

Intramurals Rules of Participation

1. Intramural sports is open to all students, faculty, and staff.
2. All participants must sign a waiver form before they can participate in any IM sport or activity.
3. Each team that registers must be co-ed. Two players of the opposite sex must be actively participating in the sport or activity. Failure to meet this requirement will result in a team forfeit.
4. Registration forms can be turned in at any point before the season sign-up due date. Registration forms can be turned into the **Fitness and Recreation Center ONLY** before 12:00PM on the last day of sign-ups.
5. Registration forms must be filled out for each individual sport or activity in a clear and complete fashion.
6. All team participants must be registered on the team roster. Any players added to the roster during the regular season must participate in a designated number of regular season games in order to be eligible for the playoffs. No additions to the roster can be made during the playoffs.
7. A player may participate on only one team at a time.
8. Varsity Athletes may participate in any IM sport or activity, including the same sport which they participate in at the varsity level.
9. At any time a maximum of two varsity or club athletes from any one sport (regardless of gender) may be on the playing field for an intramural team of that same varsity or club sport (i.e. 6 varsity soccer players may participate together in arena football but only 2 may participate at the same time in indoor soccer).
- 10. Each team must have a representative at the Captains Meeting, preferably the Captain. Failure to do so will result in the team's inability to participate.**
11. Forfeit fees are due at the Captains Meeting, before each season begins. If the forfeit fee is not paid in full the team will not be allowed to participate.
- 12. More than one forfeit in a season may result in a team being disqualified from the season and playoffs.**
13. Forfeit fees will be refunded through the UMF business office at the end of each season, if the team has not forfeited any games. This will take two to three weeks to be issued in the team captain's name and be sent to the captain's mailing address.
14. All IM participants must conduct themselves in a sportsman's like fashion. Vulgarity, threatening, violent behavior, or any behavior deemed inappropriate by the IM staff will result in expulsion from the Intramural program and a formal discipline process through the University.
15. Alcohol and drugs are not permitted at any Intramural activity. Any persons found under the influence of or in possession of these substances will be removed from the Intramural program and will be disciplined under the University's Code of Conduct.
16. Intramural equipment may not be used for any other purpose other than to conduct an Intramural sport or activity.
17. All decisions are final and are under the discretion of the referees.
18. Challenge Rule: Each team is permitted 2 challenges per season and 1 challenge per playoff. Captains must make the challenge call. When a challenge is presented to the referees, a conference will be held between the referees and the IM Game Coordinator. The Game Coordinator will announce the final decision.

I have read and hereby understand the Rules of Participation for the Intramural Program and will pass this information along to my fellow participants.

_____ Team Captain
Signature