



**RECREATION
& WELLBEING**

UNIVERSITY OF WISCONSIN-MADISON

**INTRAMURAL SPORTS HANDBOOK
2023 – 2024**

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Contact Information

The Intramural Sports Department is primarily based out of Bakke, however, information can be acquired at any Rec Well facility.

imsports@recwell.wisc.edu

Intramural Sports Office Phone: 608-262-8258

Purpose

The Intramural Sports Department, provides UW-Madison students, faculty and staff an opportunity to experience competition as an individual or as a member of an organized group, to accept winning as well as losing and to respond to both with appropriate conduct and to develop a sense of sportsmanship and esprit de corps.

The most important aspect of a game is the human relationships that are created between people who play together and the people who officiate. Those who play for its own sake are the real winners because the prize is the play. Active participation by students, faculty and staff as players and student officials are integral to the success of the Intramural Sports program.

Employment

Intramural Sports hires and trains hundreds of student officials and scorekeepers each year. Officials are needed for all Intramural team sports. No experience is necessary! We will train you in the sport(s) you wish to work. We are seeking officials for flag football, soccer, basketball, ice hockey, volleyball, broomball and softball. Hired scorekeepers will work the sport of basketball only. With competitive pay and flexible weekly scheduling, our jobs are some of the best student employment opportunities on campus. For more information, visit us online at www.recwell.wisc.edu.

Assumption of Risk

University Recreation & Wellbeing (Rec Well) offers a variety of programs for individual and group athletic activity. Programs involve strenuous physical activity and rigorous exertion, including, but not limited to, Intramural sports, personal training, aerobic dance and exercise, weight training, stationary bicycling and the use of various aerobic-conditioning machinery found at the Nicholas Recreation Center (The Nick), Camp Randall Sports Stadium (Shell), and Nielsen Tennis Stadium. Rec Well offers a variety of classes for physical activity and instruction. In addition, staff is available at each location to assist people on an individual basis and answer questions.

Participants must understand these activities are potentially hazardous and fitness and athletic activities involve a risk of injury and even death. Risks include, but are not limited to heart attacks, muscle strains, pulls or tears, broken bones, shin splints, heat prostration, knee/lower back/foot injuries, and drowning, to name but a few. Participants must be in

sufficient physical condition to accept a rigorous level of physical activity. Anyone with questions in this area is advised to contact their personal physician.

Participants must also understand the University does not provide blanket medical coverage to students, staff or visitors and the University strongly encourages participants to carry health insurance that provides comprehensive medical and emergency room coverage. Participants must agree to abide by the instructions, rules and regulations for the specific activity as indicated by Rec Well. Furthermore, participants agree to be considerate of fellow athletes and to conduct themselves in a safe and responsible manner. Participants use the facilities voluntarily and are responsible for their own health and safety.

Return to Play

The Intramural Sports staff has the right to prevent any participant from continued participation when the staff judges that continued participation may put the individual's safety at risk.

Captain's Responsibilities

The team captain is a vital link between the Sport Programs staff and the team. Only those students who have the ability to organize a group should be appointed to serve in this role.

The captain or designee is responsible for the following:

- Reading and reviewing all Intramural Sports rules and policies: **Ignorance of rules and policies is not an excuse for violations**
- Informing team members of rules and policies governing play
- Registering his or her team per the instructions on the IMLeagues website
- Check game results posted online to ensure proper win/loss records and roster eligibility
- If your results or roster is not posted correctly, please contact the Intramural Sports Administrative Staff at imsports@recwell.wisc.edu
- Any default fees the team incurs: Rec Well may place a hold on the captain's record until the fee is paid
- Obtaining schedules and other pertinent information from the IMLeagues website
- Behavior and conduct of all teammates, coaches and spectators

Note the captain may designate a co-captain on their IMLeagues team page. Captains or co-captains are not required to attend every game.

Eligibility

Eligible Players

Students enrolled at the University of Wisconsin – Madison who pay segregated fees, designated staff (academic & university) and faculty members are eligible for participation in the Intramural Sports program. Eligible students must purchase an

Intramural Sports Pass (see Registration), tournament (when applicable), semester or year, in order to participate on an Intramural Sports team.

Beginning fall 2019, campus affiliates must purchase at least a **one month** University Recreation & Wellbeing Membership and Intramural Sports Pass in order to participate. A campus affiliate is defined as designated UW - Madison faculty/staff, UW Hospital staff or emeritus/retired. Community members, alumni and students from other universities are not eligible to participate in Intramural Sports.

Students must remain enrolled throughout the semester in order to remain eligible for Intramural Sports. Failure to maintain enrollment will result in immediate suspension of Intramural Sports eligibility.

