant.
4. Mistreat WRC facilities, equipment, or supplies of FIU.

ARTICLE 3. Red & Yellow Cards, Technical Fouls, and Unsportsmanlike Conduct Penalty

FIU Competitive Sports uses red and yellow cards, technical fouls, and unsportsmanlike conduct penalties to control unsportsmanlike conduct of the participants and spectators. Any of these will be assessed when a participant commits an act of unsportsmanlike conduct.

1. A participant that is issued a yellow card, technical foul, or unsportsmanlike conduct penalty must report his or her name to the Competitive Sports Supervisor present at the game site. If the offending participant refuses, the team captain must report the name. If there is no compliance by the team, the contest will be considered a forfeit and the entire team will be suspended from all IM Sports until the participant's identity is revealed.
2. A participant who receives 2 yellow cards, 2 technical fouls, or 2 unsportsmanlike conduct penalties in the same contest is automatically ejected from the game, must vacate the complex immediately, and is initially suspended from all IM Sports.
3. A participant may be ejected immediately (red card or flagrant foul) without first being issued a yellow card if the foul or act is flagrant in nature. A participant who is issued a red card or flagrant foul is ejected and must leave the complex immediately and is initially suspended from all IM Sports.

ARTICLE 4. Sportsmanship Rating System

In sports involving officials, the Sportsmanship Rating System will be utilized. This system was developed to hold participants accountable to their actions. At the completion of each game, the Competitive Sports Staff will assign both teams a Sportsmanship Rating based on the scale detailed below.

- Outstanding sportsmanship will earn a team a “4” rating for that contest.
- Poor sportsmanship will result in a rating of “2”, “1”, or “0” depending on the level of sportsmanship.
- Teams winning by no-show or incomplete roster forfeit will receive a “4” rating for sportsmanship.
- Teams losing by no-show or incomplete roster forfeit will receive a “2” rating for sportsmanship.
- A game that is defaulted will result in the winning team receiving a “4” rating and the losing team receiving a “3” rating for sportsmanship.
- Any team that is assessed a sportsmanship related penalty cannot receive a Sportsmanship Rating higher than a “2” for that contest.
- No partial points will be assigned to teams.

4. Great Sportsmanship: All players cooperate fully with staff and the opposing team throughout the course of competition. The captain respectfully converses with staff when needed and has full control of his or her team.

3. Good Sportsmanship: Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team. No sportsmanship related disciplinary action is taken against any team member.

2. Average Sportsmanship: Minor dissent towards staff or opponents that may or may not result in a conduct penalty. Teams that receive a sportsmanship related conduct penalty (yellow card, technical foul, or unsportsmanlike conduct) will earn no higher than a “2” rating for that contest.

1. Below Average Sportsmanship: Team members continually exhibit dissent towards staff or opponents either on or off the playing field/court or sidelines. The team captain shows little control over the actions of his/her teammates or him/herself. Teams that receive multiple sportsmanship related conduct penalties would earn no higher than a “1” rating for that contest.

0. Poor Sportsmanship: The team is completely uncooperative, out of control or shows no respect for staff or opponents. The team captain shows no control over the actions of his/her teammates or him/herself. Any team that receives multiple red cards or flagrant fouls will earn no higher than a “0” rating for that contest.

ARTICLE 5. Unsportsmanlike Conduct and Forfeiture of Games

1. Any team that receives 4 yellow cards, technical fouls, or unsportsmanlike conducts or 2 ejections during a single contest will forfeit the match to its opponent.
 - a. Repeated displays of “poor sportsmanship” (players from the same team repeatedly receiving yellow & red cards, technical fouls, or unsportsmanlike conducts will result in the team being ruled ineligible for participation and possible referral to the Office of Student Conduct and Conflict Resolution.
2. If any player(s) or team(s) participate in a fight, the game may be forfeited or double forfeited.

ARTICLE 6. Alcohol & Drug Policy

In accordance with FIU policy, alcohol consumption and drug use prior to or during participation in IM Sports is not only unsafe, but also a violation of the Student Code of Conduct, and if underage, illegal. As a reminder, the Competitive Sports Staff strictly enforces a zero tolerance alcohol and drugs policy during all IM Sports contests. Consequences for this violation of the rules may include but are not limited to: being prohibited to continue participation in the game, referral to the Office of Student Conduct and Conflict Resolution, and arrest.

