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Introduction

The GOAL of the Intramural Sports Department, in providing a program of Intramural Sports, is to encourage students to complement their academic pursuits with the social and physical benefits of recreation. The OBJECTIVE of the Intramural Sports Program is to provide opportunities that are diverse in both type of activity and level of competitiveness. We wish to be able to serve as many students, faculty and staff as possible, to encourage increased participation, to establish sound recreational planning and to adopt new ideas and activities that would improve the quality of the program.

The Intramural Sports Department strives to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun and social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the intramural program.
Section 1. Intramural Captains

Team Captains shall serve as the liaison between the Intramural Sports Department and their team/organization. Intramural Captains are the essential links between an organization and the Intramural Staff. Every organization and/or team should designate Captains to represent his or her team throughout the year. One of the Captain’s most important tasks is to attend all Captain’s meetings. These meetings are not only mandatory, but are essential to obtaining information, rules, and roster guidelines. Because the information at Captain’s meetings is so important to the success of an organization, it is imperative that a team representative be present if at all possible. Other Intramural Captains responsibilities are outlined below:

1.1 Administrative Duties

1) Register your team for each/every sport or event in which you wish to participate online at www.imleagues.com. Each sport has a registration deadline!
2) Attend the team captain’s meeting for your sport, or have a representative attend for you.
3) Check schedules regularly for game times. All schedules are posted online at www.imleagues.com by Friday at noon each week. Occasionally, schedules may change due to various reasons, including but not limited to the following: facility availability changes, weather, teams forfeiting, etc.
4) Check www.imleagues.com often for any updated information, new game times, changes to fields, etc. The website is our most effective way to communicate information to the masses, and contains almost all information related to Intramural Sports. Check out our social media pages as well for updates: Facebook.com/LUCCampusRec and @LUCCampusRec on Twitter.
5) Be responsible for thoroughly understanding the rules of the sport you are participating in and informing your team members of the Intramural rules, policies, and sportsmanship rating system.
6) Ensure that enough eligible participants are at the game 15 minutes prior to the beginning of a scheduled contest. Game time is forfeit time!

1.2 Sportsmanship Duties

1) Educate your team members regarding the consequence of poor sportsmanship for both the individual and the team.
2) Educate yourself and those you participate with of the sportsmanship rating system and what it entails.
3) Be responsible for the behavior of all your players and spectators.
4) Be responsible for ensuring all your team members understand and abide by all the Intramural Sports policies as posted on IMLeagues in the Handbooks/Manuals section.
5) Be responsible for reading, understanding and informing your team members of the Intramural Unsportsmanlike Conduct policies. Ignorance of any Intramural rules and/or policies is not an excuse for violations.
6) Inform any ejected players that they must promptly leave the facility or field in which the competition is being held, or risk forfeiture of the remainder of the game.
7) Inform any ejected players of suspensions and the procedural steps for reinstatement.
8) Only the team captains are permitted to clarify calls with the Intramural Sports Officials or Intramural Sports Supervisors at the specific game sites.
Section 2. Registration

2.1 Registration Procedure
   1) Register your team for each/every sport or event in which you wish to participate online at www.imleagues.com. Each sport has a registration deadline!
   2) All participants (for both individual and team events) need to have their own IMLeagues account prior to being allowed to participate in an event. Once created, participants may create and join teams.
   3) A team representative must attend any designated captain’s meetings.
   4) If a team registers late for a league, that team is subject to being excluded from the first week of competition. Teams who register late for a tournament may or may not be included in the tournament at the discretion of the Intramural Sports Department.
   5) It is the responsibility of the team manager to submit an appropriate team name. Names that include inappropriate language or references will be removed. The Intramural Sports Department reserves the right to change any name they deem as unsuitable. If a team name is not submitted, one will be assigned to the team.

