



THE UNIVERSITY OF ARIZONA

**CAMPUS
RECREATION**

University of Arizona Intramural Sports Participant Handbook

2025-2026



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Program Overview

Intramural Sports Program Mission

The Department of Campus Recreation Intramural Sports Program seeks to meet the needs and interests of the diverse University of Arizona population. We do this by providing games and activities for men's, women's, and co-recreational play in an effort to create and maintain a relaxed and friendly environment.

Intramural Sports are activities, designed so that University of Arizona students, faculty and staff have the opportunity to exercise, maintain lifetime interest in quality leisure activity, and develop an appreciation of cultural diversity through recreational play. This development doesn't stop at participation. It also includes employment opportunities, which help to develop work skills. Intramural leagues, tournaments and special events are designed so that both the competitive and the recreational player can have an enjoyable experience during their participation. Participation is designed so that a sense of community is created during play.

For league sports it is best to put a team together with people you know from classes, residence halls, campus organizations, etc. so that you can all have fun together. However, if you don't know many of your classmates yet, there is no better way of making friends than by joining an intramural team. We will also create free agent teams if you want to play a sport, but might not know enough people to make a team. Please contact the Intramural Sports Office and they will be glad to help you with the process. For tournament sports and special events, get ready to test your skills while socializing with others.

Participation in any intramural activity is completely voluntary. It is strongly suggested that all participants undergo a physical examination prior to participating in any sports or activity. Each individual participating assumes the responsibility for his/her own health and insurance needs. The University of Arizona and the Department of Campus Recreation assumes no responsibility for insurance coverage or payment of property damage or medical bills incurred due to injury while participating.

Because of the unique variety of events, activities and functions that take place during the year on and off campus, it is impossible to factor in all potential schedule conflicts when planning the Intramural Sports calendar of events. Therefore, social events, group functions, other department's activities, varsity or club competition, and religious conviction/observances are not, and will not be considered when planning activities.

There is no place in recreation or athletic competitions for racial slurs, derogatory comments, homophobic comments, hate speech or behavior that is intimidating or threatening to anyone. These types of conduct are unacceptable and will not be tolerated. Please treat each other with respect and dignity.

The Intramural Sports staff reserves the right to act on any situation that may arise which is not specifically covered in sport specific rules, this material or any other Intramural Sports literature.

Contact Information

Intramural Sports Office – 520-621-8708 – crec-sports@email.arizona.edu

Sport Programs Coordinator – Allie Leonard – 520-621-8959 – allisonleonard@arizona.edu

Sport Programs Coordinator - Joaquin Guzman - 520-626-3715 - joaquing1@arizona.edu

Sport Programs Assistant Director – Casey Anderson – 520-626-1101 – caseyanderson1@arizona.edu

Levels of Play

In an effort to meet the needs of a more varied recreational population, the Intramural Sports Program offers different types of sports and levels of play. While all Intramural activities are classified as recreational sports in the sense that they are less competitive and more cooperative than intercollegiate athletics, we offer both recreational and competitive leagues for some of our sports to accommodate different playing abilities.

- Recreational (Newly Acquired Skills): The emphasis is on playing. “HAVING FUN”
- Competitive (Skilled): You are invested in determining a champion. “PLAYING HARD”

NOTE: If there is no “recreational” or “competitive” label attached to a league, there is only one level of play offered for that league type.

League Types

Sports can be comprised of five league types: Men’s, Women’s, CoRec, Greek and Open. All league types, with the exception of Open leagues, have gender requirements:

- Men’s: Teams are comprised of only participants identifying as male.
- Women’s: Teams are comprised of only participants identifying as female.
- CoRec: Teams are comprised of both genders with minimum requirements during play.
- Open: Teams are comprised of any genders with no gender minimum requirements.
- Greek: Teams are comprised of greek organizations officially recognized by the University

Entry Procedures

League Sports:

- Figure out which sport you are interested in playing by looking at our sports offerings online.
- Read about the information pertaining to that sport (entry fees, entry period, league openings, and rules).
- Pick your teammates and your team captain.
- All participants must create an IMLeagues.com account using their UA assigned email address and be on the roster before being able to participate. Each participant must purchase an intramural pass to participate. Passes are available by season (\$25) or by semester (\$40).
- All rosters have a maximum size of 20 players, but only twice the maximum players on the court/field are allowed to receive a champ shirt.
- In order to create your team, someone who has purchased their player pass must create the team on IMLeagues. Please note whoever first creates the team will automatically be the captain, but you can re-assign who the captain is to another individual once they sign up.
- Decide on your team's level of play and then pick a time slot at that levels available play times. When creating and registering your team on IMLeagues, you can sign up for your desired time slot immediately. Leagues are filled on a first-come, first-serve basis. **Spots are only confirmed once teams meet minimum roster requirement.** NOTE: For tournaments and special events, you cannot choose your playing time
 - Reserving your spot in a particular division is done on a first come, first serve basis. Spots are only reserved once someone from your team has paid and created the team on IMLeagues.
- In order to make playoffs your team must finish in the TOP HALF OF YOUR DIVISION and have a minimum average of 3.5 sportsmanship points.
 - NEW TIE-BREAKERS: 1) Win %; 2) Head-to-Head; 3) Sportsmanship Rating; 4) Differential (Final)

Tournament Sports and Special Events:

- Tournament & Special Events are normally one day or weekend tournaments.
- Teams/Participants will play either single or double elimination format. Be prepared to play all day.

Free Agents

Individuals who want to play Intramural Team sports but are unable to form a team can still be involved. Each individual must create an account on IMLeagues.com and join the free agent team in the division of the sport that they want to participate. A member of the Intramural Sports staff will contact all of the free agents and set up a time to determine when is the best night & time to play.