Collegiate Players

Present scholarship athletes, walk-ons, persons classified as red shirts, or those working out with intercollegiate athletic teams are not eligible in their related sport until the August 1st after they have quit the team or their eligibility has expired. The walk-on or practice team player will be considered ineligible if they are participating/practicing with the team during their NCAA sanctioned semester.

Practice team players of varsity sports are eligible to participate in their like or similar sport. A maximum of (2) practice team players (regardless of gender), or any combination, are allowed per team roster.

Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the competitive division (if offered, regardless of how long they have been removed from a varsity roster) and a limit of one player (regardless of gender) is allowed per team roster in all sports.

Olympic & Professional Athletes

Current/former Olympic/US team and professional athletes are not eligible to participate in their related sport. An athlete will be deemed a "professional" if at any point they were given financial compensation for participating on a team in a professional or semi-professional league. Examples include, but are not limited to: NFL, NFL Europe, AFL, CFL, MLB, NHL, NBA, WNBA, MLS, Pro Beach Volleyball circuit or PGA/Nationwide Tour. Olympic athletes are considered individuals who competed for their country in the Olympics or World Championships, but not the Olympic trials. Those that participate on USA team rosters but only compete in trials or friendlies are eligible. In order to protest the eligibility of a said "Professional/Olympic" athlete, the protesting team must provide the name of the individual in question and a copy of the Professional/Olympic team roster.

Sport Club Athletes

Sport Club athletes may participate in their related sports, however a limit of two (2) sport club members are allowed on an intramural sports team in the same or related sport. In individual/dual sports, only one (1) team club member is allowed per event. For the

purpose of determining Intramural Sports eligibility in their related sport, Sport Club players are defined as individuals who have a signed membership consent form on the Wisconsin Involvement Network (WIN) or traveled to any sport club event to participate with said club regardless whether it is with an 'A', 'B', or 'C' team. Sport Club members will retain their sport club status until the August 1st after they have quit the team or their eligibility has expired.

If a club division or bracket is offered in a sport, the club athlete roster limit does not apply. See Corresponding Sport table below for eligibility guidelines per sport.

The Sport Clubs and Varsity eligibility rule applies to the following sports:	
Club/Varsity Sport	Corresponding Intramural Sport
Soccer Teams	All Soccer and Futsal
Volleyball Teams	Indoor, Water and Sand Volleyball
Club Baseball & Softball Teams	Softball
Club Ultimate Teams	Ultimate Frisbee, KanJam
Football Teams	All Flag Football
Basketball Teams	All Basketball
Ice Hockey Teams	Floor Hockey, Ice Hockey, Broomball
Tennis Teams	Singles/Doubles Tennis
Table Tennis	Table Tennis Tournament

For special events (i.e. Golf) refer to the sport rules for specific eligibility rules policies.

Ineligible Players

The Sport Programs staff will assume responsibility for investigation of the eligibility of all participants, upon request. **NOTE: Any individual the Sport Programs staff knows to be ineligible will not be allowed to participate.**

Any team using an ineligible player shall forfeit all contests in which the ineligible player participated. If the violation occurs during a playoff or tournament game, the team will be eliminated from further competition.

Identification

ID Cards

Players are required to bring their WISCard to each activity and present it to the Sport Programs Supervisor at the game site prior to participating. Participants with activated IMLeagues accounts which contain an accurate photo on Fusion can check in with the Sport Programs Supervisor using any government issued photo identification card. Participants who have not activated their IMLeagues account and do not have appropriate identification will not be allowed to sign into the game.

Improper Use of Identification

If a Sport Programs Supervisor determines that an individual is attempting to check-in with false identification in order to participate in an Intramural sports contest, the WISCard will be confiscated and 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 supervisor on site, the team will forfeit their game. If the individual with false identification has signed in and played in the game, the game will be forfeited by the team the individual participated with. If the Sport Programs Supervisor determines the team captain was aware of the individual's use of improper identification, that team may forfeit their game and be subject to removal from the league. False or misrepresentation with a UW ID card will not be tolerated as outlined in Chapter 17 & 18 of the UW System Student Code.

Rightful Owner

If the rightful owner of a confiscated ID wishes to retrieve their ID, the individual may pick up his/her ID at the Rec Well office inside the facility the identification was confiscated beginning at 9 a.m. the business day following said confiscation by paying a \$20.00 confiscated ID fee. Identification cards that are confiscated at an outside facility can be claimed at the Natatorium. The rightful owner will be suspended from all Intramural sports play until he/she has met with the Sport Programs Administration Staff.

