The Intramural Sports program is designed to encourage all University of North Carolina at Charlotte students, faculty, and staff to participate in organized Intramural Sports activities. These programs provide the use of facilities for such activities, organize and promote recreational and competitive competition between groups and individuals, enhance physical fitness through sport activities, and foster a spirit of fair play and sportsmanship among participants and spectators. In order to meet its goals, the Intramural Sports program offers events in team and individual sports.

Participation in all Recreational Services programs is completely voluntary. Individuals participate at their own risk and assume responsibility for their own health and safety. UNC Charlotte and the Department of Recreational Services are not liable for injuries sustained during participation in any Recreational Services sponsored activity. It is strongly recommended that all participants consult a physician and/or have a physical exam prior to participation. It is also strongly suggested that all participants obtain medical insurance before they participate in any Recreational Services activity.

We are excited to have you as a part of our program and hope that you enjoy your recreational experience!
TABLE OF CONTENTS

3........Intramural Staff
4........Intramural Sports Schedule
5........Fast-Pass To Intramurals
6........Leagues & Divisions
7........Team Scheduling
8........Participant Eligibility
9........Team Rosters
10........Protest
11........Forfeits & Defaults
12........Conduct
13........Sportsmanship
14........Captain’s Responsibilities
15........Equipment & Safety
16........Waiver
17........MRSA Awareness
18........Equipment Check-Out
19........Associations
20........Student Employment

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<table>
<thead>
<tr>
<th>Sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>FALL 2017</td>
</tr>
<tr>
<td>Freshman Volleyball</td>
</tr>
<tr>
<td>6-A-Side Soccer (Men’s, Women’s &amp; CoRec)</td>
</tr>
<tr>
<td>Mini-Golf Challenge</td>
</tr>
<tr>
<td>3 on 3 Basketball (Men’s &amp; Women’s)</td>
</tr>
<tr>
<td>Badminton Doubles</td>
</tr>
<tr>
<td>Tennis Singles</td>
</tr>
<tr>
<td>Volleyball (Men’s, Women’s &amp; CoRec)</td>
</tr>
<tr>
<td>Flag Football (Men’s, Women’s &amp; CoRec)</td>
</tr>
<tr>
<td>SPRING 2018</td>
</tr>
<tr>
<td>Basketball (Men’s, Women’s &amp; CoRec)</td>
</tr>
<tr>
<td>Bowling League</td>
</tr>
<tr>
<td>Innertube Water Polo (Men’s, Women’s &amp; CoRec)</td>
</tr>
<tr>
<td>Rock Climbing</td>
</tr>
<tr>
<td>Billiards Tournament</td>
</tr>
<tr>
<td>Indoor Soccer (Men’s, Women’s &amp; CoRec)</td>
</tr>
<tr>
<td>Softball (Men’s, Women’s &amp; CoRec)</td>
</tr>
<tr>
<td>Table Tennis Singles</td>
</tr>
<tr>
<td>Badminton Singles</td>
</tr>
<tr>
<td>Tennis Doubles</td>
</tr>
<tr>
<td>Par 3 Challenge</td>
</tr>
<tr>
<td>Disc Golf</td>
</tr>
</tbody>
</table>
FAST-PASS TO INTRAMURALS

The following is your “Fast-Pass” to participating in Intramural Sports. This guide is loaded with all the details on Intramural Sports policies and procedures. Please be sure to review it in its entirety.

- All participants must have an IMLeagues account prior to participating in Intramural Sports. Register at imleagues.com
- The Intramural Sports Office is located in Belk Gym. Normal office hours are Monday – Friday, 9 a.m. – 8 p.m.
- All current students are eligible to participate in all Intramural Sports for free (see Participant Eligibility, page 8).
- Faculty/Staff are eligible, provided they pay the activity fee in the office prior to participating in a sport/event (see Participant Eligibility, page 8).
- Sport Club players on the roster are restricted to half the minimum number of players required to start a game for each sport. Please see specific sport rules for this numbering restriction.
- Register as a complete team or just register yourself as a Free Agent.
- Register for all sports early to secure the best time slot for your team’s availability. Deadlines are important; no late or extended registrations will be accepted.
- Sign up for text messaging by entering your phone number into the IMLeagues registration. You will be notified of upcoming Intramural Sports registrations, deadlines, cancellations, and work opportunities through this service.
- All eligible participants can play on one single gender team and one CoRec team for all major team sports. Participants may not switch from either team once they have checked in for the game (see Team Roster, page 9).
- In most major team sports in each league, you can play either competitive or recreational (see Leagues & Divisions page 6). Competitive Leagues are for players who have experience playing the sport and want to compete for the Championship T-shirt. Recreational Leagues are for players who are new to the sport and are just playing for “fun.”
- Captains have important responsibilities. Please be sure to read all the details in the captains section if you are a team captain (see Captains Responsibilities, page 14).
- Very important: No UNC Charlotte 49er ID = No Play. The UNC Charlotte 49er ID card is the only ID accepted at Intramural Sports games/events.
- Game time = forfeit time. Don’t be late to your game! (see Forfeits & Defaults page 11)
- Encourage your teammates to check out the Wall of Champions and Extramural Tournament information at www.recservices.uncc.edu/im/intramural-sports.htm.
- To obtain information regarding the status of games for that day, please view our Twitter account @UNCC_IM_Sports and expect updates from IMLeagues.

