



Intramural Sports Participant Handbook 2024-2025

**Policies and procedures governing Intramural Sports participation set
forth by UCCS Campus Recreation
Updated: 5/13/2024**

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Intramural Sports at UCCS

Intramural sports are designed to provide an opportunity for all fee-paying students, faculty, staff members, and alumni to participate in organized recreational activities. Over 25 different sports are offered throughout the academic year including but not limited to: Flag Football, Basketball, Soccer, Volleyball, Dodgeball, and Ultimate Frisbee.

The Intramural Sports Staff works hard to structure leagues and tournaments for each of our Sports. Intramural Sports Officials, Supervisors, and Program Assistant(s) run each activity to add to the organization and your overall enjoyment. Participate in a sport you are familiar with or try a new one! Create a team, join a team or join as a Free Agent. All registration and sport entries are completed at FusionPlay. [Download in the Apple App Store.](#) [Download in the Google Play Store](#)

This handbook is designed to serve as an informative and procedural guide for all Intramural Sports Participants. Team Captains, participants, fans and staff are expected to familiarize themselves with and abide by the information contained in this manual. We encourage all participants with questions concerning this handbook to contact the Intramural Sports staff at imsports@uccs.edu. All policies and procedures are subject to change and review by the Intramural Sports Administration.

Campus Recreation Office Information

719-255-7599

[Intramural Sports | Gallogly Recreation and Wellness Center \(uccs.edu\)](#)

Email: imsports@uccs.edu

Administrative Staff

Chris Spencer – Program Director of Sports and Youth Programs
Kayla Harper – Coordinator of Sports and Youth Programs
Nathan Marks – Sports and Youth Programs Assistant
Casey Doronkina – Sports and Youth Programs Assistant

Mission Statement

The mission of the University of Colorado Colorado Springs Intramural Sports Program is to engage the university community in diverse sport and program opportunities that enrich the student learning experience through involvement, leadership, and physical activity in a safe and competitive environment.

Liability Statement

Participation in all programs or events sponsored by Campus Recreation is completely voluntary. Individuals participate at their own risk. Individuals are encouraged to have a physical examination, as well as obtain adequate health and accident insurance prior to any participation. University of Colorado Colorado Springs is not responsible for any physical, mental, or emotional injury that may occur to individuals participating in any program or event sponsored by Campus Recreation.

Prior to participation in any Campus Recreation sponsored activity all participants must agree to an online *Waiver Release* form. These waivers are valid throughout the academic year at UCCS.

Health, Injuries and Insurance

The Intramural Sports Program will provide initial emergency care, such as the provision of bandages, ice, or basic first aid care to any participant injured during their contest (notify staff of all injuries). The intramural program will not provide services to prepare or maintain a player's readiness to participate. Participants need to bring their own tape, etc. to prepare themselves to play.

The Intramural Sports Program **Does Not** carry health or accident insurance for the participants.

It is the responsibility of every person participating in intramural sports to ascertain whether they have any health conditions, which make it inadvisable to participate in that sport. The University and Intramural Sports Program **Do Not** assume that responsibility. Those who are uncertain should consult their physician.

The Intramural staff should be notified of **All Injuries** sustained during intramural competition. If needed, the participant will be given first aid and referred to their physician and/or the Student Health Center. An ambulance may be dispatched to assess an injury (particularly in the event of head, neck, back or major joint trauma). There is no cost for injury assessment. You have the right of refusal for treatment/transportation; however, it is at the discretion of the intramural staff if participation may continue. Cost for ambulance treatment/transportation is the participant's responsibility. An accident/injury report will be completed for all injuries. This form may be necessary for your insurance company.

Safety

All Intramural activities require the **removal of all jewelry** including but not limited to watches, chains, bracelets, necklaces, and piercings. In these activities only a medical alert chain or bracelet may be worn. Medical alert bracelets must be secured with tape, so no sharp edges or chains are exposed while still leaving the medical alert visible. Religious jewelry/apparel must be approved prior to participation by either the Intramural Sports Administrative staff or an onsite Intramural Sports Supervisor. Rulings by the intramural staff regarding jewelry are final.