ARTICLE 7. FIU – Smoke & Tobacco Free Campus

Use of all tobacco or smoke products (electronic cigarettes, vapor pens, etc) is strictly prohibited on all Wellness & Recreation Center property. Florida International University is a Smoke Free Campus and the Competitive Sports staff will strictly enforce this policy.

ARTICLE 8. Review of Sportsmanship Ratings/Appeal Process

1. It is the captain’s right and responsibility to view his or her team’s Sportsmanship Rating after each contest. The Competitive Sports Staff will be able to provide the captain with this information immediately after the contest.
2. A team may appeal a Sportsmanship Rating by writing a letter containing all relevant information to the Competitive Sports Coordinator or Graduate Assistant. This letter must be submitted by 4:00PM the following day of the game in question.

ARTICLE 9. Recreational and Competitive League Sportsmanship

1. Recreational League Sportsmanship: Sportsmanship will be monitored throughout the season. A team will be removed from the league if their Sportsmanship Rating falls below a 2.5 after three graded games.
2. Competitive League Sportsmanship: Sportsmanship will be monitored throughout the season, A team will not advance to the playoffs if their Sportsmanship Rating falls below a 2.5. Sportsmanship will continue to be monitored throughout the playoffs. If at any point during the playoffs a team’s sportsmanship rating falls below a 2.5, they will be immediately removed from the playoffs. In the event the winning team is removed from the playoffs for sportsmanship related reasons, no team will advance to the next round.

ARTICLE 10. Discipline & Appeal Process

1. A participant or spectator who is ejected from an IM Sports contest must leave the WRC or Turf Field and is unable to re-enter for the remainder of that day. All ejected participants or spectators will be placed on an initial suspension immediately upon their ejection. In order to be reinstated and allowed to participate in IM Sports again, the ejected participant or spectator must meet with the Competitive Sports Graduate Assistant. To schedule a meeting, the ejected participant or spectator must petition in writing to the Graduate Assistant via email for a reinstatement meeting. Upon receipt of the petition, a hearing will be scheduled. Based on the petition and reinstatement hearing, a decision will be rendered generally within one working day.
2. All individuals ejected from a contest shall be suspended for no less than one game following their Reinstatement Meeting.
3. If a team would like to appeal the decision of the Graduate Assistant, a written appeal must be submitted within 7 business days to the Competitive Sports Coordinator for a final review. The decision of the Competitive Sports Coordinator is final.

SECTION 16. PROTESTS

ARTICLE 1. Rule Related Protests

Questions pertaining to interpretation of rules on the part of activity officials must be resolved by the Competitive Sports Supervisor in charge of that field/court at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team/participant feels the official has made a misinterpretation of a rule, the Team Captain shall calmly and immediately request a “time-out” and inform the official that he or she wishes to have a ruling on the interpretation by the Competitive Sports Supervisor in charge. If the team is out of timeouts, no protest will be heard.
2. The Competitive Sports Supervisor will use the NIRSA or NFHS rule books in conjunction with the modified FIU Intramural Sports Rules to determine a ruling.
3. No protests which involves the judgment of the activity official(s) shall be upheld. The judgment of the official(s) is final. This also includes Competitive Sports Supervisors when necessary.
 - a. Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.
 - i. Case 1: An official rules a pass incomplete because the “player did not have two feet in-bounds.” This is a rule misinterpretation, which may be protested.
 - ii. Case 2: An official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is a judgment call, which may not be protested.
4. If corrections are necessary, the Competitive Sports Supervisor in charge shall rule immediately and the team/participant shall not be charged with a time out; however, if the official’s interpretation was correct, the team/participant will be charged with a time out. An error in interpretation by the Competitive Sports Supervisor is subject to written protest.
5. If the participant still does not agree with the decision at the activity area, a Protest Form should be completed with the Competitive Sports Supervisor on site. The game will continue from this point “under protest.” On the following business day, the League Coordinator for that sport shall review the Protest Form and make a ruling. The League Coordinator’s ruling is final. Should the League Coordinator uphold the protest, the game shall be rescheduled and played from the “under protest” point.

ARTICLE 2. Eligibility Protests

There are two types of Eligibility Protests. They are known as a Roster Eligibility Protest and an Illegal Player Protest.