Entry Fees & Intramural Passes

All fees are used to pay student employees, provide awards, promote/publicize activities, and purchase equipment. These fees do not cover the entire costs for the program, but do help to offset these expenses. When considering the quality of the program and the positive experiences enjoyed by the participants, the program remains a tremendous value. When a league, tournament sport or special event is officially canceled, a 100% refund will be given. Regional and National Championship Tournament entry fees vary.

In order to participate in Intramural Sports, Participants must purchase a player pass. Participants can use debit/card through IMLeagues, or can use bursar/cash through our rec center. Full payment instructions can be found on IMLeagues.com/Arizona.

- Season Intramural Passes are \$25.00 per season and grant access to any sport offered that season
- Semester Intramural Passes are \$40.00 per semester and grant access to both seasons offered that semester
- Please keep both receipts that you receive after you make payment. This is proof of payment in case a refund is requested.

Policies and Procedures

Section 1. Eligibility

Article 1. Eligibility

The Intramural Sports Staff cannot be solely responsible for checking the eligibility of each person who participates in Intramural Sports. Therefore each person is responsible for meeting eligibility requirements. Each team captain and each participant is responsible for verifying the eligibility of themselves and their team members.

Questionable cases should be referred to the Intramural Sports staff for a ruling prior to playing. Whenever a specific case is reported, an inquiry will be made to determine the eligibility of that player/team.

The following is the list of people that are eligible to participate in Intramural Sports:

- UA alumni are not allowed to participate in Intramural Sports unless they have an active Department of Campus Recreation Membership
- All University of Arizona students currently enrolled with one or more units.
- University of Arizona students solely taking correspondence courses are eligible to participate provided they purchase a Department of Campus Recreation Membership and provide proof of current enrollment.
- University of Arizona Faculty/Staff
- University of Arizona Affiliates with a current Department of Campus Recreation Membership.
- PIMA Community College Students who are enrolled in the PIMA/UA Partnership Program. Students must have proof of dual enrollment in this program.
- All teams that are registered for the Greek league must be in good standing with the University of Arizona Greek Life Department and be a recognized Greek organization.

Article 2. Identification

All intramural participants are required to check in with the on-site Supervisor prior to each game with a valid photo ID (e.g., government-issued ID, CatCard), in addition to having their full name appear on the roster, or they will be ineligible to play in that game. This must be a physical ID and cannot be a photocopy, picture, or social media form of ID, mobile CatCards are permitted however, there **must** be a photo associated with the name.. NO ID, NO PLAY, NO EXCEPTIONS.

- A team participating with an ineligible player will be subject to the forfeiture of all games that player participated in when the infraction occurred.
- Individuals who play under an assumed name may be suspended for one year and the player's team may be dropped from the league without entry fee refund.
- The Intramural Sports Staff reserves the right to declare any team or individual ineligible for further participation due to inappropriate behavior or unsportsmanlike conduct.
- Ineligible players may not participate even with the mutual agreement of both teams.
- The Intramural Sports Program reserves the right to verify eligibility at any time.
- Any team that has an ineligible player or ineligible number of players check in for the game, the team will receive a loss for each game they have participated illegally.

Article 3. Professional Athletes

Current professional and semi-professional athletes (individuals who compete for financial remuneration through goods or services) are ineligible to participate in Intramural Sports.

Former professional athletes are eligible to participate in the Competitive division of their sport provided 36 months have elapsed since their status as a professional ended. Teams are restricted to one such participant.

Article 4. Intercollegiate Athletes

Members of intercollegiate teams (4 year, junior or community college) are ineligible to participate in their respective sport or related sport. An individual is considered a member of an intercollegiate squad if he/she has competed in the sport, is red shirting in the sport, is practicing with the team, is listed on the coach's roster for that sport, or is receiving any benefits associated with being an intercollegiate athlete in that sport.

- If a player is red shirting or listed on the coach's roster for that sport the player may request an exemption to this rule by submitting a request to the Sport Program Coordinators.
- Former intercollegiate athletes are eligible to participate in their sport (in the highest division offered) provided 12 months have elapsed since the last time they were listed on an intercollegiate roster. The Intramural Sports Program reserves the right to limit the number of such players on a given team.

Article 5. Club Sport Athletes

Club Sport members who participate in Intramural Sports activities in their respective sport are restricted to:

- Sports with 4 or more players on the playing field at a time
 - Two Club Members per Competitive level team
 - One Club Member per Recreational level team
- Sports with 3 or less players on the playing field at a time
 - One Club Member per team

- An individual is considered a Club Sport member if he/she is listed on the official roster of that sport, practices with the club, or competes in competition. A Club Sport member's status encompasses an academic year.

Article 6. Gender Identity

In order to participate in Intramural Sports at the University of Arizona, participants must create an account on IMLeagues.com/Arizona. This site requires individuals to select a binary gender when creating an account to determine league participation for all sports. Sports can be comprised of four league types: Men's, Women's, CoRec, and Open. All league types, with the exception of Open leagues, have gender requirements:

- Men's: Teams are comprised of only participants identifying as male.
- Women's: Teams are comprised of only participants identifying as female.
- CoRec: Teams are comprised of men and women with minimum requirements during play.
- Open: Teams are comprised of any genders with no gender minimum requirements.

If a comparable participation opportunity is not available for a women's team/participant at a specific level of play, then that team or participant will be allowed to participate in a men's league or on a men's team.