To maintain a safe playing area, all participants are to adhere to the following *Blood Rule*: Consistent with other high school and college sports, intramural sports participants who are found to be bleeding, have an open wound or an excessive amount of blood on their uniform shall be removed from the game. They may return at the next legal substitution opportunity provided the bleeding has been stopped, the open wound is covered, and if there was an excessive amount of blood on the uniform, it has been changed. Any player who is bleeding must be substituted until the bleeding stops. An intramural staff member or game official has the authority to remove the player. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (sport specific), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to reenter. If the bleeding is not stopped within the allotted five (5) minutes the team will continue to play the game below the minimum requirement for that sport. The allowance is only for players who are bleeding when the team cannot continue to play without them. In all supervised activities an Intramural Staff member will be available to assist a bleeding player and determine whether the individual may resume play. A freshly washed reversible game jersey will be provided for every intramural participant prior to the start of each game.

The Intramural Sports Staff

The Intramural Sports Staff is here to serve you. We hope you will have a fun, safe, and orderly sporting event and we will do everything possible to achieve the goals of UCCS and Campus Recreation. We encourage constructive comments and want to hear from you. If we can be of service, email us at imsports@uccs.edu or come by the Campus Recreation Sports Desk.

Become an Intramural Sports Official

The cornerstone of our program is recruiting and developing UCCS students into quality Intramural Sports Officials through innovative student development opportunities. Our program could not survive without the UCCS student. If you or someone you know is interested in working for Intramural Sports please read on. Intramural Sports is looking for sports-minded individuals with a willingness to learn the art of officiating. For job descriptions and more information please reach out to our Intramural Sports email imsports@uccs.edu. Becoming an Intramural Sports Official is easy and fun. No experience is necessary, we will train you!

Entry Procedures

Individuals are encouraged to participate in all Intramural Sports Activities whether it is individually, with a partner, or on a team. Teams are generally formed by residence hall units, student organizations, hometown affiliations or most often simply by groups of friends.

If you want to play and don't have a doubles partner or don't have enough people to form a team, you can still get involved. The free agent program is in place for those who wish to compete. Register for your sport and select the free agent option and the staff will assist in forming your team with others looking to get involved.

The Intramural Sports Program exclusively uses the online-based, user friendly FusionPlay software for registration, scheduling, and communication. All you need to start the registration process is your UCCS username and password. Download the FusionPlay app on the Apple App Store or the Google Play Store to get started.

Sign up for an intramural sport

- *Download the FusionPlay app (found on the app store or google play store) and log in using your UCCS username and password.*
- On the FusionPlay dashboard, look at the sport you want to sign up for and click on it.
- Select the set division day/time that will work for your schedule
- Choose between registering a team as the captain or register as a player on the bottom right corner (plus sign)
- Digitally sign the waiver to participate (if you have already done this you should be fine to proceed).
 - *NOTE* You must pay for a sports pass to participate in Intramural Sports (exceptions for Dodgeball, Trivia, and Build Your Battleship).
 - Semester Sports Pass - \$20 **See below for more Sports Pass information
 - Specific Sport Pass - \$10
 - Here is the link to purchase a membership [UCCS Campus Recreation](#)

Sports Pass

The cost to participate in any single intramural tournament is \$10.00. The cost to participate in any single intramural league is \$15.00. You need to pay prior to registering for each individual sport. Campus Recreation offers the 'Semester Sport Pass' as an all-encompassing alternative option that gives you unlimited access to all sport offerings within the given semester. The Semester Sport Pass is a one-time fee of \$20.00. Purchase your sport pass on the fusion website or in person at the Gallogly Recreation and Wellness Center.

\$10 – Single Tournament Pass

\$15 – Single League Pass

\$20 – play as many sports as you wish offered in the semester

Exceptions:

- **Golf Scramble:** The Golf Scramble Tournament has its own membership pass since there are added costs (Green Fees, Cart Fees, etc.)
- **Bowling:** The Bowling Tournament has its own membership pass since there are added costs

Free Agent Program

If you don't have a team or partner and want to play all you need to do is register for the sport as a free agent player. Captains looking for more players will see your name and add you to their roster if it's a good fit. We will try to get you placed on an existing team. For team sports you should plan to attend the scrimmages for that sport. The Intramural Sports Program will do their best to accommodate all free agents but signing up as a free agent does not necessarily guarantee placement on a team. Additional information is available at the Campus Recreation Sports Desk.