1. Roster Eligibility Protest – This type of protest is for a participant who believes they were signed up on the IMLeagues.com roster; however, their name is not listed on the game sheet. In the event of this type of protest, the player(s) whose legality is being questioned will be permitted to play, with the understanding that if they are found to be participating illegally the game will be a forfeit. This type of protest must be brought to the attention of Competitive Sports Staff prior to the end of the competition where eligibility is in question. Any protest after the game is complete will not be considered.
2. Illegal Player Protest – This type of protest is for a team that feels a member or members of the opposing team is participating illegally (i.e., A participant played on a NCAA Varsity team within the past year). In the event of this type of protest the player(s) whose legality is being questioned will be permitted to play, with the understanding that if they are found to be participating illegally the game will be a forfeit. An individual participating in IM Sports under an assumed name (or identification) is ruled ineligible for IM Sports participation for the remainder of the academic semester and his/her team is placed on probation.

SECTION 17. WEATHER POLICY

The Competitive Sports Staff has sole responsibility for postponements/cancellations in case of inclement weather. The safety of participants, spectators, and IM Staff will be the main concern. Two factors will be taken into consideration - field and weather conditions.

Each team captain is responsible for checking the IMLeagues.com site and FIU Recreation Instagram, as well as contacting the Competitive Sports Office for information regarding cancellations and the rescheduling of postponed games.

Upon notification that a game is still scheduled to be played, further decisions will be made on an hourly basis by the Competitive Sports Supervisor on duty if inclement weather persists or develops. Updates will be made as necessary to the IMLeagues.com site.

Every effort will be made to reschedule any games cancelled due to poor weather and/or field conditions. This does not guarantee that games will be rescheduled, only that the attempt will be made.

SECTION 18. PLAYOFF INFORMATION

ARTICLE 1. Team Eligibility

Eligible teams in Competitive Leagues wishing to compete in the playoffs in their activity must meet all of the following criteria based on their league structure:

1. Any team that forfeits 2 games will not be eligible for playoff competition.
 - a. Teams must pay any forfeit reinstatement fees by the posted deadline (if applicable) to be eligible for playoff competition.
2. Teams must earn and maintain a (2.5) or better Sportsmanship Rating Average to advance to and continue in the playoffs. A team not meeting this requirement will not advance, regardless of the regular-season format or record. If the winning team falls below a 2.5 sportsmanship rating, then no team will advance in the playoffs.

*Games that are canceled will not count towards a team's Sportsmanship Rating Average.

ARTICLE 2. Player Eligibility

Players are only permitted to participate on one competitive team in the playoffs in the men's/women's league and one in the Co-Rec league per sport. Captains have until the end of their regular season game to add players to their team roster.

ARTICLE 3. Seeding

Eligible teams will be seeded based upon the following criteria and tiebreakers:

1. Number of Wins & Losses
2. Sportsmanship Rating
3. Point Differential (total points scored – total points allowed)

ARTICLE 4. Verification Responsibility

It is the responsibility of the team captain to verify team record, sportsmanship, and roster after every regular season and playoff game and contact the Competitive Sports Office with any discrepancies before the end of the regular season.

SECTION 19. AWARDS

ARTICLE 1. Sports Championship

A championship award will be presented to each member of a Competitive League team winning the championship game for their sport who participates in the championship game or participated in a minimum of three-fourths (3/4) of the team's games. Any player who has NOT participated in the required (3/4) of the team's games (but is listed as having played at least one game & appears on the team roster) may purchase an award for \$10 in the Competitive Sports Office within one week of the championship game.

SECTION 20: EQUIPMENT RENTALS

FIU-MMC students and Faculty/Staff may rent sports equipment for a fee from the Competitive Sports Office by contacting the Competitive Sports Intern at least 2 weeks in advance of the date of request.

SECTION 21: PROFESSIONAL DISCRETION

The Competitive Sports Coordinator, Graduate Assistant, and Intern will use professional discretion when necessary to make adjustments and exceptions to any IM Sports policy, procedure, and/or rule in the best interest of the entire program.

Appendix A: 2017-2018 CALENDAR

ARTICLE 1. League Sports

Fall I 2017

7v7 Flag Football

Kickball

3v3 Basketball

Tennis (Singles, Doubles, & Mixed Doubles)

Fall II 2017

7v7 Soccer

Volleyball

Ultimate Frisbee

Badminton (Singles, Doubles, Mixed Doubles)

Spring I 2018

5v5 Basketball

11v11 Soccer

2v2 Sand Volleyball

Racquetball (Singles, Doubles, Mixed Doubles)

Spring II 2018

4v4 Flag Football

Dodgeball

4v4 Soccer

4v4 Sand Volleyball