League Definitions

Men's

Any eligible participant who identifies as male, regardless of their skill level, may participate in this league. Those identifying as women may not participate in any Men's leagues unless no Women's league is played.

Women's

Any eligible participant who identifies as female, regardless of their skill level, may participate in this league. Those identifying as men may not participate in any Women's leagues unless no Men's league is played.

Co-Rec

Co-Rec leagues offer men and women an opportunity to participate on the same team. All eligible students, faculty and staff are able to participate in the Co-Rec league. Co-Rec leagues have requirement for the number of male-identifying and female-identifying participants who must always be on the field/court. Minimums may vary between sports and can be found on the Sport Information Pages.

Open

Open leagues offer men and women an opportunity to participate on the same team. All eligible students, faculty and staff are able to participate in the Open league. Open leagues have no requirements for the number of male-identifying and female-identifying participants that must be on the field/court at all times.

Unified Sports

Unified Sports is an inclusive sports program that unites Special Olympics athletes (individuals with intellectual disabilities) and partners (UW participants without intellectual disabilities) as teammates for training and competition.

Right to Play

All individuals shall be permitted to participate in the University of Wisconsin-Madison Intramural Sports program in a manner consistent with their gender identity, regardless of any medical treatment. While sport programs are typically offered in gender-based divisions, Rec Well seeks to provide opportunities for all students to participate in its programs inclusive of gender identity. If an individual or team is unsure of which division would be most appropriate in which to participate, please contact the Assistant Director of Sport Programs to help determine which division would most appropriately fit the participation needs of the individual or team. All Intramural sports participants are subject to University of Wisconsin System and University of Wisconsin-Madison non-discrimination policies.

-Policy drafted by Gabe Javier, Interim Associate Vice Chancellor of Student Affairs, UW-Madison, 2016

Division Definitions

Competitive (A)

The Competitive league is intended for those teams who have had some experience with organized play in said sport. This league is designed for teams whose primary objective is **to win games**.

Recreational (B)

The Recreational league is designed for teams whose primary objective is **to enjoy Intramural sports** and to have fun; winning is secondary.

Right to Move

The Intramural Sports Staff reserves the right to move any team to a bracket more suited for their level of competition for playoffs. Factors considered when moving a team to a different level of competition include, but are not limited to, the following:

- Previous season performance with same/similar players
- Regular season win/loss record
- Margin of victory in regular season games

The Sport Programs Staff shall make the final determination.

Intramural Sports Pass

In order for an eligible student to participate in Intramural Sports activities, they must first purchase the Intramural Sports Pass. The Intramural Sports Pass can be purchased on IMLeagues in the following formats:

\$50 Year Pass – Participants can purchase a year pass for \$50 at the beginning of the fall semester through Thanksgiving. This pass gives participants all-access to Intramural Sports activities, events and programs for the fall, spring and summer semesters. Participants can register a team in as many sports as they would like to play each semester. An example of the offerings per semester are below.

\$30 Semester Pass – Participants can purchase a semester pass for \$25 at the beginning of each semester. This is ideal for participants that will graduate at the end of the fall semester or for participants studying abroad one semester. Participants can register a team in as many sports as they would like to play in the semester the pass is purchased.

\$5 Virtual Pass - Participants can purchase a virtual pass if they are only interested in participating in virtual offerings (Esports, Fantasy Football) for the semester. A semester or year pass will also give participants access to all of our virtual offerings.

Summer Pass – Students enrolled in summer classes can participate in all Intramural Sports activities for \$5. Participants not enrolled in summer classes (faculty, staff, graduating and returning students) must first purchase a Rec Well Summer membership in order to become eligible for Summer Intramural Sports. Once purchased, participants can purchase the Summer Pass for an additional \$5.

By utilizing an Intramural Sports Pass, the Intramural Sports Department is able to shift the financial burden from one captain to all students on a team. Additionally, it allows the Sport Programs Department to keep team fees low for all participants while also giving the participants more opportunity to play for less. Visit www.recwell.wisc.edu to purchase an Intramural Sports Pass today.

Registering a Team

The Intramural Sports Staff staff reserves the right to alter an intramural team name if it is judged to be obscene, derogatory, and vulgar or offensive, contains profanity or is not within the spirit of positive sporting behavior. Direct references to drugs, alcohol or overt sexual acts will not be tolerated. The team will not be entered officially until the name is suitable to the Sport Programs Staff.

Refunds

Semester and Year passes will only be refunded in extreme circumstances in which the student can no longer participate in Intramural Sports. These cases must be approved by the Assistant Director of Intramural Sports.