2.2 Team Name Policy
   1) The Intramural Sports department at LUC is committed to assuring that its programs are free from discriminatory and disrespectful conduct or communication. Thus, we reserve the right to disallow any team name that we determine to be unacceptable or inappropriate. We ask that all team names, upon submittal, not contain profanity and/or not be racial or sexually explicit in nature. In the event we need to remove a team name, we will simply change the team name to the captain’s last name and provide the opportunity for the team to change their name.

2.3 Roster Additions
   1) Roster additions may be submitted online at www.imleagues.com.
   2) Roster additions may be made at any time before Week 1 of the playoffs. Beyond that point, players may not be added to any roster.
Section 3. Scheduling

3.1 Game Schedules
Intramural schedules for team sports, individual sports and/or special events will always be posted online at www.imleagues.com. Team sport schedules are drawn up weekly and posted each Friday, by noon, during the regular season. There is absolutely no rescheduling of any team sport games unless extenuating circumstances dictate doing so. League games called due to inclement weather will not be rescheduled and all scheduled teams will be awarded a win. Tournament matches will be rescheduled at the discretion of the Intramural Sports Department.

3.2 Individual Sports and Special Events
These are posted prior to the beginning of the activity and updated regularly. No schedules will be given out over the phone. Any games postponed during playoffs (except under extreme circumstances at the discretion of the Intramural Sports staff) will be rescheduled for a later date except during double elimination tournaments where time may force the cancellation of the loser’s bracket.

3.3 Playoffs
At the completion of the regular season in most team sports, teams with at least 1 win or more and who have attained the required sportsmanship rating (2.5) will qualify for postseason play. Teams will be responsible for knowing their playing dates and times for the playoffs. Brackets will be posted as soon as possible following the conclusion of regular season play.

3.4 Forfeits
In all team sport activities, teams are required to be at the scheduled field/court with the correct number of players and equipment by game time. Game time is forfeit time! If a game is forfeited, the forfeiting team will receive a 2-sportsmanship rating. No-show forfeits may be subject to being removed from league play.

3.5 Defaults
In all team sport activities, teams have the option of defaulting their scheduled contest if they are unable to take part in it. In order for a contest to be considered a default, the team must contact the Intramural Sports Coordinator by noon the day of your scheduled contest. A defaulted contest will not result in being dropped from league play, and a 3-sportsmanship rating will be awarded to both teams. If the team defaults the contest after noon, they will receive a 2.5-sportsmanship rating while an on-site forfeit, as stated, will receive a 2-sportsmanship rating.
Section 4. Eligibility

1) All students, undergraduate and graduate, who are regarded as full-time and regularly enrolled in credit courses for the current semester, are eligible to participate in intramural events.

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

3) Participants must have proper identification in order to participate in Intramural events and must present LUC ID at any time it is requested by the Intramural Staff to determine player eligibility.

4) Faculty and staff plus employees of the university can participate in all events.

5) A student may ONLY play for one single gender and one co-ed team during a team sport! Once a player has played for a team, they may not switch to another team, unless the original team has disbanded (per departmental approval). All students are responsible for determining their own eligibility.

4.1 Greek Eligibility
Students must be regarded as active members of a social fraternity or sorority by their governing bodies in order to be eligible to compete in the Greek Divisions. A Greek student may also play for an Independent team or with another Greek team if his/her house does not have a team. A pledge’s name must be on file in the IFC or Panhellenic office prior to participating. Sororities and fraternities may enter teams that consist of pledges and members.

4.2 Varsity Athlete Eligibility
No current LUC varsity athlete may participate in the Intramural sports most closely related to his/her sport. A varsity athlete is any student whose name appears on or has been on the roster of any varsity team during an academic year. Additionally, any student who participated as a “walk-on” on any varsity team must clear their eligibility with the Intramural Sports staff. If a “walk-on” is on a roster, they will be deemed a varsity athlete. Students who are admitted to the University under special NCAA guidelines may be subject to the Intramural Varsity athlete rules and must be cleared by the Intramural staff. Former varsity athletes may not participate in the Intramural sport most closely related to his/her sport. Former varsity athletes shall be under this restriction up to a maximum of 3 years.

