



INTRAMURAL POLICIES

PARTICIPATION ELIGIBILITY

All participants must present a physical UNLV issued photo ID card (RebelCard) before participation in any Intramural Sports contest or event. Any other form of identification will not be accepted for any reason. If participants do not have a RebelCard, they may bring a Forgiveness Pass (eligible for 1 per semester) from the SRWC front desk staff.

Eligibility Regulations:

- A. Any individual who has a direct affiliation with the University of Nevada, Las Vegas will be considered eligible for participation in Intramural Sports. These requirements are:
 - i. Currently enrolled UNLV Students.
 - ii. UNLV Faculty/Staff who are at least 50% FTE, and possess a RebelCard.
 - iii. For indoor events, an active SRWC membership must be obtained for students taking four (4) or less credits & faculty/staff.
- B. Individuals from the NSHE institutions located in the greater Las Vegas area will be eligible to play in ALL intramural leagues and events with a valid NSHE # and college ID. For indoor sports, an SRWC membership will be required.
- C. The following individuals will not be permitted to participate in any Intramural sanctioned event or contest.
 - i. Spouses/Partners of students, faculty, or staff
 - ii. UNLV Alumni not using 'Scarlet & Gray' credits
 - iii. SRWC Community Members
 - iv. Daily Guests
- D. Special events hosted by Intramural Sports and the SRWC may have other participation regulations. Participation eligibility requirements will be published prior to the beginning of the registration period for that event.

Intercollegiate Student-Athletes:

- A. Active Student-Athletes are determined to be students participating in an organized athletic program from any NCAA, NAIA, or NJCAA university or college and meet any of the below criteria:
 - i. Are a member of a varsity, junior varsity, or freshman intercollegiate team.
 - ii. Have suited up for an intercollegiate contest.
 - iii. Have participated in an intercollegiate contest.
 - iv. Have practiced with an intercollegiate team after the last cut.
 - v. Are currently red-shirted for an intercollegiate team.
- B. Active Student-Athletes who meet published UNLV Intramural eligibility requirements are not eligible to participate in their designated sport, or similar sport, for a period of one calendar year from the end of the last semester they appeared on any intercollegiate roster. For example, if an intercollegiate team's competition ends in the middle of the Spring Semester, positive eligibility status will be granted at the conclusion of the next Spring Semester.
- C. Active Student-Athletes who meet published UNLV Intramural eligibility requirements may participate in sports not related to their designated sport(s), pursuant to NCAA and established team rules. Student-Athletes are encouraged to gain a coaches approval prior to participating in any Intramural event.

- D. Active Student-Athlete status will be determined by the Intramural Sports Staff using publicly available information from an institution/college athletic department's website or publications. Intramural Sports reserves the right to verify this information with the institution/college NCAA Compliance Officer.
- E. Former Student-Athletes, as designated by having been removed from all forms of intercollegiate involvement for a period of one (1) calendar year from the end of the last semester they appeared on any intercollegiate roster, will not have any participation restrictions for any Intramural Sports event or activity.
- F. Intramural Sports reserves the right to establish definitions for relationships between intercollegiate sports and sports offered for Intramural participation.

Eligible participants, who play for any sport club at UNLV, or other location, may not constitute more than 2 members of an Intramural team roster in a sport similar to their club sport.

Professional athletes currently enrolled at UNLV are not eligible to compete in their designated sport(s) while listed on the first published team roster for their sport(s). Former professional athletes meeting the eligibility requirements may not participate within three (3) years after the completion of their professional career.

Any eligible individual will be considered ineligible on the date they lose direct affiliation with the University of Nevada, Las Vegas.

Any contest started with an ineligible participant checked-in to play will result in forfeiture of that contest once the eligibility status of the participant is established by the Intramural Staff. This penalty can be enacted at any time during the contest or for any contest already completed. It is the duty of the team to verify a member's eligibility with the Intramural Sport Staff prior to play.

PARTICIPANT CONDUCT

All participants are expected to behave in a manner that does not disrupt or obstruct any normal function of an Intramural Sports activity or the duties of any university official.

All participants will be held accountable to the appropriate office/department/agency and subsequently established guidelines for conduct.

Any individual may be removed from participation if they appear to be a threat to the safety to the Intramural Staff, the participants or themselves.

Any fraudulent RebelCard use at an Intramural Sports event will result in card confiscation, regardless of card ownership, and the student in question will be submitted to the Office of Student Conduct. The individuals involved in the fraudulent RebelCard use will be suspended from all Intramural events and activities until the resolution of their case with the Office of Student Conduct.

Use of profanity, obscene or vulgar language/actions, discriminating slurs, or other adverse language will not be tolerated. Any participant using such language or performing such acts will receive the penalty described within the rules for each sport. All of the above actions may also be referred to the Office of Student Conduct.