Specific divisions, days and times are scheduled on a first-come first-serve basis during registration. Teams are encouraged to register early to get into the division of their choice. Teams that fail to move their team from the Waitlist to a specific division during Registration period may be dropped from the league and are not entitled to a refund.

Rosters

Roster Additions

Players who have not played on any Intramural sports team in a given league and who are also eligible to play in that league may be added to a team roster at any time once the player purchases an Intramural Sports Pass. To be added to a roster, participants must activate their Fusion Play account through the Intramural Sports website. Through their Fusion Play account participants may add themselves to a team's roster electronically. Players that have not purchased the Intramural Sports Pass will be prompted to do so to join a team. Additionally, new participants may bring their WISCard to the game site and sign in with the Sport Programs Supervisor.

To view team rosters, log into your Fusion Play account from the Intramural Sports webpage and click on your team's banner on the Homepage.

Multiple Teams

Beginning fall 2019, participants will no longer be confined to one single gendered team and one Co-Rec team. Participants may play on one team in each division offered. For example, a female-identifying participant may play on one Women's A team, one Women's B team, one Co-Rec A team and one Co-Rec B team. Participants may not play on multiple teams in the same league (ex: a participant may not play on multiple Co-Rec B teams). Please refer to page 12 for the reschedule policy.

Once an individual has checked in for a team with the Sport Programs Supervisor, he/she may not play for another team in that league for the remainder of the season (exception - see roster changes). A player found to be playing on two teams in violation of this policy in the same league will be suspended from all Intramural sports play. This participant will receive instructions via email regarding reinstatement.

Free Agents

The Intramural Sports program facilitates free agency through the Fusion Play website. If you are interested in playing a sport or activity, but don't have a team to join, you can register as a free agent for that sport. During registration you can include information about your playing background and available times to play. Free agents do not have to purchase an Intramural Sports pass until they are invited to join a team.

If captains need players, they can recruit free agents by inviting them to their team through Fusion Play. If there are enough free agents to form a team, the Intramural Sports office will attempt to connect the interested players and form a team. Free agents are also encouraged to go to the game site of the interested sport on the night they are available during the first few weeks of the season to increase their chances of being picked up by a captain in need. Once a free agent signs in for a team, they are considered a rostered player and are no longer a free agent.

Times of Play

Intramural Sports normally run during the following times:	
Monday - Thursday	4:30 pm – 12:00 am
Friday	4:00 pm – 8:00 pm
Sunday	12:30 pm – 12:00 am

These times are subject to change. Sport Programs reserves the right, due to facility or time constraints, to reduce the number of teams involved in post-season play, or change the format of the tournament.

Schedules

League Scheduling

Team signups for league play will be instantly scheduled during the Registration period online. This means you choose the day and time you play every week when you register except the summer session. Instant scheduling is conducted online on a first-come first-serve basis. If you wish to change a day or time after you register, it may not be available. Your team may have to move to another division or league if the division does not have enough teams.

To view schedules and standings log onto your Fusion Play account from the Intramural Sports webpage and click on your team's banner on the Homepage.

Play by Date Leagues

Leagues that have a play by date set up allow students to schedule their own game times during the week. The Sport Programs staff will schedule students an opponent each week

during the season. The opponents will then contact each other and find a time to schedule their match. Once the match is played, players go onto Fusion Play and report their scores before a given deadline. If an opponent becomes unresponsive to match requests, please contact our office at imsports@recwell.wisc.edu so we can assist with communication.

One Day Tournaments and Special Events

Please check the sport page and individual sport rules on Fusion Play as venues, times, and format of play vary and are subject to change.

Reschedule Policy

Regular season games will not be rescheduled. The Intramural Sports Administrative Staff will attempt to reschedule IM playoff conflicts due to other IM sports playoff activities and academic conflicts (class, lab or exam) that result in a team not having the minimum number required to start the game. Due to time, facility, and other sport activity restraints, not all requests will be honored. Intramural Sport championship games will be rescheduled on a case by case basis. Teams wishing to request a game be rescheduled must email the Intramural Sports account at imsports@recwell.wisc.edu by noon the business day prior to the game with proper documentation for justifying a reschedule. For Sunday and Monday games, this email must be submitted by noon the Friday before the game. Requests submitted after the deadline or without adequate documentation of conflict will not be accepted. Adequate documentation for academic conflicts includes the class number for a class or lab meeting or a copy of the course syllabus listing exam times for an exam. Adequate documentation for other IM sport activities will consist of listing the exact sport, team name, and league of the conflicting game. Please look ahead in your brackets to see potential conflicts in later rounds. The Sport Programs Department may make exceptions to this policy in cases where brackets are not posted until after the reschedule deadline.