Follow us on Twitter @UNCC_IM_Sports and “LIKE” us on Facebook at UNC Charlotte Recreational Services for updates and pictures throughout the year.

Any questions, please contact the Recreational Services Department at (704) 687-0430.
LEAGUES & DIVISIONS

LEAGUES

Men’s: This league will consist of teams created with all male participants. Women are not allowed if any women’s league is available.

Women’s: This league will consist of teams created with all female participants. Men are not allowed to participate in this league.

CoRec: This league will consist of teams comprised of both males and females. Special rules and restrictions will be posted for each sport regarding CoRec teams.

You may only play in one single gender league and one CoRec league per sport.

• Competitive: Teams in these leagues will participate in a regular season round robin followed by single elimination tournament play.

  For some leagues, teams finishing with a winning percentage of .500 or above will be placed in the “A” Bracket tournament.

  Teams finishing below .500 winning percentage will be placed in the “B” Bracket tournament. Teams in the “B” bracket may request to be moved into the “A” bracket at any point in the regular season. Please note that teams finishing with a record of 2-2-1 have a below .500 record.

• Recreational: Teams participating in the Recreational League will play a “regular” length season as well as two additional scheduled games. There is NO tournament format and NO Championship T-shirts.

Which League is right for you?
Competitive League: If you have experience with the sport (i.e. high school player or other competitive play), would like to participate in a higher level of competition, or would like to compete for the Intramural Champion T-shirt.

Recreational League: If you have NO previous experience participating in the sport, you are interested in just playing for “fun.”

Once registration closes teams can not switch divisions or leagues.

Divisions are all available on IMLeagues.
TEAM SCHEDULING

Registration
1. Team representatives are encouraged to gather availability from all teammates before registering. Divisions are posted on IMLeagues under each sport.

2. Once teams initially select a division, changes may not be made after registration closes. Intramural Sports reserves the right to deny any teams from changing divisions. Intramural Sports also reserves the right to change teams divisions for the betterment of the league.

3. Teams that are registered but do not meet the minimum number of players required to complete the registration will be dropped and deleted from the league at the close of registration. Those players will then be able to join another team or register as a Free Agent.

4. Players that register as a Free Agent are responsible for checking their IMLeagues account to see if teams have requested them to join their team, or that the Free Agent’s request to join a team has been accepted. Any Free Agent that requests to join a team, or has their request accepted, assumes all responsibility for selecting that team to play with. Disputes over personality or playing time conflicts will not be handled by the Intramural Sports Office.

Regular Season Play
1. Each team will be scheduled for regular season play against teams within their own division. We will try to use a Round Robin format for all sports. The sport and how many teams are in that division will determine the number of games each team receives.

2. Inclement Weather Policy: When the University is CLOSED due to inclement weather or other circumstances, ALL Intramural Sports will be CANCELLED. If the University has a delayed opening due to inclement weather or other circumstances, decisions will be made on a case-by-case basis as soon as possible.

Announcements of cancelled games will also be posted on Intramural Sports social media (Twitter: @UNCC_IM_SPORTS) and on IMLeagues.

3. Intramural Sports will put its best effort into rescheduling games that are cancelled (not forfeited). However, circumstances are different and have to be taken into consideration including but not limited to: reservations of space, staffing, additional weather or field constraints, number of teams willing to play in a rescheduled game, etc. Every sport and every situation will vary and be dealt with on a case-by-case basis. In most cases, please prepare for games NOT to be rescheduled.

4. If sports are cancelled for any reason and the game has not begun, both teams will receive a tie for that game and a 3 sportsmanship rating. If the game is rescheduled and played, the score and sportsmanship rating will change.

If the game has begun and it is cancelled before it is considered a complete game both teams will receive a tie and the sportsmanship rating will be determined as usual. The criteria for a complete game will vary from sport to sport. Please read the specific sport rules to verify what constitutes a complete game.

Playoffs
1. In all major sports the “recreational” league will NOT have playoffs. Instead they will be guaranteed to have two extra scheduled games provided that they meet the Sportsmanship criteria and have paid any applicable fees (forfeits or equipment) regardless of record. If these games are cancelled, they are not guaranteed to be rescheduled.

2. In all major sports for each “competitive” league, ALL TEAMS that meet the Sportsmanship criteria and have paid any applicable fees (forfeits or equipment) will be eligible for playoffs regardless of record.

3. There will be an “A” bracket tournament for teams finishing with a record of .500 or better and a “B” bracket tournament for teams with a record of below .500 at the end of the regular season.

Please note that teams finishing with a record of 2-2-1 have a below .500 record.

4. Playoff schedules will be created online at the IMLeagues website. The order of preference will be based on team record and sportsmanship in the regular season. Playoff is randomly generated at game time.

5. Your team must be flexible in the days/times that they can play during playoffs. Please have enough players on your roster to accommodate these changes. Understand that if one night of playoffs get rescheduled, that the entire playoffs must get rescheduled and even teams not affected by the cancellations will have their games moved to a different day and time. Your entire team must check the playoffs brackets often to see rescheduled date/time.
PARTICIPANT ELIGIBILITY

1. A current and valid UNC Charlotte 49er ID card must be shown at every event and every time you check in for a game. Intramural Supervisors have the right to refuse an ID and refer all questionable situations to the Intramural Sports office.