Play Format and Structure

Format

All activities will be in the following formats:

- Regular season round robin play with a single elimination playoff - Depending on the amount of time and facilities available for play, teams will be scheduled for 3 to 5 games during the regular season. Playoffs will be a single elimination tournament at the end of league play in all team sports. A team must have a 2.5 average Sportsmanship Rating to advance to the playoffs.
- Tournaments with either single or double elimination format - Depending on the amount of time and facilities available, a single or double elimination tournament will be used for play following a round robin pool play. There may be some tournaments that are scheduled for only single or double elimination.
- Misc/Special Event – Some one-day special events may have different formats than tournaments. Ex. Trivia Night, Build Your Battleship.

Structure

Leagues

When an individual or captain signs his/her team up for play, they must choose the league that they wish to play in. The four (4) distinct leagues are:

- Open - Any team is allowed to play in the Open League. The team may be comprised of any combination of Men and Women. No identity guidelines apply to all leagues listed as Open. Open Leagues are generally used for one day intramural tournaments.
- CoRec – Any team that is comprised of an equal number of males and females. Sport specific guidelines apply.
- Men's - Any team that is comprised entirely of Male members. (Men may play on only one Men's team and one CoRec team.

- Women's - Any team that is comprised entirely of Female members. (Women may play on only one Women's team and one CoRec team.

Divisions

When an individual or captain signs his/her team up for play, they must choose the appropriate division that they will play in. Divisions may be separated by Day of the week or Time of play:

Ex.

- Monday 10pm
- Wednesday 6pm

Schedules

Schedules will be created based on the division time selected for online registration. All schedules will be posted on FusionPlay. Participants are expected to check FusionPlay often for updated schedules. No schedules will be printed out. *Please do not call the Campus Recreation Sports Desk to find out when you play. Times will not be given out over the phone.*

Playoff Qualification and Seeding

The following criteria will be used to determine playoff qualification and seeding order:

1. Win/loss record will determine final regular season standings.
 - a. Defaults will count as a general loss.
 - b. Forfeits will count as a harsher penalty than a general loss.
 - i. Ex. If two teams have the same win/loss record but for one team one of those losses is a forfeit, that team will be the lower seed.
2. In the case of a tie between two or more teams that all played each other, head-to-head record against all tied teams will be the first tiebreaker.
3. If a head-to-head match-up did not occur between all tied teams, point differential will be the first tiebreaker.
4. Should the point differential of the teams be tied, total points for will be used. For example, a Flag Football team that has won 2 games by 10 points and lost 2 games by 5 points would have a scoring differential total of +10. If a team wins (or loses) by forfeit or default, that team will get credit for winning (or losing) by the following amounts in each sport:
 - a. Flag Football 10-0
 - b. Volleyball 2-0
 - c. Indoor Soccer 5-0
 - d. Soccer 2-0
 - e. Basketball 10-0
 - f. Ultimate Frisbee 3-0
 - g. Kickball 5-0
 - h. Spikeball 5-0
 - i. Badminton 2-0
 - j. Billiards 1-0
 - k. Cornhole 5-0

- I. Tennis 5-0
 - i. Pickleball, Tennis, Table Tennis
 - m. *Any sports not included in this section will have the default/forfeit scores included in that sports rules. Generally, these sports will be 1-0*.
5. If all of above seeding methods are exhausted, a coin toss will decide which of the tied teams will be the higher or lower seed when applicable.

Competitive and Recreational Playoff Brackets

Leagues that have twelve or more teams will be split into A and B brackets for playoffs. Qualification for each bracket will be based on the qualification criteria in the playoff qualification and seeding section.

Duties & Responsibilities of a Team Captain

Each team entered in any intramural activity must have a team captain who will act as the official liaison between the team and Campus Recreation. In addition, each team will have a team manager to serve in place of the team captain when necessary.