Note: The following are not considered reschedule conflicts: Packers football games, Badger sporting events, registered student organization meetings, and/or study groups. Sport Programs reserves the right to reschedule for 'major campus events' only.

Playoffs

In leagues that consist of a three-week regular season or more, a team must have a .500 record or better and qualify to our sporting behavior standards, as defined on page 20, to make the playoffs. All playoff teams must have fewer than (2) forfeits/cancellations/defaults or any combination of the above to qualify for the playoffs. Any team not given the opportunity to play 50% or more of their regularly scheduled games (ex. games cancelled due to rain, etc. not including forfeits/no shows/defaults/cancellations) will be placed into the playoffs.

All regular season game results become final at 12:00 pm the day following the end of the regular season. It is the captain's responsibility to ensure that all information is correct prior to that deadline. All qualifying teams in each league will have the opportunity to select their position in the playoff bracket which is true-seeded. Teams will be ranked by their winning percentage with the tiebreaker being score differential. Further ties will be broken randomly by the league coordinator. Information regarding your team's draft time

can be found on your team's Fusion Play homepage. Qualifying teams that fail to select their spot in the draft prior to its conclusion will be randomly assigned an open spot by the League Coordinator. Before selecting a spot on the playoff bracket teams are encouraged to look ahead at potential dates and times to avoid potential conflicts.

Playoff games will only be defaulted if a reschedule is not possible. If a team has limited playing availability, the team is encouraged to withdraw from playoffs BEFORE the playoff bracket draft to avoid scheduling conflicts and a potential default fee. Default fees will not be charged to teams that inform the Intramural Sports Office of the desire to default by 12:00pm the day of the playoff game. Teams playing in multiple sport playoff brackets are encouraged to inform the Intramural Sports Office of potential conflicts as soon as possible for rescheduling options. If a conflict exists between a team's playoff game in one sport and a regular season game in another sport, a reschedule will not be granted and the team is encouraged to default their regular season game.

Game Time

Attire

All participants are required to wear appropriate attire for the event. For all sports, shirts/jerseys, shorts/pants and shoes covering the top and bottom of the foot must be worn at all times. Flip-flops and sandals will not be allowed. Combat boots, five-fingered shoes (Vibrams), and metal cleats of any kind are strictly prohibited. Knee braces are permitted with approved protective covers (neoprene protective covers). The only exception is for sand volleyball and any water sports, where participants may be bare foot or play without shirts. Hard casts, hard knots, hard brimmed hats and other apparel or equipment that may be a harm to others is strictly prohibited. It is up to the discretion of the Sport Programs supervisor on site to determine the potential risk of any item not listed.

Jewelry Policy

Participants who choose to wear jewelry during Intramural Sports activities do so at their own risk. The Sport Programs staff reserves the right to remove a participant from play if they deem the jewelry to be unsafe to themselves or others. The safety of a piece of jewelry may depend on the sport or activity being played. If a participant is concerned with the safety of a piece of jewelry, they should contact the Intramural Sports office for pre-approval of the jewelry.

Jersey Policy

Matching colored team shirts will be required in all variations of basketball, flag football, soccer, ultimate frisbee, floor hockey, broomball, and dodgeball. Teams will have the opportunity to select a team color during the registration process of the sport. The team is required to have all players wear the same shade of color to every game. Any player not wearing their team's jersey color will not be allowed to play. The sport of soccer requires each goalie to have a different color shirt than his/her teammates and opponents and the team is not allowed to sport the color yellow due to the colors of the officials.

Intramural Sports at UW recognizes that there are cases in which T-shirt colors will not match exactly. We are striving to ensure that participants are able to play while maintaining the integrity of the game. The Sport Programs Supervisor has the discretion to allow a participant to play when their T-shirt shade is close to the same color as their teammates, but does not exactly match their teammates. This does mean that a team could potentially be able to use a shirt one week but not the next. Teams will be reminded that they must always bring their alternate jersey to ensure their ability to play.

EXCEPTIONS:

Ice Hockey participants must wear light or dark jerseys as outlined in the Ice Hockey team rules.

Basketball participants must wear permanently numbered jerseys as outlined in all variations of Basketball rules. Teams with dark colored jerseys will be required to have light colored numbers. Numbers must not be affixed with tape nor can numbers be written on skin.

Coaches

The Intramural Sports Department does not recognize coaches in any activity. All participants on a team's bench must be on the roster. Any signed in participant may instruct/coach their team. However, this participant will not be granted any specific privileges normally allowed to coaches in a given sport.