An individual's gender identity for Intramural Sports must be consistent with information on file with the Registrar's Office. Any participant wishing to update or change their gender information on IMLeagues.com must contact a Sport Programs Coordinator (Allie Leonard at allisonleonard@arizona.edu or Joaquin Guzman at joaquin1@arizona.edu) after completing the process with the Registrar's Office. The Intramural Sports staff needs at least 48 hours prior to the next scheduled game to process gender change requests. The Sport Programs Coordinator will confirm changes with the Registrar's Office and make the appropriate changes on IMLeagues.com.

Article 7. Multiple Teams

Participants can play on one team within each league for each sport type. For example, you can participate in any league such as a CoRec Soccer Team, Greek Soccer Team, and Recreational Soccer Team.

The only exception to this rule is that teams cannot participate in both competitive and recreational divisions within a particular sport. This is to ensure equal and fair play amongst our teams. No more than 50% of a team's roster can match another team's roster.

Section 2. Attire

Article 1. Apparel and Jerseys

Each participant must wear attire that can be both defined and described as athletic in nature. Each officiated sport participant shall have a shirt of one distinguishable color. In addition, for those participating in our 5v5 basketball leagues each individual will also need to wear numbers permanently attached to their shirts. If both teams are wearing the same or similar colored shirts, then the home team gets to choose what color they want to wear. The visiting team will have to change colors so they are not similar. If the visiting team does not have a different color to change into, then it will result in a forfeit for the team. We recommend that all players/teams bring two different colored shirts so they avoid any forfeits. Please see the JEWELRY section for additional prohibitions.

Article 2. Shoes

Every participant is required to wear proper or appropriate footwear for play. For indoor activities they must be non-marking court shoes. For outdoor activities, cleats may be worn provided they have molded, all-rubber soles. Metal, metal tipped, hard plastic, or screw-in/removable cleats or spikes of any kind are not allowed. It is the discretion of the Sports Supervisor to ban the use of any footwear he or she may deem hazardous to participants.

Article 3. Jewelry

In an effort to maintain the safest environment possible, all participants must abide by the following:

- All rings, necklaces, studs, watches, bracelets, etc. must be removed prior to playing.
- Glasses should be secured with a guard strap.
- Medical bracelets or chains are allowed (must be taped down).
- All braces with metal/hard plastic must be wrapped.
- Individuals wearing casts are not allowed to play.
- All body piercings must be removed prior to playing.
- Only certain hats can be worn during specific outdoor Intramural Sports (discretion is up to the Intramural Sports Supervisor on site).

Section 3: Alcohol/Smoking Policy

The University of Arizona alcohol policy prohibits the possession or consumption of alcohol at university sponsored events held on university property except within limited areas approved by the Vice President for University Affairs. Possession or consumption of alcohol or illegal drugs is prohibited at any Department of Campus Recreation facility or program at all times. Additionally, if Intramural Sports supervisors and/or officials suspect any individual of being under the influence, (even if the scent is on the person's clothing or body) that person will not be allowed to participate and will be asked to leave the facility. Each team is responsible for enforcing this policy with team members and spectators and if individuals create a problem when asked to leave, the contest will be forfeited. Violators are also subject to disciplinary action in accordance with university policy.

The University of Arizona is a tobacco free campus and this applies to all Intramural activities as well. This includes cigarettes, cigars, e-cigarettes, any vaping devices, and any other tobacco products not listed here. The Intramural Supervisor will ask anyone on site to put away any substances not allowed or the person will be asked to leave the facility.

Section 4. Participant Safety

Article 1. Blood Policy

If a participant is bleeding, he/she will be removed from the contest immediately. If a participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration covered. The Intramural Sports staff recommends that each player bring an extra uniform.

Article 2. Concussion Policy

Intramural Staff reserve the right to remove a player from a game if they are exhibiting signs of a head injury or concussion. Participants are encouraged to be examined by a medical professional following a head injury.

Article 3. Health, Safety, Insurance, and Medical Exams

The Intramural Sports Program includes activities, which can be physically demanding, and that have the potential for injury. Therefore, it is strongly suggested that all participants undergo a routine physical exam prior to playing. Individuals, who have had previous injuries which may recur, or who are not physically suited for an activity, are urged to reconsider their participation for their own safety. The University of Arizona Campus Health Service has sports medicine doctors that can provide this service. Set up an appointment by calling 621-6490.

Article 4. Emergency and Urgent Care Facilities

Check with your insurance policy holder for specified urgent care centers. Cost, hours and location are approximate and subject to change without notice. Call the center nearest you for specific questions. This information is subject to change without notice. This is simply a listing. In no way is this endorsement of any care facility.

- St. Joseph's Hospital, 350 N. Wilmont, 873-3000, 24 hr Emergency Room, <http://www.carondelet.org>
- St. Mary's Hospital, 1601 W. St. Mary's, 872-3000, 24 hr Emergency Room, <http://www.carondelet.org>
- Tucson Medical Center, 5301 E Grant, 327-5461, <http://www.tmcaz.com>
- University Medical Center, 1501 N. Campbell (entrance on Warren), Urgent Care 8:00am-11:30pm, 694-0111, 24 hour Emergency Room, <http://www.azumc.com>
- Campus Health Service, Cherry & UA Mall, 621-6490 (M, T, TH, and F - 8:00am- 4:30pm), (W 9:00am-4:30pm)
- Kino Hospital, 294-4471, 2800 E. Ajo Way, 24 hour Emergency Room, Urgent Care 10:00am – 10:00pm

All injuries, regardless of severity, should be immediately reported to the Intramural Sports Supervisor. Each individual participating in Intramural Sports activities assumes the responsibility for his/her own health and insurance needs.

***Note:** The Intramural Sports Program reserves the right to stop any participant from re-entering a game if that participant is hurt, injured or unfit for participation.

