

Mission Statement
The mission of the Emory University Intramural Sports program is to provide students, faculty, and staff members the opportunity to participate in a multitude of recreational sports and activities. We are committed to enhancing the institutional experience for our participants while fostering a safe and inclusive environment that promotes lifetime physical fitness, sportsmanship, leadership development, diversity, and athletics for all. Emory Intramurals strives to offer a variety of sports which promote the development of the whole student through healthy competition in a fun and ever learning environment.

Purpose
The Recreation & Wellness Department and Intramural Sports program conducts a variety of activities designed to provide every student, faculty, and staff member with an opportunity to participate in organized individual and team sports. The program, based on competition between fraternities, sororities and independent teams, does not require the intensified training and high degree of skill associated with varsity athletics. An individual’s ability is not considered as important as their desire to enter into the true spirit of competition and good sportsmanship.

Statement of Risk
The intramural participant is encouraged to consider his/her personal health and physical condition prior to participation in intramural activities. Such participation involves physical exertion, fundamental skills for that sport or activity, and may involve physical contact. The participant, being aware of any conditions predisposing him/her to injury or illness, and in consideration of the inherent physical exertion and possible contact involved in intramural participation, may wish to seek the advice of a physician prior to participation or may choose not to participate at all.

Insurance
The Intramural Program and Recreation & Wellness carry NO INSURANCE. Therefore, participants are encouraged to purchase insurance that will cover them in the case of an injury occurring as a result of participation.

Animals/Pets
Pets are not permitted at Kaminsky Park or any Emory University athletic facility.

Injuries
The intramural staff will do everything possible to provide suitable and safe playing facilities with supervision. At least one intramural staff member on duty will be certified in CPR/AED. In a case of serious injury, Emory EMS will be called and their recommendation will be followed.

Bleeding/Blood On Uniforms
A player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player may re-enter the game. Clothing soiled with blood must be removed and may not be taped over.

Alcohol
Alcohol is NOT allowed at any intramural activity or contest. If alcoholic beverages are observed it is an automatic forfeit for that team. Participants and/or spectators assumed to be under the influence of alcohol or other substances due to belligerent actions will be ejected from the game. Tailgating is NOT allowed.

Proper Attire
All players must wear gym shoes or molded rubber cleats depending on the sport. No street shoes, bare feet, sandals, metal or posted cleats will be allowed. No player may wear jewelry including, but not limited to watches, bracelets, necklaces, earrings, and various body rings. Jewelry worn for medical or religious purposes must be taped and covered. Participants are encouraged to contact the intramural office prior to the start of the season if they have questions regarding proper attire.
All players must wear exact or similarly colored shirts/jerseys. Pennies will be provided when both teams wear the same color. At the start of the season captains must include the color of their team’s uniform when registering for the following sports: flag football, soccer, and basketball.

Equipment Check Out
Various pieces of sports equipment will be available for participants to check out or play with during their intramural contest. An Emory University or Government Issued ID must be used to checkout intramural equipment. It is the responsibility of the individual who checks out the equipment to return it undamaged. Individuals will be charged face value for any equipment unreturned or damaged.

Participants should sign in before pre-game warm-ups. Having an ID at the equipment room does not excuse participants from checking in with the IM Supervisor.

Registration Fee:
The fee to participate in Intramural Sports is as follows:

- League Sports (Flag Football, Soccer, etc.): $20/team
- Team Tournaments (Futsal, 8 Foot Basketball, etc.): $10/team
- Individual Tournaments (Badminton, Table Tennis, etc.): $5/participant

Pre-Game Sign In
Team captains are encouraged to have their team at the game site at least 15 minutes prior to game time. This gives the team ample time to check in and warm up prior to the start of their game.

Major Sports

1) Fall:
   a. Flag Football
   b. Soccer
   c. Co-Rec Basketball

2) Spring:
   a. Basketball
   b. Volleyball
   c. Softball

Leagues and Divisions

1) Leagues:
   a. Men’s: This is an “open” men’s league not separated by skill in the sport or classification/affiliation with the University.

   b. Men’s A: This is a league intended for teams with prior playing experience in the sport or desire a more competitive atmosphere.

   c. Men’s B: This is a league intended for teams that may not have prior playing experience in the sport or just want to have fun.

   d. Men’s Grad/Faculty/Staff: This league is intended for graduate students as well as Emory faculty/staff members. Undergraduate students are permitted to play in this league on a case-by-case basis.
e. **Women’s:** This league is intended for all Emory University women (undergrad & grad students, and faculty/staff). Men are not permitted to participate in the women’s league. Females interested in participating on a men’s team should contact the Intramural & Club Sport Coordinator prior to the start of the season. Action will be taken on a case-by-case basis.

f. **Co-Rec:** This league consists of both males and females and includes special rule variations depending on the sport.