   - IDs that do not look like the person presenting them or have poor picture quality will not be accepted at a game/event.
   - IDs that are broken will not be accepted for check-in to a game/event.
   - Intramural Supervisors have the right to confiscate an ID if they feel the person presenting the ID is not the person on the ID. Confiscated ID’s are given to University Police.
   - Driver’s License, Temporary ID’s, Military ID’s, class schedules, etc. will not be accepted as a form of ID to check into games.

Normal ID office hours are 8 a.m. to 5 p.m., Monday – Friday in the Student Union

   - IDs that are broken and cannot be read correctly can be replaced for FREE.
   - IDs that have poor picture quality (faded) can be replaced for FREE.
   - Lost ID’s are $15.00 to replace

2. The Intramural Sports program is open to all registered activity fee-paying students at UNC Charlotte. Limitations on participation are applied to members of Sport Clubs, Collegiate (Varsity), or professional athletic teams in which their sport or a sport related to the Intramural Sports activity that is being offered.

   A. Sport Club Members: Any individual who appears on a current roster in the Sport Club Office for a recognized club sport team is considered a club member. Club “members” can be defined as anyone that plays, assists, coaches or consults the club. Club members allowed per ROSTER are limited to 1/2 of the minimum number of players needed to start a game. Check specific sport rules for minimum players needed to start a game. This rule only applies to Sport Club members of that related sport. The Assistant Director for Sport Clubs will be consulted with any questions pertaining to eligibility.
      a. Singles Event - Sport Club members must participate in the Competitive league.
      b. Doubles Event – No more than 1 Sport Club member can participate on a team and they must compete in the Competitive League.

   B. Collegiate (Varsity) Sport Members: Intramural team members may not be a member of a varsity team (red shirts and/or transfers included) and/or on a current roster of a varsity team in a related sport activity within the same academic year.

   C. Professional Sport Members: Any individual who has ever competed or received compensation in a sport at the professional, semi-professional, minor league or developmental level shall be ineligible for Intramural Sports competition in that sport or related sport.

3. Faculty, Staff and recognized Affiliates may participate in the Intramural Sports program if they pay an activity fee prior to participation. This fee is separate from a SAC membership and must be paid in the Recreational Services office in Belk Gym, room 108. The activity fee rates are $20 per semester or $30 for a year expiring at the end of the current academic year. These fees are not refundable or transferrable. Faculty, Staff and recognized Affiliates who pay for one semester and want to play in the next semester must pay the per semester rate.

4. Participation and Inclusion Policy: The gender to which the individual self identifies will dictate which League that individual can participate for the entire year.

5. Team roster violations including but not limited to ineligible players, players participating on multiple teams (e.g.: 2 Men’s teams, 2 Women’s teams, or 2 CoRec teams) may result in your team and all players being disqualified from that entire sport. It is the responsibility of all team members to be aware of player eligibility.

6. Any individual who checks in or attempts to check in for an Intramural Sport under an assumed name or different UNC Charlotte ID shall be suspended indefinitely from the Intramural Sports Program and must personally seek reinstatement from the Coordinator for Intramural Sports (including the person on the UNC Charlotte ID card if a different card was used). Any other team member involved may be subject to additional penalties as well. The team captain is responsible for providing names of the parties involved (see Conduct, page 14). Serious violations may be referred to the Dean of Students and Student Court.

7. Any player, spectator, or coach ejected or removed from any Intramural Sports contest by a Recreational Services employee or a Recreational Facilities Management employee for any reason is suspended indefinitely from all Intramural Sports and that person must personally seek reinstatement by sending an email meeting request to the Coordinator for Intramural Sports. Spectators and coaches are the responsibility of the team captains (see Captain’s Responsibilities, page 16).

8. Each participant is responsible for the verification of his or her own eligibility. All team members are responsible for knowing the eligibility of their own players prior to them checking in. By signing the game sheet, team captains are verifying their team roster for that game is correct, that all players listed under their team name are eligible, and that the final score is correct.

9. Intramural Supervisors may be able to provide you an accurate answer at the game site, but unique player eligibility questions should be directed to either the Assistant Director for Intramural Sports or the Coordinator for Intramural Sports prior to the person participating in the scheduled game.
1. Every participant must individually register with IMLeagues prior to participation. The link to register can be found on the Intramural Sports website. Please include all pertinent and accurate information that is requested of IMLeagues. In addition, each participant must agree to the assumption of risk and release from liability form on their IMLeagues account. This form must be agreed to prior to participation.

2. A player becomes a member of a team when they check in and/or participate in a scheduled contest. Once a participant is a member of a team in any activity, he/she may not switch to another team for the duration of that sport. **Exception:** Players who have checked in for both forfeits or are added after the first game and have checked in for the second game are eligible to switch teams.

3. Players may be added or dropped from a team’s roster provided that the given player has not checked in or participated on another team of the same league or met one of the above forfeit criteria. Additions to the roster must adhere to the following:
   a. No additions/deletions may be made to a roster after the listed time on IMLeagues
   b. Roster Maximum is 20 for all team sports.

4. Players may be added any of the following ways:
   a. Directly on the IMLeagues website
   b. At the game site*
   *Please note: This is a longer process and the start of games will not be extended to accommodate someone being added to the roster. The minimum number of players should be present and checked in on the fields at game time. Game time is still forfeit time.

5. All eligible players may participate on one single gender team and one CoRec team for all major sports. The only instance where an individual will be allowed to play for more than one team per sport is if that individual plays in a Men’s or Women’s league and the other team is in a CoRec league.