The Department of Campus Recreation assumes NO responsibility for insurance coverage or payment of medical bills incurred due to injury while participating in Intramural activities. It is strongly recommended that every participant be certain he/she has some form of insurance (student, accident, Blue Cross, etc.) that will cover claims resulting from accidental injury during participation in Intramural activities.

Precautions are taken to make sure play is as safe as possible. These include rule modifications, staff training, inspection of facilities, etc.

The Intramural Sports Program will not assume responsibility for any personal injuries or damage to personal property incurred during Intramural Sports participation.

Section 5. Captains' Responsibilities

Intramural team captains serve as the communication link between their team and the Intramural Sports Program. They are responsible for understanding intramural information and passing it on to team members. Duties include:

1. Pre-Season:

- Select team name (we reserve the right to edit team names), division, day, and time the team wants to play.
- Create your team on IMLeagues and reserve your team's spot by paying your individual fee payment.

- You agree to read the rules for your sport as well as ensuring that all team members understand and abide by them, especially player conduct and eligibility.

2. In-Season:

- Inform team members of play schedules to ensure enough members are present to avoid a forfeit.
- Be aware of your teams' sportsmanship points to ensure you qualify for the playoffs.
- It is your responsibility to ensure that your rosters are finalized by this time for your game and all team members are on IMLeagues and paid.
- Ensure that your team has same colored/numbered shirts in appropriate sports.
- Ensure that you, your team and spectators comply with all rules, policies and procedures during participation.
- Ultimately, you are responsible for the actions of the team. In all cases when an offending party on your team cannot be identified you will be held responsible and could face sanctions.
- A single team member's actions can be responsible for the entire team being ejected from a league.

Section 6. Forfeits and Defaults

Article 1. Forfeit Policy

The Intramural Sports Program is designed to relieve stress by providing an environment, which promotes fun and exercise away from the pressures of the classroom. If a team or individual fails to show up for their game, they have deprived themselves and their opponents of that opportunity.

Follow the listed guidelines:

- It is encouraged that teams show up **at least** 15 minutes prior to game time to check in with the on-duty supervisor.
- If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given a 10 minute grace period, if and only if there is at least one person checked in, to secure the correct number of players before the game is declared a forfeit.
- A team that does not have the minimum number of players at the end of the 10-minute grace period shall forfeit the game. Example: Game time is at 6:00 pm; the game will be declared a forfeit at 6:10 pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
- If neither team is ready to play with the minimum number of players after the 10 minute grace period, then both teams will receive a forfeit.
- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.
- The team may also be forced to forfeit all other games that the ineligible participant checked in for.
- Any Intramural Sports staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- **If a team forfeits, \$15 will be charged to the Bursar's account of the captain of the team.**
- **If a team forfeits and/or defaults twice, they are dropped from the league. This includes:**
 - **1 forfeit + 1 forfeit**
 - **1 forfeit + 1 default**
 - **1 default + 1 default**

- Teams that are on the waitlist, or have stated that they want to be contacted in case other teams forfeit, will take the place of the teams that have forfeited out of the league.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a win for the opposing team if we cannot find a replacement team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the forfeit fee.

Article 2. Forfeit Penalties

If a team does not have the minimum number of participants dressed and ready to play by game time, the grace period will begin with the following penalties:

FLAG FOOTBALL

Start the game with a 21 point deficit for the opponent not being ready.

OUTDOOR SOCCER

Start the game with a 3 point deficit for the opponent not being ready.

5V5 BASKETBALL/POOL BASKETBALL

Start the game with a 20 point deficit for the opponent not being ready.

DODGEBALL

Start the game with a 1 set deficit for the opponent not being ready.

VOLLEYBALL/SPIKEBALL/CORNHOLE/3V3

BASKETBALL/PICKLEBALL

Start the game with a 1-0 set advantage with no lead(0-0) in set 2 for the opponent not being ready.

INDOOR SOCCER/SOFTBALL/KICKBALL/WIFFLEBALL

Start the game with a 5 point deficit for the opponent not being ready.

TENNIS/RACQUETBALL

Start the game with a 1-0 set for the opponent not being ready.

Article 3. Default Policy

As a courtesy to their opponents and to avoid receiving a forfeit, a team may request to receive a default for any game they will be unable to attend. In order to do so they must notify the Intramural Sports Office at 520-621-8708 by 12:00 pm on the day of your games. Sunday games must notify our office by 4:00 pm on the Friday before your game.

- A default is recorded as a loss but does not require a fee payment.
- A defaulted game will result in 3 sportsmanship points being awarded.

Section 7. Participant Conduct

Article 1. Arizona Student Code of Conduct

The 2018 Student Code of Conduct establishes the behavioral standards expected of all University of Arizona students: The 1983 Code of Conduct and the 2018 Student Code of Conduct. A complete copy is available in the Dean of Students Office, 203 Old Main, or online at [this link](#). Arizona Intramural Sports complies with this document and refers to it as needed.

Article 2. Conduct of Participants and Spectators

The program seeks to provide exercise, recreation, and fun to participants in a relaxed, yet structured environment. All actions and comments, whether directed to staff, opponents, teammates, or spectators should be constructive and conducive to fulfilling this purpose.

Be advised that win-at-all cost attitudes are totally inappropriate and are strongly discouraged. All participants and spectators are expected to behave in a courteous and responsible manner in victory and in defeat. Intramural & extramural sports are valuable recreational activities, but their value comes from the benefits of playing, not from winning.

Article 3. Conduct Guidelines

These guidelines should assist teams in reinforcing a sportsmanlike atmosphere.