Team Captain's/Manager's duties include, but are not limited to:

- Organize the team and enter it into competition before the deadline date.
- Make sure ALL players are signed up on the FusionPlay on the team roster online.
- Keep the team members informed as to the time and place of the scheduled activity and ensure their presence at the activity.
- Sign your team in with the Supervisor *15 minutes* prior to their scheduled game time. All players must check in with a *current photo ID* (physical or virtual) or they **CANNOT** play.
- Intramural Sports Program Assistant, Supervisors and Officials reserve the right to ask for a second form of identification (ex: Driver's license) if the UCCS ID card is questioned or the picture is not visible.
- Be familiar with all intramural eligibility rules and see that only eligible players participate.
- Regularly check the online schedules on FusionPlay to keep informed of any changes or updates. During tournament play a daily check is encouraged.
- Be responsible for the conduct of your players, and spectators before, during, and after the contest. Act as the team spokesperson on and off of the playing field.
- Following the game; sign the score sheet to confirm that the game is recorded correctly.
- Notify all team members and fans that alcohol, tobacco products, illegal substances, and vehicles are prohibited on all Intramural Playing Fields. No one is allowed to participate while under the influence of alcohol or illegal drugs. The use of all tobacco products is also prohibited on all Intramural Playing Fields.

Participant Eligibility

The Department of Campus Recreation and the Intramural Sports Program reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The most recent version will be posted on the intramural website. The Department of Campus Recreation and the Intramural Sports Program does not assume responsibility for the investigation of the eligibility of all participants. However, we will investigate any case as required by a formal protest. Ignorance of any intramural eligibility rule is not an excuse.

Eligibility Rules

University Status

Current students, faculty, staff and alumni are eligible given that students must pay the activity fee. Faculty, Staff, Alumni, and Spouses must be a Recreation Center member. Exception: Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Intramural Sports Administrative Staff or as outlined in the Handbook.

Participants must meet the following criteria:

- Current UCCS Student
- Current UCCS Faculty, Staff or F/S Spouse and have purchased a recreation center membership
- Alumni having paid their alumni fees and purchased a recreation center membership

False Name

All participants must have a valid photo I.D. (UCCS virtual I.D. is acceptable) to play! An individual may not participate under an assumed name or use false identification. Violation of this rule will result in forfeiture of the game in question, confiscation of the false I.D., and suspension from further participation for the individual and/or team.

Rover Rule/Compete on Two Teams

A player may participate on multiple teams in any given activity during a season as a “rover”. The team that the player is registered for at the beginning of the season will be the individuals legitimate team. Once playoffs begin, the player *must only* play for the team in which they are originally registered for. They will not be permitted to play for other teams.

Team Transfer

Players may not transfer to another team once he/she has played 1 game with another team in that League. The player will only be registered to one specific team, but may play with other teams during the regular season as a “rover”.

Playoff Eligibility

Teams may add members at any point throughout playoffs so long as the person they are adding is not already on another roster in that same league. When a participant signs into a roster they are officially a team member of that roster.

Coaches

The Intramural Sports program does not officially recognize coaches within intramural play. If you decide to have a spectator, fan, team member as a “coach” then they will abide by our sportsmanship rules. “Coaches” do not have a right to be at Intramural games, it is a privilege.

Any individual that falls into that category and acts in an unsporting manner or in a manner that is detrimental to that activity will be removed. The captain/team will be held responsible for any issues with “coaches”.

Ineligible Players

Teams using ineligible players may be subject to removal from the league.

The Intramural Staff reserves the right to declare an individual ineligible for competition if his/her participation is considered unsportsmanlike or dangerous.

Additional eligibility rules may apply to specific tournaments or activities. Teams will be notified of these additional rules prior to the rule changes going into effect.

Specific Eligibility Rules

This section will discuss the eligibility of athletes (Professional, Olympic, Inter-Collegiate and Club Sports) to participate in Intramural Sports while enhancing fair play amongst participants.

Professional & Olympic Athletes

An individual who has received compensation/income as a professional in a sport or in an Olympic competition is not eligible for intramural competition in that sport or similar sport. A former professional or Olympic athlete may petition the Intramural Sports Admin for approval to compete in that sport.