6. Teams may not drop below the number of players that were required to register for that sport/event.

7. **Team roster violations may result in the entire team being disqualified from league play!**

8. Players will also be recommended to wear a solid team color with a number on either the back or front of the shirt. The Intramurals Staff will give out pennies, if necessary.
1. Protests are restricted to matters of player eligibility only. **No protests concerning rules interpretations or judgment calls by the Officials will be accepted.** Protest submitted via email or by phone will not be accepted.

2. The Coordinator for Intramural Sports will decide upon the validity of the protest. Both teams in question may be asked for additional information. Failure to supply additional requested information may play a role in the decision of a protest.

3. A protest can be filed by anyone at anytime, however, previous game results will not be changed regardless of the outcome of the protest.

4. To change the outcome of a game, all protests must be submitted by a participant of the opposing team and must be declared to the Intramural Sports Supervisor immediately after the contest. Intramural Supervisors will have the protest form with them on-site.
   a. If there is a business day between the next game, a written protest concerning player eligibility violations must be turned into the Recreational Services Office located in Belk Gym, room 108, before noon on the next business day of the contest in question. The written protest must be complete.
   b. If a protest is made during the playoffs or in the event the decision must be made before the next business day (ex. double headers) the Intramural Sport Supervisor at the game site may make the decision.

5. A protest made by a team member on the opposing team within the time frame that is upheld will result in a forfeit for the team using an ineligible player(s). The offending team may also be removed from league play.

6. At any time, Intramural Sports employees may place a game under protest for the suspicion of an ineligible player.
1. A team will forfeit a contest when:
   a. The minimum number of participants required to start the game are not present on the field/court and ready to play at the scheduled starting time according to the Intramural Supervisors watch. “Game time = forfeit time.”
   b. The team is found to be using an ineligible player.
   c. Any of the team's substitutes or spectators leaves the bench or spectator area and enters the playing area during a fight/altercation, whether or not they become actively involved.
   d. The Intramural Supervisor believes the game cannot safely continue due to flagrant or unsportsmanlike behavior.

2. In the case that neither team is able to field the minimum number of players who are ready to play at the scheduled start time, a double forfeit will be recorded and each team will be given a loss in the standings and a “0” for sportsmanship.

3. Any team that forfeits a game for any reason during the regular season of any sport will automatically receive a loss for the game and become ineligible for playoffs. In order to regain eligibility for playoffs:
   a. The team must pay a $15 forfeit fee by the date/time indicated on the website. Courtesy emails may be sent to team captains as reminders; however it is the captain's responsibility to know when the fee needs to be paid.
   b. If the forfeit occurs during the last week of the regular season, teams must pay special attention to the dates/times the forfeit fee is due.

Forfeit Fees can be paid by credit card online or taken in Belk Gym, room 108, during normal business hours. Exact cash or check payments are the only acceptable forms of payment at the office. Teams still must maintain the sportsmanship requirement even after the forfeit fee has been paid. These fines are non-refundable. Visit the Intramural Sports Website or IMLeagues.com for a link to pay online.

4. In sports that mathematically eliminate a team if they forfeit once because of low average sportsmanship rating, concessions for forfeit sportsmanship ratings will be made to mathematically allow teams the opportunity to continue in playoffs if the fee is paid and all past and further sportsmanship ratings remain excellent.

5. After paying the forfeit fee, teams must ensure they meet the Sportsmanship requirements for advancement to playoffs. If a team pays the fee, then it is discovered their Sportsmanship Rating does not permit them into playoffs, no refunds will be given.

6. Teams that fail to pay will not be included in the playoffs, but will continue to play throughout the regular season. Any team that forfeits two games will be immediately dropped from the league.

   Teams that forfeit in a sport that has waiting list teams will be removed from the league and all players may become ineligible to play in that sports league.

7. A team may default a game by having a team member on the roster complete a default form on IMLeagues.com or in the Intramural Sport Office in Belk Gym, room 108, no later than noon the day of the game it intends to default. Teams may not change their mind once the default form has been submitted. In the event a game has been defaulted prior to the game being cancelled, the result will be a cancelled game with the teams receiving a tie and a “3” for Sportsmanship. In this case, the team will receive their default privileges back. Phone calls are not accepted. Exception: A game scheduled for a Saturday or Sunday must be defaulted by noon on the Friday. Each team may default/forfeit one game per sport.
CONDUCT

Since the Intramural Sports Program is aimed at enjoyment, it is expected that all participants will conduct themselves in a manner that will not impair the experience of other participants. All individuals and teams participating shall be expected to comply with the spirit of the rules that cover all competitive situations. In order to encourage proper conduct before, during, and after scheduled contests, Officials, Intramural Supervisors, and administrative personnel will make decisions on whether to warn, penalize, or eject players, teams, or spectators for unsportsmanlike conduct.

University Harassment Policy: Harassing, Threatening, Intimidating Behavior

1. No student shall threaten, coerce, harass or intimidate another person or identifiable group of persons, in a manner that is unlawful or in violation of a constitutionally valid University policy, while on University premises or at University-sponsored activities based upon the person's race, color, religion, national origin, gender, sexual orientation, gender-identity/expression, creed, disability, or veteran status.

2. No student shall engage in unlawful harassment leading to a hostile environment (for full text please see the Code of Student Responsibility).