4.3 Club Team Eligibility
Club team members may play the Intramural sport most closely related to their club program, but Intramural teams may only have a maximum of three club team members on the same team in such sports. Club athletes can comprise entire rosters in sports not related to their respective club program.

4.4 Professional Eligibility
Any student who has ever engaged in or is under contract to a professional team may not participate in the Intramural sports most closely related to his/her sport. This restriction shall be three years from the completion or termination of the contract or playing career, whichever is most recent.

4.5 Ineligible Players
Any student found to be participating illegally shall be automatically suspended for the remainder of the sport and/or the remainder of the academic year. It is illegal to participate on more than one team under an assumed name; as a varsity athlete; or in any way that violates the eligibility rules set forth in the Intramural Handbook. Players found to be participating ineligible by the Intramural staff may be disciplined at any time. The Intramural staff shall have the authority to overturn game results if the ineligible player is deemed to have substantially contributed to the team having won the game.

4.6 Transgender Policy
All individuals shall be permitted to participate in the LUC Intramural Sports Program by the gender they identify. While sport programs typically offer divisions based on sex-assigned at birth, LUC Campus Recreation seeks to provide opportunities for all students to participate in its programs and supports individuals to play as the gender they identify. If a team or player is unsure which division would be most appropriate to participate, please contact Alex Horn, Intramural Sports Coordinator, to assist in identifying the best participation option.
Section 5. Sportsmanship Rating

5.1 Sportsmanship Rating System
The Sportsmanship Rating System is intended to raise the level of sportsmanship using an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports leagues and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting Intramural officials/staff to calm difficult situations and to restrain troubled teammates are keys to controlling team conduct, and may have an effect on the rating of a contest.

Sportsmanship is vital to the conduct of every Intramural Sports contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines.

5.2 Rating Method
Each team in a contest shall be rated by the Intramural Supervisors assigned to that game. The authority of the supervisors’ ratings exists prior to, during, and following all contests to which that supervisor is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet and also entered on IMLeagues.

In all cases, Intramural officials and the Intramural Sports administrative staff may provide input which may raise or lower the rating. Supervisors may amend any rating for inappropriate conduct by a team or its spectators before, during, or after a contest. Intramural Sports administrative staff members may amend a rating at any time for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or any violation of an intramural rule/policy.

Officials have been instructed not to comment to teams about ratings. Teams may inquire with an Intramural Supervisor at the game site to view their sportsmanship ratings. Teams may also view their sportsmanship ratings in the Intramural Sports Office during normal business hours. A team captain may appeal his or her team’s sportsmanship rating by submitting an appeal to the Intramural Sports office by noon of the next business day following the game/match. Appeals after this time will not be accepted.

5.3 Rating Factors
The following actions and behaviors by team members, coaches, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other Intramural staff.
- Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an Intramural official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for all facilities and equipment.
The following actions and behaviors by team members, coaches, spectators, and/or team followers can have a negative effect on a team’s sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators can also lead to a lower rating.
- Team captain exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or Intramural staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk).
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) toward any employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams playing under the influence of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Purposeful damage to or destruction of any facilities or equipment.

5.4 Rating Scale
Team sportsmanship is rated following each contest according to, but not limited to, the following scale and criteria:

4 points: Excellent Sportsmanship
Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

3 points: Average Sportsmanship
Team members and spectators are respectful of opponents and officials for a majority of the contest which may or may not merit a warning from the game officials or supervisor.

2 points: Sportsmanship Needs Improvement
Team members or spectators are disrespectful of opponents or officials for a majority of the contest which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators and does not try to assist officials and Intramural Staff in diffusing situations. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act will likely receive no higher than a 2 rating.

1 point: Unacceptable Sportsmanship
Teams constantly share negative comments to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents and/or officials during the contest. Teams receiving multiple warnings or having players ejected for an unsportsmanlike act will likely receive no higher than a 1 rating.