Grace Period Policy

The Intramural Sports Department understands that there are cases where players may be competing in a game at one site and be running late to a game at another site. Teams that have no players present will not be given a grace period and will default at game time. If at least one player shows up but a team does not have the minimum number of players to start a contest, the game start may be delayed for 10 minutes in order for the participant(s) to arrive. The game clock will not start until the minimum number of players needed for each team to start the game is present. The team that arrived on time will win the coin toss to receive choice of side or options.

Default Policy

Purpose

Default charges are designed to stabilize our leagues, reduce the number of forfeits by holding team captains accountable for committing to participate in our program and recuperate wasted staffing funds used during defaulted contests. A person undertaking the role of team captain is assuming responsibility for that team and agrees to pay the default fee if the team defaults a contest. The captain will be notified of the charge and how to complete payment via email following the contest.

If charges are not paid by the end of the semester, an academic hold will be placed on a participant's UW account. This hold will not be removed until said charge is paid in full. Additionally, a hold will be placed on the captain's Fusion account, which will prevent

them from signing into any IM Sports activity or registering any future teams until the fee is paid.

Team Sports

If a team does not have the minimum number of players signed in at the end of the 10 minute grace period, the official or supervisor will declare the contest a DEFAULT and will cause the following to take place:

1. The team must pay a \$25.00 Default Fee. The captain is responsible for this fee.
2. Default Fees can be paid on Fusion. The captain will have instructions on the home page of their account.
3. If a team defaults and pays the fee during the regular season, it will count as a loss. The team may still qualify for the playoffs.
4. Any team that defaults during tournament play will be automatically dropped from the tournament and responsible for the \$25.00 fee if they do not inform the office by 12:00pm the day of the contest with the intent to default.
5. Any team that defaults more than once will be removed from the league and responsible for all fees assessed. Dropped teams will not receive a refund of the registration fee.
6. Any team unresponsive via email for more than one (1) week for play by date leagues will be assessed a default fee. Teams that remain unresponsive will be dropped from the league and are still expected to pay the assessed fees.
7. Participants/teams that default an individual or dual sport will be charged a \$5 default fee.

Appealing Charges

The Intramural Sports Department recognizes that there are extenuating circumstances which may arise that can cause a team to not have enough players to play a contest. These circumstances include, but are not limited to, accidents, family emergencies and other unforeseen incidents. Work and class conflicts/tests are not considered extenuating circumstances. Captains must appeal any charges within 48 hours of their email notification by e-mailing the Intramural Sports Administrative Staff and listing the reason for said appeal. Evidence should be provided at the request. Appeals may take 1-2 days to be reviewed and captains will be notified of the decision once it is made.

Cancellation Policy

Teams wishing to cancel a game must have their team captain or co-captain email the Intramural Sports Administrative Staff at imsports@recwell.wisc.edu by 12 pm the day of the contest with their name, team name, league of play and which game they intend to cancel in order to avoid a fee. Phone cancellations will no longer be accepted. Once the cancellation has been granted, the request cannot be overturned. Cancellations made after 12 pm the day of the contest will result in the team being charged the \$25 default fee. For Weekend tournaments, cancellations need to be made by 12pm on Friday or the team will be charged a \$10 cancellation fee. A cancellation will count as a loss and will

not be rescheduled. A team is permitted one (1) cancellation during the regular season. Special events may utilize alternative cancellation policies; those policies, if different, will be explained within the rules of that specific event/tournament.

Inclement Weather

Every effort will be made to announce decisions to cancel outdoor games by 3:00 pm on weekdays and 12:00 pm on Sunday. The decision may also be determined at game time by the Sport Programs staff on duty. Regular season games cancelled due to inclement weather will not be rescheduled. Playoff games cancelled due to inclement weather will be rescheduled as soon as possible.

Lightning Policy

If inclement weather arises during play the Sport Programs Lightning Policy will be followed. If thunder is heard within 30 seconds of seeing cloud to ground lightning, games will be postponed. All participants must leave the playing area and seek shelter. Games will resume 30 minutes after the last sighting of cloud to ground lightning.

Facility Closures

University Recreation & Wellbeing outdoor facilities will need to be closed when weather renders field conditions unplayable. During this time, we ask that all participants cooperate with University Recreation & Wellbeing by following the posted signs and play on closed fields. Damage that is done to the activity space impacts not only your team but the entire Intramural Sports program, Sport Clubs program and the campus community. One hour of playing in the mud can ruin an entire field for 2-3 years. Please help us to preserve the limited amount of outdoor space that is available to us for our programs.

Protests

Only protests based on questions of player eligibility and rule interpretation will be accepted. Protests which challenge the accuracy of a judgment call made by the officials or Sport Programs Supervisors will not be accepted.