1. Expected Conduct

- Participants and spectators are expected to behave in a cooperative, positive manner, which contributes to the philosophy of friendly competition.
- Teams are responsible for the conduct of members & spectators before, during, and after any intramural or extramural sports contest.
- It is the responsibility of each team to cooperate with the Intramural Sports staff in controlling both team members and spectators. The game will be forfeited if, in the opinion of the Intramural staff, such cooperation is not evident.
- Participants and spectators are expected to comply with the requests and directives of all Intramural Sports personnel in a respectful, pleasant manner.

2. Misconduct (Unsportsmanlike Conduct)

- Team captains are responsible for the conduct of their players, and therefore are subject to the same disciplinary actions as their players.
- Vulgar, obscene, abusive, derogatory, intimidating and demeaning comments or gestures will NOT be tolerated. Such comments and gestures create a hostile environment, generate ill will, place unnecessary pressure on players, and contribute to a negative Intramural Sports experience.
- All acts of physical aggression including fighting, pushing, shoving, kicking or any attempt to injure another person, are totally unacceptable responses in any area of campus life.
- Any comments, signs, jokes, remarks or gestures intended to threaten or intimidate any other person are forms of verbal aggression, which are equally inappropriate and will be disciplined accordingly.
- The sanction for any individual involved in any act of physical/verbal aggression or physical contact of any type toward an Intramural Staff member may be a lifetime suspension from the program.
- The unsportsmanlike actions of one team member can cause a team to be disqualified from a league.
- Any team that forfeits a game due to misconduct may receive a loss for the next scheduled league or playoff game.

3. Spectators

- The role of spectators is to provide support and encouragement, which will be beneficial to the participants, the game, and the program.
- Spectators must remain in designated areas and not encroach on the playing area.
- Spectators violating these guidelines or exhibiting unsportsmanlike conduct will be asked to leave and may be assessed additional sanctions.

- Team captains and/or teams can be penalized for the actions of their spectators.

Article 4. Conduct during Extramural Tournaments

Teams or individuals that represent the University in extramural tournaments will be held to the same standard of conduct previously stated in the conduct of participants and spectators section of this handbook. Sanctions in addition to those assessed at the extramural tournament may be imposed.

Article 5. Sportsmanship Points

Sportsmanship points are a reflection of the team's attitude before, during and after an Intramural Sports event. This system is meant to develop a positive atmosphere of fun and fair play, to provide an opportunity for meaningful participant interaction and to encourage teams to be more responsible for the behavior of their players/spectators. Assessment of sportsmanship points begins when a team or player checks in for the game. The assessment period ends when a team or player leaves the facility. The following paragraphs explain this system.

Each team will earn sportsmanship points for games played. Sportsmanship infractions lead to fewer points being earned per game. A team may be dropped from the league if they only attain 1 point during any game. **Teams will NOT advance to playoffs unless they average 3.5 sportsmanship points** and finish in the top half of their division in the regular season.

Sportsmanship points are given at the conclusion of each game and are determined by the Intramural Supervisor and the officials (if applicable). There is NO appeal for Sportsmanship point earnings. Penalties may be severe, but are justified for unacceptable behavior.

Any form of a conduct warning (yellow card, unsportsmanlike conduct, technical, etc.) will result in a loss of **1 point**. An ejection will result in a loss of **2 points**. **If at any point a team receives a 1 sportsmanship rating during the regular season, the game will be automatically forfeited.**

A team will receive a full **5 points** if at all times during the game the players and spectators were respectful and followed all rules guiding intramural policy.

A team will receive a maximum of **4 points** if:

- Players/Teams/Spectators are assessed unsportsmanlike conduct penalties, technical fouls or yellow cards.
- An individual or team expresses visual or verbal dissent to opposing team.
- Team/individuals who gain illegal entry to a facility prior to the game time.

A team will receive a maximum of **3 points** if:

- A player or team persistently argues the official's judgment during the game.
- A team uses an ineligible player.
- A player is ejected from a game.
- Players/Team/Spectators do not comply with the request of a staff person.
- They default a game.

A team will receive a maximum of **2 points** if:

- A team forfeits a game.
- A team, player or spectator is involved in a physical altercation.
- A team/player persists with rough play after being issued an Unsportsmanlike conduct penalty.
- A player, team or spectator uses abusive language or gestures toward a participant or staff member.

A team will receive a maximum of **1 point** if:

- A Team, player or spectator makes intimidating physical contact with a staff member.
- A team, player or spectator threatens harm or violence toward the staff.
- The Players/Team/Spectators use racial epithets, anger motivated outbursts, demeaning, degrading or derogatory statements or homophobic comments before, during or after a game.
- A team forfeits a game due to team/fan misconduct (also receives automatic loss for their next scheduled league or playoff game).
- A team/player leaves the bench area for any reason to participate in an altercation. The team also receives an automatic loss for their next league or playoff game.
- Players/Team/Spectators vandalize equipment, the facility or property.
- A team may also be subject to other forms of disciplinary actions as deemed necessary by the Intramural Sports Staff and the Department Judicial Board.
- Each team is responsible for checking their sportsmanship points after each game.
- Failure to confirm sportsmanship with the officials forfeits your right to question post-game
- In instances where different sportsmanship points are listed, the master book in the Sports Office will be used as the official record.
- In instances where multiple infractions occur, all shall count.

Article 6. Judicial Board

The Department of Campus Recreation conduct system makes every attempt to respond in an educational nature when dealing with issues that are contrary to positive recreational interaction. The system exists to protect the rights of all individuals who elect to participate in the programs offered by the department.