Teams which receive a second unacceptable rating (1 point) in the same sport or activity are subject to immediate dismissal from league or tournament play.
0 points: Team Discipline Needed
Team is completely uncooperative and out of control before, during, or after intramural sports contest(s). Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators. Team is issued multiple ejections from blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors. Team fails to cooperate / comply with intramural sports administrative staff / University officials while performing their duties;; falsely represents or withholds any requested information. Team members played after the consumption of alcohol/drugs.

Teams which receive a 0 rating are subject to dismissal or suspension from league or tournament play.

5.5 Special Game Situations
A team winning a game by default or forfeit with no game played will receive a 3 rating, unless special circumstances dictate otherwise. A team that wins a game by forfeit after the game has started and game play has occurred shall receive a rating based on their sportsmanship in the game play up to the time of the forfeit.

A team losing by default will receive either a 3 or 2.5 rating (see section 3.6). A team that forfeits or no-shows their game onsite will receive a 2 rating.

Teams receiving an unacceptable (1 point) or lower sportsmanship rating in a weekend tournament will be eliminated from further competition regardless of the contest’s outcome.

5.6 Team Sportsmanship & Playoff Eligibility
A team must earn a 2.5 average, or higher, sportsmanship rating during regular season league games to be eligible for the playoffs. All games (played, defaulted, or forfeited) will result in a sportsmanship rating being awarded for both teams.

5.7 Playoff Tournament Sportsmanship
A winning team which receives a 1 sportsmanship rating in a playoff game is subject to probationary status. Team must receive a 3 or higher sportsmanship rating in all remaining playoff games.

Any team which receives a 0 sportsmanship rating during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

A losing team which receives a 1 or 0 sportsmanship rating in their final playoff game is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.
Section 6. Unsportsmanlike Conduct

Sportsmanship is a vital part of every Intramural contest. A student or a student group displaying unsportsmanlike behavior may forfeit the opportunity to participate in the program. Any professional or student employee of the Intramural Sports department has the authority and power to make decisions before, during, and following an Intramural activity to warn, penalize, or eject coaches, players, and/or spectators in order to encourage proper conduct.

Any person ejected from an Intramural activity must leave the entire playing area within one minute of notification or the game may be forfeited. An ejected player must also leave the facility / complex unless directed otherwise by Intramural Sports staff. All ejected players or coaches will be automatically suspended for no less than one game, pending review of the situation by the Intramural Sports Coordinator.

6.1 Conduct
Unsportsmanlike Conduct is defined as improper behavior that may include verbal abuse, physical abuse, mental harassment, or other unsportsmanlike acts such as obscene gestures or actions. Such conduct may be punishable by suspension from a contest, the entire activity, or from Intramural activities for the academic year. An individual or group may also be subject to being charged under the Student Code of Conduct or penalty of law.

Ejections of players, coaches, or fans by Intramural Officials or Supervisors are final. Game ejections, including pre or post game, are not eligible to be appealed.

6.2 Verbal Abuse
Any language deemed offensive or derogatory (not necessarily "swear words") to a departmental official will result in automatic ejection from a game by staff. Persons ejected for verbal abuse shall be automatically suspended for a minimum of one game. If the verbal abuse is deemed to be harassment, a player, coach, or fan, may be ejected for the remainder of the sport. Persons ejected for verbal abuse more than once during the year may be suspended from all activities for the remainder of the academic year.

Player, coach and/or fan verbal abuse will not be tolerated under any circumstances. Any type of derogatory and/or inflammatory statements by anyone associated with or supporting a team may cause the team to forfeit the game.

6.3 Physical Abuse
Any player, coach or fan shall not physically abuse or attempt to physically abuse another player, coach, or fan. The act and/or the attempt shall be penalized according to the severity of the act. Persons ejected for hitting or striking another individual, pushing, shoving, grabbing and/or throwing and/or kicking an object at another individual will be automatically suspended for no less than one game and may be suspended for the remainder of the academic year.