2) **Divisions:** Each league will be separated into various divisions based on game time and day of the week. In most circumstances all regular season games will be played on the same day and at the same time (ex: A1 – Monday @ 7:00pm). In order to get in a division based on your team’s availability, captains are encouraged to sign their teams up at the start of the online registration period. Spots in each division are first come first serve.

**Regular Season**
The regular season of all major sports will consist of round-robin play within each team’s division. The minimum number of games a team receives will depend on the number of teams within its division. Typically, teams will be guaranteed at least 3 regular season games.

**Playoffs**
The top two teams in each division will qualify for the playoffs in all major sports. Additional “ wildcard” spots or special scenarios will be available depending on the number of teams in the league. Playoff games will be played on different days and times from a team’s regular season schedule. A playoff captain’s meeting will be held prior to the start of the playoffs where teams will choose their bracket placement and pick the best available days and times for their team.

**Tie-Breaker Format**
The following format will be used in the event that teams have the same winning percentage at the end of the regular season:

1. Head to Head
2. Point Differential
3. Sportsmanship Rating
4. Points Against

A team that receives a forfeit loss during the regular season will automatically be moved to the lowest possible position when determining playoff selection.

In the event three teams have the same win-loss record, and head to head is not applicable, sportsmanship rating will be the first factor used to determine playoff selection.

**Sportsmanship**
Emory University Intramural Sports stresses participants and spectators display good sportsmanship at all times. The department will not tolerate physical or verbal abuse of opponents or officials, unsportsmanlike conduct or any other inappropriate behavior, before, during or following a game or event.

Any player or spectator who acts in a manner not showing good sportsmanship shall be penalized with an unsportsmanlike conduct penalty (i.e. technical foul, yellow/red card, etc.) and potentially an ejection from the current game and future contests. The official(s) and supervisor(s) shall have the authority to warn, penalize, or disqualify any player, coach, or spectator for violations of sportsmanship including but not limited to:

A. Disrespectfully addressing an official or IM staff member
B. Questioning the official’s judgment or decisions
C. Showing disgust with official’s decisions
D. Using profane or insulting language or gestures
E. Baiting or taunting players of the opposing team
F. Disrupting the game so that it may not be continued in an orderly fashion

**Captains are responsible for the actions of their team members and spectators**

**Sportsmanship Rating System**

Intramural officials and supervisors will give sportsmanship ratings to teams after each contest. These ratings will reflect behavior before, during and after the contest.

**In order for a team to qualify for the playoffs they must have the required win-loss record, less than two forfeits and a “3” or better average sportsmanship rating during regular season play.**

Sportsmanship ratings will be graded on a 4 to 0 scale based on the following criteria:

**Rating 4:** Excellent conduct & sportsmanship: Team members cooperate with officials and opposing team. Captain calmly converses with officials about interpretations and calls. The captain has complete control of teammates.

**Rating 3:** Good Conduct & Sportsmanship: Team members verbally complain about some decisions made by officials and/or show minor dissension, which do not merit an unsportsmanlike conduct penalty.

**Rating 2:** Average conduct & sportsmanship: Team shows verbal dissent towards officials and/or opponents which may or may not merit a technical foul or unsportsmanlike conduct penalty. Captain exhibits minor control over teammates but is in control of him/herself. *Teams that receive one unsportsmanlike conduct penalty may receive no higher than a “2” rating.*

**Rating 1:** Poor conduct & sportsmanship: Team is completely uncooperative. Captain/manager has no control over teammates or himself.

**Rating 0:** Unsportsmanlike conduct: Any team causing a game to be forfeited, other than by not showing, or receives one or more ejection.

**A team that receives lower than a “2” in a playoff game will automatically be eliminated**

**Ejections**

Any player/spectator ejected from a game has one minute to exit the facility. If the ejected player does not leave the premises in a timely fashion their team will forfeit the game.