While it is not a legal system governed by specific legal rules and procedures, it does provide due process and other requirements that balance the rights of individuals with the rights of the community. As an administrative rather than legal process, the burden of proof is less precise than in the courts. Conduct decisions are based on preponderance of evidence and not upon guilt beyond a shadow of doubt. This process is designed to respond effectively and efficiently to conduct issues in a timely manner.

This system addresses conduct issues governed by the agreement between participants and Intramural Sports. This typically means that what occurs during participation may be dealt with through the Department of Campus Recreation conduct system and go no further. However, conduct issues that also violate the University Student Code of Conduct will be referred to the Dean of Students Office for University action. Likewise, violations of the law will be referred to UAPD for action and possible prosecution. This judicial process applies to patrons, participants and users of all campus recreation programs, facilities and services.

The process is initiated when any person or team commits, attempts to commit, incites or aids others in committing acts of misconduct, violation of community standards, policy or law and the act is brought to the attention of a department staff member. The staff member will investigate and do one or more of the following:

- Issue a verbal warning and advise the participant that recurrence will result in further action.
- Complete an incident report form and submit it to the Sport Programs Coordinators.
- Eject the participant(s) and complete an ejection form.
- Ejected individuals are immediately suspended from all Intramural Sports competition.
- Individuals ejected from Intramural contests shall also forfeit the right to enter or recreate in any Department of Campus Recreation facility or program.

- Ejected individuals must submit a written explanation/request for reinstatement to the Judicial Board within 14 days of being ejected. The ejected individual can then meet with the Department of Campus Recreation Judicial Board to determine eligibility or further penalties.
- Staff has the authority to assess unsportsmanlike sanctions at any time before, during, or after an event.
- Persons ejected from an Intramural game for any reason may receive an automatic suspension for the next game.
- Any questions about a participant's status should be directed to the Sport Programs Coordinators.
- If an ejected participant elects not to meet with the board, then a decision will be made in absentia, 14 days after the incident occurred.

The Judicial Board is empowered to make decisions about the status of an ejected participant if that participant appeals the decision of the Director of Judicial Affairs for the department.

The Board meets every week during the academic year on an as needed basis. The Judicial Board:

- Reviews the process and the participant's rights.
- Reviews the incident, provides the participant(s) an opportunity to discuss the alleged violation(s), and provides an opportunity to accept or deny responsibility.
- Hears any pertinent testimony or views written statements.
- Determines if the ejection was warranted and then determines what is just & fair for individuals/teams that stray outside the bounds of good sportsmanship.

Article 7. Judicial Board Sanctions

The Judicial Board reserves the right to create/enforce penalties that may not be specifically covered by the sport rules, this material or any other Intramural Sports/Department literature. Listed below are potential sanctions.

Any participant or patron who, whether playing or spectating, commits, incites, or aids others in committing any of the following acts of misconduct shall be subject to disciplinary procedures:

1. Successful or unsuccessful attempt to hit, strike, or push a Campus Recreation employee.
 - Minimum Punishment: Indefinite Suspension
 - Maximum Punishment: Permanent Suspension
 - Players may petition for reinstatement to the Sport Programs Coordinators after a minimum of one calendar year.
 - The incident will be turned over to the Dean of Students Office and criminal charges may be imposed.
2. Successful or unsuccessful attempt to hit, strike, or push another individual outside the scope of regular play.
 - Minimum Punishment: 1-Month Suspension
 - Maximum Punishment: Permanent Suspension
 - The incident will be turned over to the Dean of Students and further criminal charges may be imposed.
3. Threatening behavior or taunting before, during, or after a contest directed towards a Campus Recreation Employee (student or professional).
 - Minimum Suspension: 2-Weeks Suspension
 - Maximum Suspension: Permanent Suspension
4. Threatening behavior or taunting directed towards another individual before, during, or after a contest.
 - Minimum Suspension: 1-Week Suspension
 - Maximum Suspension: Permanent Suspension

5. Verbal abuse of an official or any other Campus Recreation Employee.
 - Minimum Suspension: 2-Weeks Suspension
 - Maximum Suspension: Permanent Suspension
6. Verbal abuse of an opponent, individual.
 - Minimum Suspension: 1-Week Suspension
 - Maximum Suspension: Permanent Suspension
7. Action(s) that have the potential to cause equipment or facility damage, injury to self or others, or trespassing.
 - Minimum Suspension: 2-Weeks Suspension
 - Maximum Suspension: Permanent Suspension
 - Participant will have all damages incurred by their actions billed to their Bursar account for replacement or cleaning of abused property.
8. Failure to cooperate with Campus Recreation Staff (i.e., giving name, completing forms, etc.) after ejection.
 - Minimum Suspension: 1-Week Suspension
 - Maximum Suspension: Permanent Suspension
9. Team participants and captains are expected to be cooperative and honest when asked for assistance in identifying teammates or fans who may be involved in incidents. Failure to do so may result in the following penalties:
 - Individual ejection and suspension
 - Forfeiture of that specific game
 - A "0" Rating for Team Sportsmanship
 - Dropped from further play within that particular sport
 - Permanent suspension from participating in Intramural Sports
10. Being under the influence of alcohol or any other substances while using any of the Campus Recreation facilities (this includes spectators).
 - Minimum Suspension: 1-Month Suspension
 - Maximum Suspension: Permanent Suspension
11. Anything that is deemed as sexual harassment, whether that be through verbal or physical actions, towards a patron or Campus Recreation employee.
 - Minimum Suspension: 1-Month Suspension
 - Maximum Suspension: Permanent Suspension

*Participants are defined as players on a team or spectators observing an event. Team captains will be held responsible for the actions of their fans.

**Any violation of the Student Code of Conduct will receive at least the minimum punishment, as listed above, until an official meeting has been set up and completed.