Persons who in any way physically abuse or attempt to physically abuse any departmental official or Intramural Sports staff by hitting, striking, pushing, shoving, grabbing, throwing and/or kicking an object shall be automatically suspended from the intramural program for the remainder of the year and shall be subject to charges under the student code.

6.4 Probation
Unsportsmanlike incidents not directly resulting in ejections or other disciplinary problems otherwise outlined in the Handbook will be dealt with on a case-by-case basis. Individuals, teams, and/or organizations may be placed on probation for the sport or for the academic year if the Intramural staff determines an individual, team, or organization is behaving in an unsportsmanlike manner. Notification of probation will be given outlining the infractions. Probationary status shall not restrict the individual, team, or organization from further participation. However, if further incidents occur, the probation will be violated and suspension will result. Probationary status is not subject to appeal.
Section 7. Intramural Suspensions

7.1 Team Suspensions
Teams shall be responsible for the conduct of their players, coaches and fans. Teams may be suspended from a major team sport for excessive misconduct by their players, coaches and fans. Should a team have four ejections during a team sport, the team will be suspended for the remainder of the team sport.

Teams may also be suspended for:

- Players participating under the influence of drugs and/or alcohol;
- Players participating in brawls where individuals cannot be readily identified;
- Players inciting others to participate in a brawl;
- Repeatedly (more than once) using ineligible players;
- Team members, coaches, or fans failing to leave a playing area once requested to do so by a departmental official.

7.2 Organizational Suspension
An organization has responsibility of monitoring and controlling its members, pledges, and/or fans in terms of sportsmanlike behavior during Intramural activities. Unsportsmanlike behavior including player ejections and/or other acts shall directly reflect on the organizations continued eligibility. In effect, the actions of one team or one individual may cause the entire organization to be suspended.

7.3 Coach Suspension
Any coach ejected from a game for any unsportsmanlike act shall be suspended from coaching for the remainder of the season and may also risk being suspended from playing.

7.4 Penalties
The sixth player ejection of any member of an organization in an academic year will result in an automatic suspension of the organization for the remainder of the academic year. Brawling and/or fighting by two or more team members twice in a year will result in automatic suspension of the organization for the remainder of the year. The use of four ineligible players by an organization during an academic year will result in organizational suspension for the remainder of the academic year. Unsportsmanlike crowd/fan behavior by an organization will result in organizational suspension for the remainder of the academic year.

7.5 Team Supporter Behavior
Team supporters are considered to be the responsibility of the team and/or organization. If a crowd supporting a team behaves in an unsportsmanlike manner (verbal abuse, etc.), the team may be penalized under the rules of the game and the team captain shall make an appeal to the crowd to cease such behavior. Repeated unsportsmanlike behavior by the crowd shall cause the team to receive a forfeit. Such behavior at subsequent games for the same or other teams could cause the teams and/or organizations involved to be suspended from further participation.

Any time a team's fans enter the field/court of play before, during, or following a contest, the game may be forfeited and the organization suspended for the remainder of the year. Fans supporting one team, who attempt to incite a brawl or fight with another team's fans may cause their teams game to be forfeited (post-game cheers and/or celebrations shall be allowed unless the Intramural staff directs otherwise). All team supporters are subject to the same Intramural rules and regulations as players. Penalties may be imposed on individual students or student groups.
Section 8. Disciplinary Procedures, Protests, and Reinstatement Processes

8.1 Disciplinary Hearings
Because the Intramural program is designed to operate activities on a specific time frame, a special process has been established to provide students an avenue of timely appeal. It should be noted that at no time during regular season play should the appeal process be allowed to interfere with the continuation of play in an Intramural activity.

Any student or student group charged with violating any part of the Intramural Handbook shall be notified within two school days of the incident. Notification may be made during or following an Intramural contest. Every effort should be made by the student or group to contact the department about any problems in order to expedite the matter.