Any participant who does not participate in the spirit of Intramural Sports competition, may be ejected at any time from the game AND facility at the discretion of the Intramural Sports Staff. The following guidelines will be used to determine suspension and probation guidelines for all ejections:

Tier	Definition	Associated Actions	Suspension Length	Probation Length
Tier 1 Violation	Ejections incurred through the reception of two (2) unsporting conduct penalties for non-violent action/conduct during the contest.	Profanity, illegal equipment, dangerous play, impeding officials, taunting, and all other actions outlined in the rules for each Intramural Sport.	0-1 game(s) or 7 days	One game or 7 days
Tier 2 Violation	Ejections incurred as a direct result of a participant's single action ("straight" ejection)	Abusive/harassing remarks, hazardous play, illegal participation, refusing to abide by directions given by officials, and all other actions outlined in the rules for each sport.	One (1) game or 14 days	Two games or 14 days
Tier 3 Violation	Ejections incurred due to attempted violent/abusive action, destruction of UNLV property*	Threatening remarks, blatant disregard for directions given by Intramural Sports Staff, physical contact with the intent to harm.	Four games or 28 days	Four games or 28 days
Tier 4 Violation	Ejections incurred through participation in physical attacks or assaults to any participant, spectator, staff, or equipment.	Physical attacks on another individual, the use of Intramural Sports equipment in a violent/threatening manner, and all other actions deemed to be a danger to another individual.	120 days and probable suspension of SRWC privileges.	120 days and probable suspension of SRWC privileges.

*The destruction of UNLV property will also include monetary retribution incurred for the property destroyed.

All probation periods are served after the suspension period has been concluded.

- A. Any subsequent ejection occurring during a probation period is automatically considered at the next tier for the purposes of determining suspension and probation period lengths.
- B. All suspensions/probations of any length will carry over to the next academic period. Summer terms 1, 2, and 3 will collectively count as one (1) day served in a suspension/probation period.
- C. Tier 3 and Tier 4 ejections may be referred to both the UNLV Police Department and/or the Office of Student Conduct. Any ejection that is referred to the Office of Student Conduct or the UNLV Police Department will result in the participant being suspended from all Intramural events and activities and will be unable to begin their programmatic suspension until the resolution of their case.

The ejected person will be given a notification of their suspension via electronic mail (email) informing the offending participant of their obligations regarding the incident. The details of the obligations represent an official request and instruction by a staff member of the University, and thereby falls under the disciplinary codes of the University.

SPECTATOR CONDUCT

All spectators are expected to behave in a manner that does not disrupt or obstruct any normal function of an Intramural Sports activity or the duties of any university official.

All spectators will be held accountable to the appropriate office/department/agency and subsequently established guidelines for conduct.

Any spectator may be removed from participation if they appear to be a threat to the safety to the Intramural Staff, the participants or themselves.

TEAM CAPTAIN'S RESPONSIBILITIES

Team Captains will be responsible for all aspects of a team's administration and registration throughout the sports season. The designated Captain will be the point of contact for all official Intramural Sports business, including weather conditions, tournament status, or protest decisions. In the event a team's captain is not at a scheduled game, a team member will take on the role of captain for that game.

Team Captains are responsible for checking the eligibility of their team members. Questionable cases should be referred to the Intramural Sports Staff prior to participation.

Captains are responsible for the conduct of all their team members and spectators as well as ensuring those individuals adhere to the policies listed in this policy book.

Captains must ensure there will be enough registered participants present at each game to avoid a forfeit. Captains must contact the Intramural Sports office at least six (6) hours (business days only) before the scheduled game time to cancel a game without penalty. Each team receives one cancellation per sport per season.

It is the team Captain's responsibility to ensure their team wears the proper attire for personal health and safety. Proper attire consists of closed toe shoes, shirt, and shorts/pants. Any participant not adhering to the appropriately described attire below will not be permitted to play:

- A. Denim material shorts/pants are not allowed at any time for any event.
- B. Pockets, belt loops, or exposed zippers of any kind are not allowed at any time for any event that is considered an invasion games. Examples of non-invasion games are Softball, Volleyball, and Dodgeball.
- C. Metal cleats are prohibited in all Intramural Sport events
- D. Team Shirts/Jerseys
 - i. All participants must wear a shirt/jersey, where the fit of the shirt/jersey is such that the torso and waist are adequately covered by the garment.

- ii. Jerseys must be a similar color.
- E. Proper safety equipment standard for a particular sport is highly recommended (helmets, pads, guards, etc.) but is not a requirement for participation. The Intramural Sports Staff reserves the right to determine if the equipment is deemed appropriate.
- F. Designated Team Bench Area
 - i. When a designated team bench is provided by the IM Staff, it is the team Captains responsibility to make sure that the only people in the bench area are team players that are on the roster. There are no “coaches” permitted within the designated bench/substitution area.
 - ii. Spectators are not allowed in the bench area at any time.
 - iii. After all games the team is responsible for cleaning up the bench area. If not done, the team could be penalized up to game forfeiture.