Appeals must be made to the Associate Director of Programs (Natalie O'Farrell, nfreeland@email.arizona.edu) within 48 hours of receiving the decision from the Judicial Board. The following are restrictions of the appeal process:

1. A decision cannot be appealed on the longevity of that decision and that you would like the sentence to be reduced.
2. Appeals must include information that was incorrect that was presented during the Judicial Board hearing.

Any participant ejected for a third time in one school year shall receive an automatic one year suspension beginning the date of the last ejection. This suspension applies to all campus recreation programs, activities, facilities, events and services. Participation in anything prior to meeting with the Judicial Board will be looked upon as a blatant disregard of policies and will be considered when rendering any sanctions.

Article 8. Ejected Participants

An ejected participant is not allowed to participate in any Campus Recreation activities or enter Campus Recreation Facilities. Please complete the following steps to regain eligibility.

- Submit an email to the Sport Programs Coordinators (crec-sports@arizona.edu). The email should include:
 1. The ejected participant's name
 2. The date the letter is submitted
 3. The ejected participant's email address
 4. The ejected participant's phone number
 5. The ejected participant's local mailing address
 6. The ejected participant's SID Number
 7. The sport, facility, program or activity that the participant was ejected from.
 8. The ejected participant's version of what happened.
 9. Why the ejected participant should be reinstated.
- Ejected individuals must submit a written explanation/request for reinstatement within 14 days of being ejected to the Sport Programs Coordinator.
- If an ejected participant elects not to meet with the board then a decision will be made in absentia, after the 14 day period.
- For questions, call 520-621-4709.

Section 8. Playoffs

League play will culminate in a single-elimination tournament. Playoff brackets will be posted to IMLeagues.com no later than 6pm on the Friday after the final league play game.

Article 1. Playoff Procedures

- Players need to participate in 1 game throughout the regular season to be eligible to participate in playoffs
- All teams who average at least 3.5 sportsmanship points per game during the season and **must finish in the top half of their division** advance to a single elimination playoff tournament.
- While every possible attempt to reschedule games is made during league play, this may not be possible during the playoffs. Facility and time limitations may cause teams to play as many as four games in four days, or double headers to advance to the next round. Teams that make it to the playoff system must be ready to play any day/time.
- Your playoff games will not be scheduled at the same day or time as your regular season games so please plan your roster accordingly.
 - Players may not be added to your roster after the team's last regular season game.
- Teams must maintain a **3.0 sportsmanship** during playoff games. If at any point during a playoff game a team drops below a 3.0, the game will be forfeited.
- Playoff Draft
 - Playoff brackets will to be posted shortly after the season begins. Bracket placement will be done via a playoff draft right after the season ends for teams that qualify.

Article 2. Championship Awards

Champions in each division will receive a t-shirt. The maximum number of shirts that can be received is twice the number of players that play on the field/court for that respective sport. Photos of each champion will be taken and added to the Campus Recreation website, the Intramural Wall of Champions, and our Arizona Intramural Sports Social Media platforms.

Section 9. Inclement Weather

Rain outs, lightning, snow, monsoons, standing water, thunder:

- Never assume that a game will be cancelled merely because of rain. The Campus Recreation Staff has the sole responsibility for postponements in case of inclement weather.
- The factors which will be considered are: field conditions, weather conditions, and participant safety.
- All participants will be emailed if a game has been cancelled. If you have not been notified by an Intramural Sports staff member, then the games are still on.
- You may contact the Intramural Sports Office at 621-8708 after 4pm for postponement information.
- If games are postponed, the Intramural Sports Staff will reschedule them for alternate days and times (most often on Saturday or as doubleheaders). Captains are responsible for contacting the Intramural Sports Staff to confirm make-up days and times.
- Unfortunately there is no guarantee that all postponed league games will be played. If the Intramural Sports Program elects not to make up rainouts, then all teams involved will receive a win. In no case will a partial refund be provided. The benefit that teams receive is the win.
- Rainout games will be considered official if they are stopped at halftime or later for soccer and flag football, at the end of the fourth inning or later for softball or kickball, and if a team has an eight point lead or more for ultimate.
- During the week (Monday-Thursday) the decision to postpone games will not be made until 4 pm or later. During the weekend (typically Sunday) the decision to postpone will be made on site.

Section 10. Protests

Protests will be considered only if they directly affect the outcome of the game. Protests may not be based on an official's judgment or decision. They may only be based on rule interpretation or player eligibility. The Director or his/her designee reserve the right to decide on all rules and policy procedure situations that arise which may not be addressed in the sport specific rules, this handbook or any other program literature. Decisions regarding disciplinary actions may not be protested.

Article 1. Rule Interpretation

- If a team feels an official has misinterpreted a rule, they must verbally lodge protest immediately after the play with the field officials and ask for the Sport Supervisor. All protests will be resolved on the field/court by the on-site Sport Supervisor. Their decision is final. The game will then continue as quickly as possible.

Article 2. Player Eligibility

- Protest must be lodged with the on-site Sport Supervisor prior to the game or immediately upon doubt about a player's eligibility.
- The protester must give the staff a reason to doubt the player's eligibility.
- The player and his/her team captain will be notified of the situation.
- The person in question must show valid U of A or picture ID when requested or will automatically be ineligible and may cause the team to forfeit.
- The player can sit out the game or play and risk forfeiting the game.
- If the player chooses to play and is found to be ineligible, the game will be forfeited, the player will be suspended from further participation in that activity, and the team captain will be suspended for one game.
- If the player does not play and is found to be ineligible, the game result will stand and the player will be suspended from participation in that activity moving forward.
- In all questions of player eligibility, the protesting team must complete the Protest Form and submit it to the Sport Supervisor at the time of the protest.
- The Intramural Sports Staff will make all rulings on player eligibility.
- Please refer to the Eligibility section of this handbook for more details.