Any player, team captain, or spectator who is ejected for any reason from a scheduled contest will be suspended indefinitely from further participation in any sport and asked to leave the site immediately. Suspensions do not end when the sport in which the ejection occurs is over. Ejected participants must actively seek reinstatement by emailing the Coordinator for Intramural Sports. It is neither the responsibility of the Intramural Sports Office nor personnel to inform participants of an ejection. Every player must be aware of his or her own eligibility status. The Coordinator for Intramural Sports will determine the length of suspension. Appeals may be made by email appointment request to the Assistant Director for Intramural Sports within 24 hours following notification of the determined suspension.

The designated team captain is responsible for the actions of their players, coaches, and spectators before, during, and after the game. The designated team captain shall provide the names of players or spectators to the Assistant Director of Intramural Sports, Coordinator for Intramural Sports, and Associate Dean of Students if needed. If cooperation does not occur, the designated team captain will be liable for any damages or disciplinary action.

Any type of threat that occurs before, during, or after an Intramural Sports contest will result in an immediate report to the Dean of Students for documentation in the Campus Crisis Management plan. This is to ensure the safety of all students at UNC Charlotte. This includes negative or threatening comments to Officials, Scorekeepers, and Supervisors even away from the Intramural Sports setting.

A “Fight” is defined as confrontation involving one or more players, coaches, or other team personnel wherein (but not limited to) a fist, hand, arm, foot, knee, or leg is used to combatively strike the other individual. When and individual attempts to strike another individual during a confrontation, whether or not there is contact is irrelevant. The perpetrator shall be deemed to have been involved in a fight. When during a confrontation, an individual uses unsportsmanlike acts or comments which, in the opinion of the official, provoke the other individual to retaliate by fighting, it shall be ruled that both individuals have been involved in the fight. When a fight has occurred, the officials shall determine the individuals who were involved in the fight or left the bench area to participate.

Conduct issues of any player, captain, spectator, coach, or other team personnel may affect that team and/or that organization’s involvement within Intramural Sports. One player can ruin it for an entire team and possibly an organization.
The Intramural Sports Program expects all participants, captains, and spectators to conduct themselves in a sportsmanlike manner before, during, and after the completion of a game or event. In order to be eligible for the playoffs, a team must have an overall sportsmanship rating of at least “3.5” at the end of the regular season. The Intramural Sports department reserves the right to immediately remove any team and/or player(s) for sportsmanship actions deemed inappropriate at any time regardless of sportsmanship grade.

Following the game, Recreational Services Staff evaluate and issue sportsmanship points to all teams. This rating system applies to all “Participants” which is defined as any team/player(s)/fan(s). The guideline of points is as follows:

5 Excellent Conduct and Sportsmanship - Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates. Teams that win by forfeit will receive a “5.”

4 Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball). Teams that receive 1 yellow card, unsportsmanlike flag or technical foul will receive no higher than a “4” rating.

3 Average Conduct and Sportsmanship – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike flag or technical foul. Captain exhibits minor control over his/her teammates, but is in control with himself/herself. Teams receiving multiple yellow cards, unsportsmanlike flags or technical fouls will receive no higher than a “3” rating.

2 Below Average Conduct and Sportsmanship – Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. A team which receives one red card or ejection can receive no higher than a “2” rating.

1 Poor Conduct and Sportsmanship – Team is completely uncooperative. Captain has no control of teammates, and/or himself/herself. A team which receives multiple ejections can receive no higher than a “1” rating.

0 Unacceptable Conduct and Sportsmanship – Individuals/teams participated after the consumption of alcohol or drugs. If the contest has begun when discovered, the player or players will be immediately removed from the facility, and the contest will be forfeited to the opponent. Participant(s) threatened (verbal or non-verbal) a Recreational Services employee or participant/spectator during or after the contest. Team members failed to cooperate with Intramural Sports Program staff while performing their duties or falsely represented or withheld any information requested. Any team that receives an “Unacceptable Conduct and Sportsmanship” rating must have their captain meet with the Coordinator for Intramural Sports to determine their team’s eligibility to play their next contest.

During playoffs, Intramural Sports Staff will determine if a team advances to the next game. If there are any sportsmanship related problems in a contest the Intramural Sports Assistant Director and/or Coordinator reserve the right to remove a team. All decisions will be made as soon as possible and are final. Further explanation of decisions will be by appointment from the team captain, but will not affect or change outcome of decision.
CAPTAINS’ RESPONSIBILITIES

Participants that elect to become team captains have many responsibilities. To ensure teams enjoy a safe and successful season, we encourage these individuals adhere to the following points.

- Register a complete team with eligible members and select the team’s game schedule. If playing in the Competitive League, select the playoff position for tournament play.

- Make roster changes when necessary according to the rules of eligibility and roster changes.

- Verify and stay current on the league schedule and any changes.

- Relay all information received upon registering a team, including risk and liability, as found in the participant’s guide, to all team members, coaches, and spectators.

- Notify team members of changes to schedules, rules, and any other updates.

- Be knowledgeable of all playing rules governing the sport in which they are participating.

- Read, understand, and abide by all rules and policies of Intramural Sports as outlined in the Participants Guide.

- Display good sportsmanship at all times.

- Responsible for the actions of their team players and spectators **before, during, and after all schedules contests and games.**

- Sign the game sheet to verify their team roster for that game is correct, that all players listed under their team name are eligible, and that the final score is correct.

- Make teammates aware of the Intramural Sports website and how to use it including getting their teammates to register with IM Leagues.