HEARINGS: Once a student or student group has been officially notified of their violation and suspension, he/she must arrange an administrative hearing with the Intramural Sports Coordinator within two school days. If Student Conduct ruled upon the actions of involved persons, the Intramural Staff will have no process for appealing the sentence determined.

On matters where a time factor could affect an individual, team’s, or organization’s continued participation, it is up to the participant to schedule a hearing as soon as possible.

8.2 Rule/Game Protests
All protests must be registered immediately with an Intramural Supervisor on site. A valid protest must either concern player eligibility or a misapplication or misinterpretation of a sport rule. The Intramural Staff will attempt to resolve all disputes immediately. Matters involving an official’s judgment are not a basis for protest. The Intramural Sports Department reserves the right to rule in any matters not covered in this handbook. The Intramural Sports Department will apply the spirit of the rules and fairness in all situations. The decision of an official or Intramural Staff member to eject a player or spectator for any unsportsmanlike conduct (be it verbal or physical) will be firmly upheld by the Intramural Sports Department.

The Intramural Sports Staff will rule upon rule/game protests made in accordance with the rules at the time they are lodged and all decisions shall be final. The game official and/or supervisor will make every attempt to rectify the protest at the time it occurs. If the protest cannot be resolved, the team must file a typed version of the protest by 4:00 p.m. the following school day with the Intramural Coordinator.

8.3 Special Tournament Protest
During special tournaments, designed to be played over a short period of time, the Intramural staff has exclusive responsibility to rule on all protest and suspensions. Due to time constraints, protests during the playoffs and/or any specials tournaments will be decided by the Intramural Sports Coordinator or Intramural Supervisor on-duty. Once ruled upon, the decision is final and may not be overturned or appealed to a higher authority. While special tournaments are not considered in the same category as the regular season, suspensions from the regular season may not be served in special tournaments. Ejections and suspensions from special tournaments may jeopardize continued participation in other Intramural activities.

8.4 Player Eligibility Protest
Eligibility protests must be made to the Intramural Supervisor assigned to the game prior to the end of any contest and/or before the scorecard is turned in. The protesting party must identify the person in question to the supervisor before he/she departs the playing area. Once the game has officially ended, a team forfeits the right to file a protest that will impact the game in question. The Intramural staff may remove an illegal player at any time or forfeit a game without protest from a team.
Section 9. Assumption of Risks

Students, faculty and staff are advised that participation in the Intramural Sports Program through the Campus Recreation program involves physical risk. Participation in Intramural Sports is strictly voluntary. There is a possibility that a participant may injure him/herself or others during the course of Intramural activities. Players understand that despite precautions, accidents and injuries can and do occur. By voluntarily participating in Intramural Sports, participants acknowledge and assume all responsibilities related to the activities including death, injury, illness or loss from accidents, theft of or damage to personal belongings, and all related costs.

Players agree to reduce the risk of injury to themselves and others by following applicable rules and procedures and limiting personal participation to reflect the individual’s fitness level. Further, players agree to notify the activity coordinator immediately if safety and/or the health and well-being of a participant become a concern. In order to protect all participants, the Intramural Sports staff reserves the right to remove and/or restrict any individual from any activity when, in their reasonable opinion, continued participation might cause harm to the individual or others.

The University encourages Participants to obtain and maintain health insurance coverage for accidents and injuries. The University also encourages players to arrive early at an event site in order to have enough time to adequately warm-up. Participants should complete a physical exam with their physician prior to playing Intramural Sports or engaging in any strenuous physical activity. Further, participants should seek assistance from certified fitness and/or medical professionals regarding information on conditioning and injury prevention.