Intercollegiate Athletes

Any person, whose name appears on a varsity squad, workout list, or roster, is enrolled in a varsity activity for class credit, is on an athletic grant-in-aid scholarship, or is a red-shirted member of a varsity team during any part of the current academic year is not eligible to participate in that sport or related sport for one full calendar year.

Intercollegiate athletes are restricted from intramural sports for one calendar year in the related sport they participated in. Intramural teams may have two (2) former intercollegiate athletes that meet the next calendar year requirement listed on their roster.

Intramural Event	Related Sport
Flag Football	Football
Basketball, 3v3 Basketball	Basketball
Volleyball, Grass Volleyball	Volleyball
Indoor and Outdoor Soccer	Soccer

Club Sport Athletes

Any person whose name appears on a club sport roster is eligible to participate in that sport or any related sport during the current academic year.

Any matter that cannot be resolved through these eligibility rules shall be brought to the Coordinator for a decision.

Conduct

An important philosophy of the Department of Campus Recreation at UCCS is that good sportsmanship is vital to the conduct of every contest. We realize that Intramural Sports contests are important to the participant, but that importance should not become so overriding that players lose sight of appropriate behavior. The playing field/court is not a venue for physical or verbal abuse for players, or spectators. To encourage proper conduct before, during, and after the scheduled contest the Program Assistant, Supervisors, Sports Officials and administrative personnel reserve the right to warn, penalize, or eject players or teams for conduct they deem unsportsmanlike.

Participants and spectators who choose to follow unsportsmanlike practices during a contest, whether directed toward an opponent, Sports Official or Intramural Staff member, before, during, or after the contest, may be ejected from that contest. Any Intramural Sports Staff may administer the ejection. Examples of unsportsmanlike conduct which will result in ejection include, but are not limited to: profanity, vulgar or abusive language, unnecessary roughness, two (2) technical/unsportsmanlike fouls, taunting or baiting, flagrant actions towards an opponent, flagrant action towards an official, and fighting or inciting a fight.

Any individual(s) ejected from a scheduled contest as result of unsportsmanlike conduct will automatically be suspended from all Intramural competition until official reinstatement. Please refer to "Reinstatement Procedures".

Sportsmanship

As part of the philosophy of the Intramural Sports Program at UCCS, sportsmanship is vital to the success of each and every program we offer to the university community. Intramural Program Assistants, Supervisors, and Sports Officials have been granted the authority to make decisions to warn, penalize, or eject participants or teams for poor displays of sportsmanship. The Coordinator of Intramural Sports will decide on any further disciplinary issues. All affected participants must report to the Coordinator before their next scheduled game before they can be reinstated to play.

Sportsmanship Rating System

Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. Following each game, officials and/or supervisors evaluate team behavior and issue sportsmanship points to all teams.

The breakdown of sportsmanship are as follows:

1. *Intramural Sports expects all participants and spectators to conduct themselves in a sportsmanlike manner. We have criteria on sportsmanship that are meant to keep teams*

accountable for their behavior during play. The criteria for sporting-like restrictions are the following:

- a. 2 UCs on a player in a game = Ejection
- b. 3 UCs on a team in a game = Forfeit
- c. 3 UCs on a player in a season = Removal (even in playoffs)
- d. 4 UCs on a team in a season = Removal (even in playoffs)
- e. Sports Programs Staff will be keeping the amount of UC a person/team receives in our records. Additionally, you will be able to see how many UCs your team has via FusionPlay on your team name.

Mandatory Penalties

Any individual who is ejected from a contest must leave the facility (sight and sound) immediately upon notification by the Program Assistant, Student Supervisor, Sports Officials, or other Intramural Sports Staff. A participant is suspended indefinitely from further intramural activities until meeting with the Coordinator of Intramural Sports. After meeting with the Coordinator, a participant may be reinstated and allowed to watch his/her team during the suspension. *Each case is heard separately by the Program Director of Sports and Youth Programs.*

Specific Violations and Penalties

Violation - Shoving, striking, or physically abusing a Sports Official or any Intramural Sports Staff.

Penalty - Automatic suspension from Campus Recreation activities for remainder of collegiate career and possible legal action.