Rule Interpretation

The team captain or designee must make any protest involving rule interpretation to the Sport Programs Supervisor at the time the incident in question occurs. The team captain or designee should make a verbal protest which must include the word "protest" to the game official. The team must call a time out. Teams with no time outs remaining may call a time out to request a protest. The official will then announce to both team captains that a protest has been made and beckon the Sport Programs Supervisor. This must happen immediately after the incident in question. If play has continued, the team can no longer protest the related call. The Sport Programs Supervisor will rule on the protest and play will continue. If the protest is granted, the team will not be charged the time out. If the protest is denied, the team will be charged with a time out. If the team does not have a time out remaining, they will be subject to the sport specific delay of game

penalty. If the team does not agree with the supervisor's ruling, they may file a formal protest with the supervisor on site.

Player Eligibility

Any team protesting eligibility must provide the player(s) in question's full name. During the regular season, any team found to be using an ineligible player will forfeit all games in which that individual played and be subject to removal from the league. All regular season protests must be filed before the final record deadline. During playoffs, if an eligibility protest is found valid, the protesting team advances with all previous rounds remaining the same. During the playoffs, any team protesting the eligibility of a player must do so by noon of the next business day to allow the Intramural Sports Staff adequate time to determine the validity of the protest. If their next playoff game is that same day, the protest must be turned in immediately following the protested game. Teams may be randomly screened for ineligible players by the Sport Programs staff without a protest being filed. In cases where a team chooses to protest the eligibility of a player participating in a championship game, the protest must be made before the conclusion of the game. In such cases, T-shirts will not be awarded until the protest has been ruled on and resolved.

Formal Protests

Formal protests will be handled as follows:

1. All protests not resolved at time of occurrence must be detailed completely on a protest form that will be completed by the Sport Programs Supervisor.
2. The protest form will include all necessary information regarding the protest included, but not limited to the rule in question, ruling by supervisor and the game situation (i.e. score, team ahead, time remaining, etc.).
3. Protests will be received the next day by Intramural Sports professional staff to determine if the protest will be honored or not. Sport Programs staff will contact teams with the protest decision and the next course of action.

Spectator Policy

A guest may enter a Recreation & Wellbeing facility to watch an Intramural Sports event when accompanied by a current UW-Madison student or Rec Well member. This guest must provide a photo ID that includes birthdate upon entering the facility. The guest and sponsor must both be present to check the guest in. Guest are only allowed in the designated area where the event is taking place.

A child (anyone under the age of 18 years old) may be allowed as a spectator under the supervision of a non-participating adult. The child is restricted to the area where the event is held and must remain with the adult at all times. Example: An intramural participant may not bring their daughter with them to a basketball game and sit on the sidelines and watch while they play in the game.

Unsporting Behavior

Intramural Sports expects all participants and spectators to conduct themselves in a sporting manner. Unsporting Behavior or other inappropriate behavior occurring in Rec Well indoor or outdoor facilities before, during, or after intramural events will not be tolerated. Teams will be held accountable for the actions of their players (both participating and non-participating) and their fans. Officials and the Intramural Sports staff have the authority to impose and enforce penalties on teams, players and/or fans that have committed offenses. Penalties for post-game, playoff, and tournament play violations may be carried over into subsequent games and/or sport seasons.

In an attempt to address unsporting behavior each sport will follow the specific penalties/fouls as outlined in the sport specific rulebooks. If a team accumulates the equivalent of 4 unsporting behavior penalties/fouls or 2 ejections, they will not be allowed to participate in playoffs. These penalties carry over throughout the duration of playoffs (i.e., if a team accumulates more than the allowed number of unsporting behavior penalties during a playoff game, they will be removed from said playoffs). Please reference the sport specific rulebooks to determine what is considered an unsportsmanlike penalty/foul as well as what results in an ejection in each sport.

*For unofficiated sports, unsporting behavior fouls and ejections will be reviewed on a case by case basis by the Sports Programs Supervisor on-site and the Sport Programs staff.

Ejections

Ejections

The Intramural Sports staff reserves the right to remove any individual, team or spectator who interrupts the flow of a game in any manner. Players do not have to accumulate the required number of infractions to be ejected. Players may be ejected before, during or after any contest and ejections can be made by any official on the contest or any Sport Programs Supervisor or professional/administrative staff. The jurisdiction of the Intramural Sports staff begins when the participant/spectator enters the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must leave the playing area and Rec Well facility immediately and be completely out of visual confines of the facility. If the player refuses to leave within a reasonable time, the game will be defaulted. Captains must assist Sport Programs staff with retrieving the ejected participant's identification. Ejected players are ineligible to participate in all Intramural Sports activities until they meet with the Intramural Sports administrative staff and serve any subsequent suspension.