9.1 Blood

There is a risk for blood borne infectious diseases to be transmitted from one player's wounds to another. Recognizing the concerns this risk creates for our Intramural participants, the Intramural Sports Staff has established the following policy:

When an official or Intramural Sports staff member observes a player who is bleeding, has an open wound, or has an excessive amount of blood on his or her clothing, the official will temporarily stop the game in the same manner as the official would have temporarily stopped the game for an injured player, except that the bloody player must leave the game.

A removed player is expected to receive appropriate treatment on the sidelines before returning to the game. The player involved shall not return to the contest until the bleeding has stopped, the open wound is covered, or an excessively bloody piece of clothing is changed and disposed of properly. Once play has stopped under this rule, the player may not re-enter the game until the official declares the player eligible.
Section 10. Facility Procedures

10.1 Facilities
The Intramural Sports program utilizes a variety of facilities for activities. All indoor activities are held at the Halas Recreation Center. Participants must have proper identification in order to gain admittance to this facility. Spectators and guests wishing to enter the facility may be required to present proper identification at any time.

Other Intramural Activities are held at various other locations on campus. Outdoor activities are held at Sean Earl Field

10.2 Equipment
Equipment for Intramural activities is generally available at the event site for the scheduled events. Participants are allowed to bring their own equipment, but based on the sport, may be subject to rules which disallow certain types of apparel or gear.

10.3 Vandalism
Deliberate destruction of University property and equipment, public property, or personal property of individuals will not be tolerated, and will be reported to campus police.

10.4 Alcohol and Drug Policy
If any member of your team is suspected to be under the influence of drugs or alcohol by the supervisor or official on duty, the entire team will be penalized by the assessment of a game forfeit. The team captain must meet with the Intramural Coordinator before the team can be considered for reinstatement. The player(s) involved will also need to meet with the Intramural Sports Coordinator to discuss their individual reinstatement.

10.5 Harassment Policy
The Intramural Sports program reaffirms that it does not condone harassment directed toward any person or group within its community—students, employees, or visitors. Every member of the University shall refrain from actions that intimidate, humiliate or demean persons or groups, or that undermine their security or self-esteem.

The Intramural Sports program is in constant vigilance to ensure an environment that is free of abusive behavior directed toward an individual or group because of race, ethnicity, ancestry, national origin, religion, gender, sexual orientation, age, and physical or mental disabilities. Any harassment toward University employees or participants will subject the individual and/or team to University disciplinary procedures.

10.6 Banned Equipment Policies
The officials and supervisors on duty have the authority to disallow any participant from wearing any equipment, jewelry, or apparel which in their judgment is dangerous or disadvantageous to other participants. This is a rule for the safety of all participants, including the wearer of such apparel, and applies to any and all dangerous equipment and jewelry.

JEWELRY POLICY
Jewelry is not allowed to be worn by any participant during an Intramural Sports event. This includes any rings, watches, necklaces, earrings, bracelets, and any other such similar jewelry. Medical bracelets are permissible but must be secured and covered. No exceptions will be made for jewelry which is made to be permanent or that is unable to be removed. Taping over, or using a band-aid to cover restricted jewelry is not permitted as it may not secure the jewelry in question.
SHOE POLICY
Each sport/event has rules that govern shoes and equipment based upon the facility being used. All participants must wear proper shoes. A shoe shall be considered proper if it is made with either canvas or leather uppers or similar material. Sandals are not allowed. The Intramural Staff has the authority to disallow any type of dangerous footwear. Please check with the Intramural staff if you have questions about footwear. Cleats are allowed in certain team sports (please see specific sport rules) – however, metal cleats are never allowed in Intramural Sports.

HEADGEAR POLICY
Headgear is not allowed to be worn by any participant during an Intramural Sports event. For indoor sports this headgear consists of any hats, bandanas, baseball caps, winter/wool hats, and any other such similar headgear. This also applies to outdoor sports with the following exception: in cold weather, wool hats/beanies are allowed. The Officials and Supervisors on duty have the authority to disallow any participant from participating that they feel would endanger the person wearing the headgear or their opponents until it is removed.