Note - This includes being reported to the Dean of Students and possible assault charges at the county courthouse.

Violation - Ejections from a game due to fighting (*Individuals*)

Penalty - Automatic suspension from all Campus Recreation activities for (1) one full academic calendar year.

Note - This includes being reported to the Dean of Students and possible assault charges at the county courthouse.

Violation - Sidelines emptying on to playing area. (*Teams*)

Penalty - Automatic forfeit of game by both teams. Any individual who merely comes on to the playing area during a fight will receive a minimum (2) two game suspension. All individuals reported to have participated in the fight will be suspended from all Campus Recreation activities for (1) one full academic year.

Note - This includes being reported to the Dean of Students and possible assault charges at the county courthouse.

Violation - Ejection or misconduct during or after the last game of season in a sport.

Penalty - Possible suspension from all Intramural Sports activities during and including the next major team sport.

Violation - Continuous evidence of unsportsmanlike conduct by individuals, teams, or organizations.

Penalty - Automatic suspension from Intramural Sports for remainder of that sport's season. Depending on severity and number of infractions the Intramural Sports Admin Staff reserve the right to suspend a player or team for the remainder of a semester or year.

Violation - Ejection from a game due to unsportsmanlike behavior.

Penalty - Automatic suspension from team's next scheduled game and probation for remainder of that sports season.

Violation - Three unsportsmanlike penalties in one game, by the same team.

Penalty - Automatic forfeit and loss of game. Team captain must meet with the Coordinator of Intramural Sports.

*All violations and resulting penalties will be at the discretion of the Coordinator of Intramural Sports.

Reinstatement Procedures

Any player or spectator who is ejected from an intramural contest is automatically suspended from all intramural activity and possibly Campus Recreation facilities until official reinstatement. The following guidelines for reinstatement should be followed:

- To be reinstated, one needs to schedule a meeting with the Program Director of Sports and Youth Programs to discuss the events surrounding the ejection, the individual's actions that led to the ejection, and assurances as to how this type of behavior will be avoided in the future. It is up to the ejected individual to schedule this meeting. It is required that a letter be submitted from the participant involved stating the circumstances surrounding the ejection/incident prior to the meeting.
- The Program Director of Sports and Youth Programs shall determine the period of suspension for each person who is suspended from all Intramural Sports. The *minimum suspension* for any ejection is one game in the activity from which the person was ejected.
- No individual will be reinstated prior to a meeting with the Program Director of Sports and Youth Programs.
- Self-imposed suspensions will not be considered as time served. Ejected participants must meet with the Program Director of Sports and Youth Programs before any suspension time will accumulate.

Forfeits and Defaults

Forfeits

Teams or individuals failing to appear at the playing area with the minimum starting lineup at game time will be in danger of forfeiting the contest. There will be a 10-minute grace period for teams that have not arrived by game time. If after 10 minutes have passed and one or both teams do not have the minimum number of eligible players to start a game, then the game will be forfeited. If neither team complies with this requirement, a forfeit shall be recorded for both teams. Game time is forfeit time! Be at your game site at least 15 minutes prior to the start time!

Teams or individuals that have forfeited two scheduled games or contests will automatically be dropped from further competition. The team captain will be called and informed if his/her team is dropped.

Teams on the waiting list for that sport will replace any team who forfeits out of the league.

Program Assistants, Supervisors, Officials, and Intramural Sports Staff can declare a contest forfeited when an individual displays flagrant actions, poor sportsmanship, is involved in a fight, or a team departs from the site of competition prior to the contest's conclusion.

Forfeited contests will not be rescheduled.

Defaults

Any team or individual knowing in advance that they will not be able to play a regularly scheduled contest is provided the opportunity to default that contest. In order for a contest to be considered a default, the team captain must contact the Intramural Sports Admin Staff and fill out the [Default form](#) by **2:00pm the day of the game (2:00pm on Friday in the case of a Sunday game)**. A loss will be assessed for the default, and the other team will be contacted so that they do not show up to the game, but a forfeit would be avoided.