All player/spectator ejections will result in the associated team receiving a zero sportsmanship rating for that game and he/she is suspended INDEFINITELY from all intramural activities. He/she must meet with the Intramural & Club Sport Coordinator and at that meeting additional sanctions and suspensions may be imposed. If the ejected individual fails to meet they are suspended from all intramural activities until a meeting is set.

Captains are responsible for providing names of ejected individuals. Falsification of names will result in additional suspensions for that team, player, and captain.

**Sanctions for Student Organizations**

Continual unsportsmanlike conduct from individual student organizations (i.e. clubs, fraternities, sororities) can negatively affect the entire organization. Probation and various suspensions will be implemented against entire organization and its members for severe and/or continual sportsmanship infractions.
Online Registration
1. All participants must individually register online with IMLeagues prior to participating. The link to IMLeagues can be found on the Emory Intramural Sports website. Additionally, participants must agree to the waiver included in the online registration prior to their first game.

2. Captains must sign up their team online using IMLeagues during the registration period listed on the Emory University Intramural Sports website.

3. Participants can join an already established team or sign up as a free agent through IMLeagues.

Eligibility
1. An Emory University ID or Government issued ID (driver’s license, passport, or military ID) must be presented at all intramural activities and events. **NO ID NO PLAY!**
   a. IDs that do not look like the person presenting the ID will not be accepted.
   b. Participants attempting to play under an assumed name or different ID will cause their team to automatically receive a “2.0” sportsmanship rating for that game. The individual will also be suspended from intramurals for at least the remainder of the semester and must meet with the Intramural and Club Sports Coordinator before being reinstated.

2. Emory University students, faculty/staff, spouses/partners, and alumni are eligible to participate in intramural activities.
   a. All registered activity-fee paying students are eligible to participate in intramurals.
   b. Faculty/staff, spouses, and alumni must be members of the Woodruff PE Center in order to participate in sports that take place within the facility.
   c. Spouses/Partners of students and faculty/staff may only participate on the same team as their spouse/partner.

3. Varsity athletes: Individuals whose names appear on a team roster or eligibility list of an intercollegiate athletic team at Emory or any other two or four year institution, including transfer students, may not participate in a similar intramural sport during the academic year in which they are so listed.
   a. Varsity athletes who have been red shirted or who have become academically ineligible, or have been excused from the team for any reason are not eligible to participate in a similar intramural sport during the academic year in which they are so listed.
   b. **Ineligibility infractions will result in a loss for each game played with the ineligible player, and the team will be ineligible for the playoffs.**

4. Transgender Individuals’ Participation in Intramural & Club Sports: Emory Recreation & Wellness recognizes and celebrates the transgender student population and encourages students to participate in intramural sports and club sports based on their expressed gender identity.

   Emory Intramural & Club Sports expects participation to be based on one’s self-identified gender and that is done in good faith and is consistent with a player’s expressed gender identity.

   a. A participant’s gender identity will be applied when there are gender specific rules or player ratio requirements for co-rec divisions.
   b. Transgender individuals may play on the team that best matches their gender identity.
   c. Intramural & Club Sports staff will verify gender based on the participant’s self-identification and expressed gender identity, not purely on the sex indicated in official school records.
   d. Emory Intramural & Club Sports recognizes that, for many, coming to know one’s gender identity is not something that happens in an instant; it is a complex process that can occur over an extended period of time. Transgender participants are encouraged to communicate their gender identity with Intramural & Club Sports professional staff to ensure proper gender
designated. Should the player not feel comfortable working with Intramural & Club Sports staff, the individual can contact the Office of LGBT Life and inform them of their status. Intramurals & Club Sports and the Office of LGBT Life staff will work together to ensure inclusivity for all participants.

Rosters

1. **Roster Minimum:** Rosters must show the minimum number of participants required for each sport.

2. **One Team per Sport:** Participants are allowed to play on one single-sex team per sport, no matter the league or division. Participation on a single-sex team and co-rec team is permitted. Female participants who are interested in participating on a men’s team should contact the Intramural and Club Sports Coordinator prior to the start of the season. Action will be taken on a case by case basis.

3. **Changing Teams:** Participants may change teams during the regular season; however, once a player competes for a team they must play for that team throughout the season. The deadline to switch teams will be 5pm the first Friday of the regular season. Players should email the Intramural & Club Sports Coordinator if interested in changing teams.