- Captains that cannot control players and/or spectators must inform the Intramural Sports Supervisor of the situation immediately.
EQUIPMENT & SAFETY

Intramural Sports is committed to providing a safe environment for all participants, staff, and spectators. If any participant, staff, or spectator needs the assistance of Police or medical attention, please find any Intramural Supervisor on duty that will have the ability to contact Campus Police or Emergency Medical Technicians. Campus Police are available at your convenience at (704) 687-2200.

1. Safe Ride: This service is available for all of our indoor sport locations. However, Safe Ride does not access the Northeast Recreation Field Complex (John Kirk Rd). Please make sure that you have safe accommodations for games that occur at this complex.

2. Shoe Policy: Shoes must be worn by all players. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material and is considered an “athletic shoe.” All shoes must be non-marking. For outdoor sports, the sole may be smooth or molded with soft rubber or plastic cleats provided the cleats are rounded, non-abrasive, tapered uniformly on the sides, and will not develop a cutting edge. No metal cleats will be allowed. This includes cleats with metal tips. The Officials and Intramural Supervisors on duty have the authority to disallow any shoe which they feel would endanger the person wearing the shoe, his/her opponents, or damage to the facilities.

3. Headgear Policy: Headgear is not allowed to be worn by any participant during an Intramural event except for one-piece head/sweat bands that do not have to tie or have any knots. For INDOOR sports all illegal 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 exceptions: winter/wool hats are allowed for all outdoor sports, and baseball type caps are allowed only during Intramural Softball. The Officials and Intramural Supervisors on duty have the authority to disallow any participant from participating, which they feel would endanger the person wearing the headgear or his/her opponents. Any religious headgear must be pre-approved by the Assistant Director for Intramural Sports or Coordinator for Intramural Sports.

4. Jewelry Policy: Jewelry is not allowed to be worn by any participant during an Intramural event. This jewelry consists of any rings, watches, necklaces, earrings, body piercings, bracelets, and any other such similar jewelry. Participants with newly pierced areas still must either take out that piece(s) of jewelry or choose not to play in that event. The Officials and Intramural Supervisors on duty have the authority to disallow any participant from participating, which they feel would endanger the person wearing the jewelry or his/her opponents. Intramural Sports is not liable for lost jewelry. Any religious jewelry must be pre-approved by the Assistant Director for Intramural Sports or Coordinator for Intramural Sports. Fitbits will be accepted.

5. Protective Equipment Policy: Any guard, cast, or brace made of a hard, non-pliable substance is not allowed to be worn during any Intramural event even if covered with a padded material. Knee braces must be made entirely of plastic or a similar material. The Officials and Intramural Supervisors on duty have the authority to disallow any participant from participating, which they feel would endanger the person wearing the protective equipment or his/her opponents.

6. Blood Policy: While the risk of one player infecting another with the HIV virus because of an injury during a game is reportedly non-existent, there is a remote risk for other blood borne infectious diseases to be transmitted. Recognizing the concerns this risk creates for our Intramural participants, the Intramural Sports staff has established the following policy:

   a. When an Official observes a player who is bleeding, has an open wound, or any amount of blood on his/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. Once play has stopped under this rule, the player may not re-enter the game until the player is declared eligible by the Intramural Supervisor, the clock has run, a substitution opportunity has occurred, or a time-out taken.

   b. 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 is stopped, the open wound is covered, and the bloody piece of clothing is changed. Any visible blood on a piece of clothing means the clothing is saturated. A player declared ineligible because of blood on his or her clothing shall not be eligible to re-enter the contest until the clothing has been changed.

7. Drug/Alcohol/Tobacco Policy: Drugs, alcohol, and any form of tobacco are not permitted at any event. In the event that it is determined or suspected that a player is under the influence of drugs, alcohol, or using any type of tobacco while participating or spectating in the Intramural Sports program, then that participant/spectator will be removed from the game or playing site. Intramural Supervisors have the authority to eject from a game any player or spectator for suspected drug, tobacco, and/or alcohol use. Individual(s) removed for drug, tobacco, and/or alcohol use are suspended from the Intramural Sports program until he/she meets with the Coordinator for Intramural Sports (see Conduct, page).

8. Participation and Inclusion Policy: The gender to which the individual self identifies will dictate which League that individual can participate.

The University of North Carolina at Charlotte believes that educational and employment decisions should be based on the abilities and qualifications of individuals and should not be based on irrelevant factors, including personal characteristics, that have no connection with academic abilities or job performance. Among the traditional factors which are generally “irrelevant” are race, gender, religion, disability, and national origin. It is the policy of The University of North Carolina at Charlotte that the sexual orientation and/or gender identity and expression of an individual be treated in the same manner.
Such a policy ensures that only relevant factors are considered and that equitable and consistent standards of conduct and performance are applied.

An employee of The University of North Carolina at Charlotte having a complaint of discrimination because of sexual orientation and/or gender identity and expression should notify the Director of Employee Relations, Training and Compliance. A student should notify the Office of the Dean of Students.

This policy prohibiting discrimination on the basis of sexual orientation and/or gender identity and expression in educational and employment decisions of The University of North Carolina at Charlotte does not prohibit the University from establishing relationships with outside organizations that do not adhere to such a policy.