Repeated unsportsmanlike issues will be monitored by the Intramural Sports staff and participants demonstrating a pattern of unsportsmanlike behavior are subject to suspension from all Intramural Sports activities, regardless of ejection status.

Reinstatement

Any participant ejected from an Intramural Sports activity must e-mail the Coordinator of Intramural Sports and schedule an appointment to seek reinstatement. The participant will not be permitted to play in any Intramural Sports activity until this meeting takes place. Suspensions from Intramural Sports that may result from meeting with the Coordinator of Intramural Sports must be served in a succession of dates.

To regain eligibility, the ejected person must complete each of the following:

1. Prepare a written statement detailing the events surrounding the incident. Include outline of events surrounding ejection, actions that led to the ejection, assurance that the behavior will not occur again, suggestion for appropriate disciplinary action, and how the behavior will be avoided in the future. The statement should be submitted to the Coordinator of Intramural Sports via email.
2. Schedule an appointment to meet with the Coordinator of Intramural Sports to discuss the incident.
3. Attend the scheduled meeting with the Coordinator of Intramural Sports.
4. Serve any subsequent suspension from Intramural Sports play.

Below are guidelines the Coordinators of Intramural SPorts will use when determining appropriate suspension lengths for an ejected student. These guidelines are **suggestions only**; suspension lengths could be longer or shorter depending on the severity of the offense and the remorse and reflection the student exhibits regarding their behavior before, during and after their reinstatement meeting.

Ejection Category	Definition	1 st Offense	Repeated Offense
Procedural	ID ejections, tied flag belts, illegal equipment, red cards, etc.	1 week & 1 contest	3 weeks & 3 contests
Conduct	Any ejection that was caused by the player's inappropriate conduct, including but not limited to trash talk, disrespectful conduct towards staff and opponents, etc.	1 week & 1 contest	3 weeks & 3 contests
Contact	Any ejection that was caused by the player's physical contact with another player, including but not limited to flagrant fouls, tackling, slide tackling, etc.	2 weeks & 2 contests	4 weeks & 4 contests
Fighting	Any ejection caused by aggressive physical contact with players or any statements threatening physical contact. During a confrontation, if an individual attempts to strike another individual, contact is irrelevant.	Semester	One year

Each ejection carries the possibility of access removal from Rec Well facilities for the duration of the suspension.

Note: Any conduct or contact towards a Rec Well employee or equipment/facilities that warrants an ejection will be considered a more severe infraction and may require an increased suspension.

Appeals

Decisions on participant suspensions made by the Coordinator of Intramural Sports may be appealed to the Assistant Director of Intramural Sports within one business day of the suspension. Appeals will take 1-2 weeks to be heard. During the appeals process the individual(s) involved will not be allowed to participate until a final decision has been determined. In cases involving a suspension of longer than 30 days, appeals may not be filed until one-half of the suspension has been served.

Appeals on participant suspensions will only be heard for the following reasons:

1. Additional information provided not available at time of suspension meeting.
2. Suspension length that is felt to be inconsistent with guidelines.

Violent Acts

Fighting

Fighting will result in immediate ejection of an individual and/or team plus suspension for a minimum of one semester from all Intramural participation and/or privileges to all Rec Well facilities. A report may be filed with the Dean of Students Office.

Fighting is defined as, but not limited to any attempt to strike, punch or kick by using a fist, hands, arms, legs or feet regardless of whether contact or any combative or violent contact outside the scope of the sport is made.

Physical Contact with Staff

Physical contact with an Official or Supervisor will result in immediate ejection of individual and/or team plus suspension for a minimum of one calendar year from all Intramural participation. A report may be filed with the University Police and the Dean of Students Office on behalf of the staff member or they may choose to pursue their own legal recourse.

Verbal Abuse of Threats

Verbally abusing or threatening an opponent, official or supervisor will result in immediate ejection of individual and/or team for that contest. A report may be filed with University Police and the Dean of Students Office.

Profane Language or Obscene Gestures

Profane language or obscene gestures directed toward teammates, opponents, officials, and/or supervisors will result in immediate ejection of individual and/or team from that contest.

Drugs & Alcohol

Teams and individuals understood or suspected to be under the influence of drugs or alcohol (i.e. alcohol on breath) will not be allowed to participate in any Intramural Sports

activity. Any individual found participating while under the influence of drugs or alcohol will be immediately ejected from the contest. Any incident involving drugs and alcohol will be reported to the Dean of Students office.

Sport Programs Staff

The Intramural Sports administrative staff reserves the right to revise these policies and procedures at any time and will make decisions regarding any items that are not specifically addressed above.