Section 11. Facility Policies

- University CatCard or government ID required to check in for all Intramural Sports.
- Enter and exit facilities at proper points.
- No spitting on any gymnasium floors.
- No food, drinks, gum, alcohol, tobacco or illegal drugs in the indoor facilities.
- No practicing, dribbling, or playing catch in hallways, offices, lounges, etc.
- No grabbing/holding or snapping the basketball rims or supports.
- Posting of signs, fliers or posters is prohibited without proper authorization.
- Observe all posted rules.
- Comply with request of all Department of Campus Recreation employees.
- No glass containers or glass products.
- No bikes or motor vehicles are allowed on any grass areas within the fence.
- No alcohol, tobacco or illegal drugs.
- No animals (Exception: service animals).
- Place all trash in containers.
- No jumping the fence. Remain outside the facility until a staff member arrives on site.
- No firearms, knives or weapons of any kind.
- Exit facility when alarms sound.

Section 12. Parking

Parking on the University of Arizona campus is limited and in great demand. While the University does all it can to provide adequate parking, limited space, increasing enrollment and new facility construction often make parking difficult. These rules are promulgated primarily to ensure an orderly and fair allocation and use of available space. The rules are not punitive but regulatory and should be interpreted fairly. The overall intent is to provide parking that is orderly, fair and convenient to all within the limits of available space and facilities.

Please see the University of Arizona Motor Vehicle Parking & Traffic Regulations for answers to specific questions as well as a complete listing of rules, regulations and violations.

Additional Program Information

National Intramural and Recreational Sports Association (NIRSA)

The University of Arizona, Department of Campus Recreation is a proud member of NIRSA. The National Intramural and Recreational Sports Association (NIRSA) is a non-profit professional association dedicated to fostering the growth of quality recreational sports programs by providing for the continuing education and development of recreational sports professionals. Founded as the National Intramural Association in 1950, NIRSA has evolved from an organizational meeting attended by 13 Historically Black College and University pioneers, to a professional association with thousands of members from colleges, universities, correctional facilities, military installations and parks and recreation departments.

Arizona Intramural Champions (Regional and National)

Many teams from the Intramural Sports Program have gone on to compete and win at the state, regional and national level within NIRSA tournaments. Championship banners can be found hanging in Bear Down Gym and the Student Recreation Center South Gymnasium. Can your team take that next step? Teams that are interested in participation in a regional tournament can contact the sports office.

Employment Opportunities

Officials

Officials are an integral part of the Intramural Sports program at the University of Arizona. Without officials, you would have just another pickup game with no formal boundaries or control. During an Arizona Intramural Sports contest, the officials are granted sole authority for controlling each game. Our officials make \$13.00 per game. High school officials make between \$45.00 and \$85.00 per game. As you can see, the use of student officials helps keep team entry fees down. We get plenty of complaints concerning our officials, as do high school federations, the NCAA, and all professional leagues. We take the complaints seriously, but we also realize that officiating is one of those jobs that people expect you to be perfect for your first game as well as the duration of the season. If you have a concern with an official, speak with the Sports Supervisor on site or file a suggestion form in our office. Please remember that these officials are your peers and fellow students. They are not professionals and this is an institute of higher education.

The Intramural Sports Program encourages and promotes sport officiating as a part-time or lifetime avocation by hiring and training more than 50 officials each year. For many officials, the Intramural Sports Program serves as a stepping stone to high school, collegiate, and possibly professional sports officiating. Officials in each sport go through an extensive training program. Training includes classroom sessions, scrimmage game, and on-site clinics.

If you like sports and like a challenge, please consider becoming a part of the Department of Campus Recreation and the Intramural Sports Program.

Participants and spectators are expected to treat officials with respect and dignity. Individuals must understand that officials are a vital part of the program. They are human and they will make mistakes. But considering the nature of competition and the difficulty of officiating one's peers, they do an excellent job in controlling the game as fairly and consistently as possible. Everyone is urged to behave in a cooperative, considerate, and mature manner in all dealings with the officials. Individuals who are unable to conduct themselves in an appropriate manner will face disciplinary action.

Sport Supervisors

Sport supervisors work with both our intramural and club sport programming. They oversee our officials and ensure a positive participant experience in our program. This position requires extensive knowledge of customer service, intramural sports, officiating and emergency action procedures. Responsibilities include but are not limited to supervising student staff, providing excellent customer service, addressing patron, spectators and/or employee issues and/or concerns as needed and respond to any situation that may arise. Hiring is done on a yearly cycle, and positions will be posted on rec.arizona.edu.

Do you need Officials for your tournament?

Contact our office for more information. The Intramural Sports office will be happy to find quality officials for your league or tournament. Plan ahead. Call Allie Leonard (520-621-8959) or Joaquin Guzman (520-626-3715).

Persons with Disabilities

Persons with disabilities may request a reasonable accommodation by contacting one of the Sport Programs Coordinators. Call Allie Leonard (520-621-8959) or Joaquin Guzman (520-626-3715). Requests should be made as early as possible to allow time to arrange the accommodation.

Lost and Found

Items or ID's that are lost at an Intramural Sports activity may be turned in to the on-site Intramural Supervisor. These items may be claimed at the Equipment Check-Out (ECO) desk located in the Student Recreation Center during normal business hours on the following day. ID's not claimed are immediately taken to the University Student ID Center (CatCard Office). Any other items not claimed normally within two weeks will be given to a local charitable organization.