4. **Adding/Removing Players:** Participants may be added to a team’s roster throughout the regular season so long as they have not competed on another team. All rosters will be frozen at the end of the regular season. Players cannot be added during the playoffs. All player additions and removals can be done online through IMLeagues.
   a. Players MUST appear on the team’s IMLeagues roster prior to participation in the game.

5. **Coaches/Team Managers:** Coaches/Team Managers must sign in with proper identification prior to the start of each game if they plan be on the bench area during games.

**Captain’s Responsibilities**

Each team must have a captain responsible for the coordination between players and the Intramural Sports program. Duties include:

1. Confirm eligibility of all team members.
2. Inform team members of all required information and deadlines to register.
3. Complete the online captain’s meeting and quiz at the beginning of each season.
4. Check the online team schedule and notify team members of all scheduled games: date, location, and time.
5. Have team ready to play as scheduled.
6. Be familiar with, and make sure team is familiar with and follows Intramural Policies as well as the rules of the sport.
7. Notify Intramural & Club Sports Coordinator whenever his/her team must default a contest.
8. Receive all correspondence from Intramural & Club Sports Coordinator concerning changes in rules, playoff structure, etc., ineligible players, team conduct at contests, etc.
9. Inform Intramural & Club Sports Coordinator immediately of any change of email address, telephone number or change in team captain.
10. Share the names of individuals involved in reported incidents.

**Protests**

Judgment calls cannot be protested. Questions regarding rule interpretations are the sole responsibility of the team captain to immediately (before the ball becomes live) request a clarification from the official(s). If still dissatisfied, the captain (not coach) must verbally say to the official "Protest". At this point, play will be suspended. The Intramural Supervisor will then use the rule book as references for all to discuss correct action. The decision will be made by the Intramural Supervisor, and is final. No protest of rule interpretation will come to the Recreation & Wellness Office.
Protesting the eligibility of players will be the responsibility of the individual team or teams competing. Matters concerning player eligibility must be filed prior to the end of game. Individual players found to be ineligible shall automatically cause a forfeit for the game in which they participated as well as all other games in which they participated. The team will also be ineligible for the playoffs.

**Forfeits and Defaults**

1. **Game Time/Forfeits:** Once the Intramural Supervisor declares a game a forfeit there will be no changing of that outcome. The team captain should report to the Intramural Supervisor at least 15 minutes before the contest. **Below is the Intramural Sports forfeit policy:**

   - When game time hits, the team that is present will be given the option to wait a grace period. If they choose to wait, the game clock will start, and the team that is not present will be given until halftime to make it to the game. If they arrive before halftime, the game will begin. If they do not arrive, the forfeit will be called. Once the team that is present decides to wait, they cannot change that decision.

   - If a team forfeits any time during the season, that team will be automatically out of the playoffs. If a team forfeits twice, they will be out of the league. It will be very important for teams to default a game if they know they can't play.

The number of players for each major sport is listed below:

- Flag Football – 7 (8 co-rec)
- Soccer – 7
- Basketball – 5
- Volleyball – 6
- Softball – 10 (12 batters)

The minimum number of players to avoid a forfeit for each major sport is listed below:

- Flag Football – 5 (6 co-rec)
- Soccer – 5
- Basketball – 4
- Volleyball – 4
- Softball – 8

2. **Defaults:** A default occurs when a team captain contacts the Intramural & Club Sports Coordinator no later than 3:00pm the day of their game to inform him that their team will be unable to attend their contest. The Intramural & Club Sports Coordinator must be contacted by 5pm on Friday for games taking place on Sunday. The game is recorded as a loss but no further action takes place. This may take place once per sport. **A second default will be recorded as a forfeit, thus the team is dropped from the playoffs!**

**Schedule and Postponements**

Games are played, regardless of rain or snow, unless unsafe weather conditions present themselves. Games cancelled due to poor weather conditions will not be rescheduled. Playoff games cancelled due to poor weather conditions will be rescheduled the following day, time permitting. If a playoff game cannot be rescheduled due to time and weather constraints, the team with the best record based on win-loss percentage and points scored will advance.

**What to do in the event of inclement weather**

Rainout/Cancellation decisions are made no earlier than 3:00 pm on game day. Team captains will be contacted via email and text alerts regarding any game cancelations. NO rescheduling of regular season games will take place. Check specific sport rules for games cancelled while in progress.