Reschedules/Cancelling

When absolutely necessary a Reschedule or Cancel for an intramural contest may occasionally be granted by the Coordinator of Intramural Sports. *Game reschedules/postponements are not guaranteed.*

A team or individual desiring a reschedule must:

- Notify the Intramural Staff by emailing imsports@uccs.edu with a valid reason for why the rescheduling is needed.
- The staff will work with both teams and the facility availability to work out a reschedule
- If a game cannot be rescheduled due to facility space or opposing team availability, the game will go down as a default.
- If a team is aware of a conflict before the schedule comes out, they should notify the Coordinator of Intramural Sports so that the games can be scheduled accordingly.
- Only one reschedule request may be submitted per season.

- For assistance please email imsports@uccs.edu.

Inclement Weather

In the case of inclement weather a decision will be made regarding the status of games one hour prior to the start of first scheduled activity. Weather cancellation decisions will be posted on FusionPlay and captains will be notified via email.

Protests

From time to time there may be cause for a team to protest a game or contest. The following procedures outline the protest process for those teams that might become involved.

Sports Officials' judgment calls cannot be protested. Only protests concerning player eligibility or misinterpretation of a playing rule will be considered.

Player eligibility: Questions of eligibility can be protested throughout the intramural season or tournament. Those intending to protest possible ineligibility must state their intent within 24 hours after the contest has ended.

Rule Misinterpretation Protest:

- The first step is to register a verbal protest with the Sports Official *at the time of the infraction and before the next play occurs*. The rule interpretation will be discussed and handled at that time.
- The protest will be heard by the Student Supervisor on duty.
- If the decision given by the Student Supervisor is unsatisfactory and you would like to continue the protest, make your decision known at that time and the game will be finished under protest.
- An official written protest by the team's captain must be completed and filed to the Student Supervisor immediately at the time of infraction.
- The result of the game must be affected for the game to be replayed.

Protest Hearings & Rules

Sport Program Supervisors will handle all rule interpretation protests that can be handled by looking in the rule book. For anything outside of our on-site rulebook, the Intramural Sports Protest form will be taken into the Campus Recreation Sports Desk and presented to the Coordinator of Intramural Sports. The Coordinator will investigate the situation and circumstances surrounding the protest and make a ruling to accept or deny the claim within 48 hours of submission. Should the protest be accepted the outcome of the game in question will be altered.

The Coordinator of Intramural Sports will rule on eligibility protests, administrative errors, and/or rule misinterpretation protests when they are obvious and not contested by either team or by

individuals involved. During league play or playoffs, the Coordinator may rule on protests regarding rule misinterpretation at the time of the occurrence if they are available.

Participants have the opportunity to appeal any disciplinary judgments made by the Coordinator. The Program Director of Sports and Youth Programs will hear decisions that are contested or involve situations not specifically covered in this handbook. The Program Director will rule on the decision of the Coordinator. They will approve, deny, or approve with modifications the appeal request from the participant.

Awards & Recognition

Champion Awards

All league, tournament, and special event winners will receive an Intramural Champion T-shirt! Teams will receive shirts for all players that played in playoffs and/or players that played in any the of regular season games. Individual and dual sports will receive one or two shirts, depending on whether it is a single or doubles event. Some Special Event winners may receive T-shirts or other types of awards.

Other Important Information

Team Names

The Intramural Sports Program reserves the right to change or alter any team name that is vulgar, offensive, or in poor taste at any time. The Coordinator of Intramural Sports has final right of refusal on this matter.

Team Uniforms

Teams are allowed to wear their own uniforms, providing that they are deemed legal based on the guidelines for that activity or sport. Uniforms cannot display any profanity or logos that would be considered vulgar to the UCCS Community. The Coordinator of Intramural Sports will have final right of refusal for any and all uniforms.

Alcohol & Drugs

Alcohol and other illegal drug use is prohibited at all campus recreation activities and programs. Anyone found to be under the influence of alcohol or other illegal drugs will be removed from the activity and may face appropriate legal action.

**All information found in this manual is subject to change at the discretion of the Campus Recreation Department & Staff. To find the most up-to-date information regarding intramural policies, please consult the Campus Recreation website:
www.uccs.edu/campusrec**