9. Medical Examination: All participants are urged to obtain a physical examination and have an insurance policy in place before participating in the Intramural Sports program. Each participant is responsible for knowing their own physiological limitations and is responsible for their participation in the program. The Recreational Services office does not offer an insurance program for its participants. UNC Charlotte and the Department of Recreational Services cannot assume legal financial obligation for its participants; participation in the Intramural Sports program is voluntary. Any accidents incurred in transit to an event, observing, or playing during an event, or returning to place of residence after an event are the individual’s responsibility. All injuries sustained in Intramural Sports play must be reported to the Intramural Sport Supervisor on site.

10. Concussions & Head/Neck/Back Injuries: Any participant who is suspected of sustaining a head, neck, or back injury, or exhibits signs, symptoms, or behaviors consistent with a concussion, such as loss of consciousness, headache, dizziness, confusion, or balance problems, must immediately discontinue further participation in any Intramural Sports contest. Once any Intramural Sports or other Recreational Services staff member has made such a determination, the injured participant may not return to participate in any activity for the remainder of the day or night and is required to seek professional medical attention and a medical release before being allowed to participate in further Intramural Sports activities.

The Intramural Sports Supervisor on duty will provide to the participant a “Return to Play” form that needs to be completed by a licensed medical professional and turned into the Coordinator for Intramural Sports before the participant is eligible to participate in further Intramural Sports activities. The completed form should be returned to the Recreational Services Office in Cone University Center, room 348.

11. Parking: The NRFC parking lot is for facility users during operating hours; University parking permits are not required. All vehicles located in the parking lot must exit immediately at the conclusion of the scheduled event. No overnight parking will be allowed. Any vehicle left after scheduled event will be subject to towing at the owner’s expense. Questions about vehicles that have been towed should be directed to Mathis Towing. Parking anywhere else on campus is subject to published parking guidelines. Please view Parking’s website for up-to-date information.

12. Inclement Weather at the Northeast Recreation Field Complex (John Kirk Rd): In the event of lightning or inclement weather conditions, patrons, players, and coaches must seek shelter immediately in their vehicles or the closest enclosed building for a minimum of 30 minutes from the time of the last sign of lightning or thunder.

13. Animals: Policy Statement # 43- II.B.6. Domestic Animals and Therapy Animals may not enter any (a) campus building, including all residence and non-residence buildings, (b) enclosed or delineated outdoor athletic or recreational facility, or (c) officially reserved or scheduled outdoor event on campus. This paragraph does not apply to Service Animals or Service Animals in Training accompanying a person with a disability or an authorized service animal trainer.

14. Northeast Recreational Field Complex (NRFC): The following are restricted items at NRFC:
   a. Metal cleats
   b. Pets
   c. Gun, weapons, fireworks
   d. Glass containers
   e. Alcohol, tobacco, illegal drugs
   f. Golf, or any activity that could damage the turf
   g. Unauthorized wheeled vehicles
   h. Skateboard or any skating equipment
   i. Grills except in approved locations
   j. Chewing gum
   k. Sunflower Seeds
   l. Unauthorized food/beverages

A complete copy of policies and procedures at NRFC can be found on the Recreational Services website under Facilities.
THE UNIVERSITY OF NORTH CAROLINA AT CHARLOTTE INTRAMURAL SPORTS WAIVER, RELEASE, AND INDEMNITY AGREEMENT THIS IS A LEGAL DOCUMENT WHICH AFFECTS YOUR RIGHTS. READ IT CAREFULLY BEFORE SIGNING.

1. Waiver, Release and Indemnity for Personal or Property Injury. For and in consideration of permitting myself to enroll in and participate in the University of North Carolina at Charlotte’s Intramural Sports program, I hereby voluntarily release and indemnify the State of North Carolina, the University of North Carolina at Charlotte, its trustees, officers, employees, and agents (hereinafter collectively referred to as the “University”) from any and all causes of actions, and further waive any and all claims for personal injury, property damage, or wrongful death occurring to myself arising as a result of participating, engaging in, playing in, observing, or traveling to any Intramural Sports activity. I understand all the potential dangers and causes of personal harm in participating in Intramural Sports including, but not limited to broken bone(s), loss of sight, internal and external organ damage or loss, loss of digit(s) and/or limb(s), brain damage, spinal cord and neck injury, paralysis and death, and knowing very well such dangers, I ASSUME ALL RISK in participating in Intramural Sports. I, further, on behalf of my heirs, executors, administrators, and assigns release and indemnify the University from any and all causes of actions, and further waive any and all claims against the University occurring to myself as a result of participating, engaging in, playing in, observing, traveling to any Intramural Sports activity.

2. Photographic or Video Image/Likeness Release. I hereby grant permission to the University to photograph or videotape in any media my image, likeness, or depiction while participating in Intramural Sports and hereby consent to and permit the University to use such photographs or images of me on its official social media sites. I understand that if I object to a particular photograph or videotape of me that is posted to a social media site, I can request its removal by contacting the University’s Department of Recreational Services.

I certify that I am over 18 years of age and that, prior to signing this document, I have had an adequate opportunity to read and understand it, have had an opportunity to ask questions about it, and any questions I have had have been answered to my satisfaction. I understand that if I am under 18 years of age, my parent or legal guardian will need to sign this document on my behalf. Copies of this agreement for parents and legal guardians can be obtained by contacting the University’s Department of Recreational Services at 704-687-0430.
In many sports, we will have additional supplies for teams and individuals to check out to help compete or warm up for that event. Equipment will only be checked out to teams that are competing that night. The individual must sign and show a valid UNC Charlotte ID to agree that they will assume responsibility for these items being returned in the proper working order. The responsible party will be charged the replacement value for the goods based on the purchase price at cost for Intramural Sports for any items not returned, damaged, or lost.