10.7 Additional Safety Information
None of the following are allowed to be worn by any participant during an Intramural event:

- Street pants (jeans, khakis, etc.)
- Bare feet
- Baseball Hats -- except during softball games or by goalies in soccer.
- A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance -- even if covered with soft padding -- when worn on the elbow, hand, finger, wrist or forearm.
- Bandanas (Except a headband made of nonabrasive, unadorned cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.)
- Sunglasses

Players and teams that are found to be in violation of this policy, and thus endangering the safety of all the participants, will be penalized in accordance with the rules and assessed to the violating player and their team. The player will be removed until the equipment or jewelry in question is removed.
Section 11. Awards

11.1 Intramural Sports Championships
We will recognize the winners from each league and/or division per sport. Winners will receive an Intramural Sports Champion t-shirt for each team member that appears on the official roster (up to 12). Team members not present at distribution must come to the Intramural Sports Office to receive an Intramural Sports Champion t-shirt.

11.2 LUC Intramural Sports Player of the Week
Each week, one participant will be recognized as the LUC IM Sports Player of the Week. This individual is chosen by the Intramural Sports Staff and will be awarded to a player that displays exemplary sportsmanship and play across all Intramural Sports events. In addition to this recognition, this individual will receive a prize which could include meal rewards, a t-shirt, or other promotional items to be decided by Intramural Sports. Winners will be contacted each week by the Intramural Sports Coordinator to receive their reward, their certificate, and have their picture taken to be posted on social media.

11.3 Intramural Points System—(Greek)
The Intramural Sports Point System is designed to promote participation in all activities, on all levels. It is also utilized as a method to recognize student organizations that promote, organize and consistently participate in all areas of the program.

The Intramural Sports staff shall be responsible for assessing points for each activity; only Intramural Sports programmed events will be considered in the point system.

Below is a description of how points will be awarded. The Intramural Sports staff retains the right to assess and/or withhold points based on type and number of entries per event and sportsmanship rating. Poor sportsmanship by a team may cause the organization to forfeit any points. Staff decisions regarding these matters are not eligible to be appealed.

The highest earning Fraternity and the highest earning Sorority at the end of intramural sports programming will have their organization’s name engraved on the “LUC Greek Champions Cup.”

Contact Alex Horn – 773.508.2604 or mhorn2@luc.edu with any questions

POINTS SYSTEM

5A SPORTS
- 5-on-5 Basketball
- 6-on-6 Flag Football
  - 1\textsuperscript{st} place: 40 points, 2\textsuperscript{nd} place: 30 points, 3\textsuperscript{rd} place: 20 points, 4\textsuperscript{th} place: 10 points

4A SPORTS
- 6-on-6 Volleyball (Spring and Fall)
- 6-on-6 Weekend Soccer
- 4-on-4 Flag Football
  - 1\textsuperscript{st} place: 30 points, 2\textsuperscript{nd} place: 20 points, 3\textsuperscript{rd} place: 15 points, 4\textsuperscript{th} place: 10 points

3A SPORTS
- Cornhole
- Indoor Soccer & Short-Sided Soccer
- 3-on-3 Basketball
- Ultimate Frisbee
  - 1\textsuperscript{st} place: 25 points, 2\textsuperscript{nd} place: 15 points, 3\textsuperscript{rd} place: 10 points, 4\textsuperscript{th} place: 5 points

2A SPORTS
- Dodgeball Tournament
- Badminton Tournament
- Powerlifting Meet
- Spikeball Tournament
- 16-inch Softball Tournament
- Battleship Tournament
  - 1\textsuperscript{st} place: 20 points, 2\textsuperscript{nd} place: 10 points, 3\textsuperscript{rd} place: 8 points, 4\textsuperscript{th} place: 5 points

PARTICIPATION POINTS: 1 point will be given to each fraternity/sorority for every member who participates in the following programs
- NCAA Bracket Pool
- Rock Climbing Competitions
- eSports League