Any items not returned, damaged, or lost is the responsibility of the party that checked out the equipment. Intramural Sports can charge the individual to replace the items lost or damaged.

It is up to the person checking out this equipment to use it properly and to make sure it always stays within view.

Failure to pay will result in the individual being marked as ineligible for all Intramural Sports activities, possible removal of the team from playoffs as well as being reported to the Dean of Students, until payment is rendered.

The same person who checks out the equipment must bring the equipment back in full. If a person wishes to transfer equipment, it must be brought back to be inventoried, and then re-checked out using a new UNC Charlotte ID.

MRSA Awareness

MRSA (Methicillin-resistant Staphylococcus aureus) is a type of staph infection that is becoming increasingly common nationwide including the Charlotte area. MRSA is transmitted most frequently by direct skin-to-skin contact or contact with shared items or surfaces that have come into contact with someone infected with MRSA (e.g., towels, pinnies, used bandages). MRSA can become a deadly disease if not detected and treated. Staph bacteria, including MRSA, can cause skin infections that may look like a pimple or boil and can be red, swollen, painful, or have pus or other drainage. More serious infections may cause pneumonia, bloodstream infections, or surgical wound infections.

In order to help protect UNC Charlotte Intramural participants, we have a few recommendations for fun and safe play.

A. Always take a shower or bath after any Intramural Sports event using soap and hot water.
B. Use your own towel; do not share, even with teammates.
C. Wear a customized team jersey, instead of the pinnies provided by Intramural Sports.

There are a few Intramural Sports restrictions and policies regarding jerseys.

A. Legal numbers must be one or two digit whole, positive integers. However, only numbers with digits 0-5 will be legal for Basketball. A jersey may not contain the numbers 6-9 for Basketball.
B. Teams may not have identical numbers or have two players on the same team with 0 and 00.
C. If two teams have the same color or similar shades, the visiting team will have to wear Intramural Sports pinnies. Look into possibly buying two sets or a unique color.
D. ALL members of the team must have the similar jersey color. It is the Intramural Sports Supervisor’s discretion to approve or disapprove the jersey color. If it is not allowed, the entire team must wear Intramural pinnies.
The Charlotte Sports Officials Association

The Charlotte Sports Officials Association is a group of students who share a common interest in officiating. Together, these students learn and seek opportunities to officiate games, develop professionally, and enjoy many social meetings. Through friendship and professional development, this group of students enjoys success. No experience is necessary to join, just an eagerness to learn and have fun. Contact the Recreational Services office to learn more about this group.

NATIONAL INTRAMURAL-RECREATIONAL SPORTS ASSOCIATION

The National Intramural-Recreational Sports Association (NIRSA) has a rich history. Fifty-five years ago it was established as the pioneer of organized recreation, primarily for colleges and universities. Founded in 1950 at Dillard University in New Orleans by 20 African-American men and women Intramural directors from 11 Historically Black Colleges, NIRSA began as the National Intramural Association (NIA). Dr. William Wasson, convened the initial meeting in New Orleans, served as NIA’s first president, and is revered as NIRSA’s founder.

Today, NIRSA is a non-profit membership organization serving a network of more than 4,000 highly trained professionals, students, and Associate Members in the recreational sports field throughout the United States, Canada, and other countries. It is the leading organization in many areas: training and professional development, intramural sports, sport clubs, recreation facilities, fitness programming, outdoor recreation, wellness programs, informal recreation, and aquatic programs. Of NIRSA’s 740 Institutional members, 94 percent come from college and university recreational sports programs. NIRSA’s member institutions represent nearly seven million college students, of whom an estimated five and a half million participate in recreational programs.
The Intramural Staff works closely with the Charlotte Sports Officials Association and the Intramural Officials to improve the officiating in the Intramural Sports program. The staff will also provide leadership in the development, both personally and professionally, of all sports officials. To inquire about the officials association or learn how to become an Intramural Sports Official or Scorekeeper, contact the Coordinator for Intramural Sports.

**STUDENT EMPLOYMENT**

**OFFICIALS**
Intramural Sports Officials will work with all of our offered sports. We will train and evaluate all Officials at the beginning of each season and each Official shall receive ongoing evaluations throughout the season. Officials will also be responsible for scorekeeping through the game nights. Games are scheduled Sunday through Thursday, late afternoon, and evenings. Locations are throughout campus recreation facilities including Outdoor Fields, and the Student Activity Center (SAC). Officials work in groups of two or three; some familiarity with the sport is desired, but is not necessary.

**SPORT SUPERVISORS**
Our Intramural Sport Supervisors work throughout the school year in a variety of sports. Intramural Supervisors oversee various Intramural Sports including but not limited to flag football, basketball, volleyball, soccer, softball, tennis, and other special events. They work with participants by addressing concerns, incidents, and accidents that occur during Intramural Sports. A strong officiating background as well as a working knowledge of sport rules is required. Strong communication and administration skills, ability to interact with participants, and good interpersonal skills are desired.

**HOW TO RECEIVE MORE INFORMATION**
Anyone interested in employment as an Intramural Sports Official or Scorekeeper should submit an e-mail to the Coordinator for Intramural Sports. You will be notified via email of training dates, times and locations.

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**Officials Are Needed For The Following Sports**

- 6v6 Soccer
- Volleyball
- Flag Football
- Basketball
- Softball
- Indoor Soccer