It is a Captain’s responsibility to check their team’s status on the Intramural Sports website. If any errors are discovered, they must be reported to the Intramural Sports Staff within 3 business days of the date of the game or by 5:00pm the day after the last game played in the regular season. After this time period, changes will not be made regardless of season implication (NOTE: The Intramural Sports Staff reserves the right to correct the status of all teams if a technical error has occurred).

Captains are responsible for all team interaction with Intramural Sports employees. Non-Captains are not allowed to discuss or argue an official’s call – which could result in a warning towards the player/ team up to player ejection or team forfeit. Arguing is defined at the official’s discretion.

The team Captain maintains the responsibility to provide the ejected participant’s name to the Intramural Sports Supervisor on duty. Failure to comply will result in forfeiture of the current game due to team misconduct.

TEAM/PARTICIPANT ROSTERS

Participants must be listed on the roster form for the sport in question before they are eligible to participate, but may only be listed on the roster if the eligibility requirements have been met.

Additions of eligible participants to a sport roster must be completed online through IMLeagues.com. A participant’s name must appear on the official game sheet roster before they may enter the contest.

All participants must completely fill out the Intramural waiver before they can sign in to play. Failure to do so will result in an administrative penalty specific to each sport.

Men’s/Open leagues are open to any participants without a specific metric on how many men or women are on the field/court at a time.

Team Sports (Large & Small) Team Membership:

- A. Checking-in for a game – by presenting a RebelCard to an Intramural Staff Member for the purposes of playing in a contest – constitutes membership to that team as well as participation for that game.
- B. Any person who has registered for a team and has not participated for that team may voluntarily remove themselves from that team roster.
- C. A participant may not be a member of two teams within the same League, with a League being defined within a singular gender (i.e. Men’s/Open League or Women’s League). A participant may be a member

of one Co-Rec League team and a team within one of the other Leagues. Participants may play as a member of a Greek Fraternity or Sorority Team as well as another team in the Men's/Open or Women's Division

Specialty Divisions:

- A. Organizations participating in Intramural Sports and Events will have the opportunity to designate themselves into classifications that best represent their group. The captain of the team must be from the represented organization.
- B. If a league is created based on a certain distinction, the Intramural department may work with the 'governing body' of those teams to establish member eligibility requirements and rules.

Game/Match Participation:

- A. Participation by any unregistered individual will result in immediate forfeiture of all games in which that illegal participant played, and the team may lose tournament eligibility.
- B. Participation by an individual who is deemed registered for a team but not officially cleared to participate in the current match (i.e. checked in with IM Staff with RebelCard) will be penalized with the highest administrative penalty available for the specific sport without being ejected (i.e. Technical Foul, Yellow Card, Unsporting Conduct Penalty, etc.).

TEAM SPORTING CONDUCT POINTS

Through the course of a season, a team will be rated during each game and given a Sporting Conduct Score for each game – subsequently adjusting the team's Sporting Conduct Average (SCA). Teams will not inherit an SCA from any previous season or year.

For every game played, Intramural Sports Supervisors and Officials will evaluate each team's sporting conduct. This includes, but is not limited to- arriving to the game site on time, cooperating with officials, acts of fighting and/or verbal harassment, or any other infractions regarding the rules of fair play.

Each team will be given a whole number sports rating of 1-5 after each game with 5 being the best sporting conduct score.

Each team is responsible for checking their sporting conduct rating after each game. (Note: the administration reserves the right to increase or decrease a penalty at their discretion).

If a team attains a Sporting conduct score of 1 during any one game, the team's Captain must meet with the Intramural Sports Staff prior to their next contest or face expulsion from the league.

Each sport will have a minimum SRA of 3 required to be considered playoff eligible. Any team that falls below that average will not be eligible for the playoffs – regardless of the team's league standing.

Sporting Conduct Averages will carry over into any tournament play. A team must maintain a 3 SRA during the tournament to remain eligible. Failure to do so will result in a forfeit.

The intramural department reserves the right to make an executive decision on a team's playoff eligibility.

CANCELLATIONS & FORFEITS

All teams in an Intramural Sports League will be entitled to one cancellation (referred to as a default) per regular season. A cancellation will come with no penalty to the team, although the team may end up playing less games than other teams in the league depending on scheduling availability.

Two (2) forfeits will result in automatic removal of the team from the specific Intramural League in question.

A cancellation is defined as a team representative contacting Intramural Sports Professional Staff that they will be unable to make a scheduled game with at least a 24-hour notice.

A team representative contacting Intramural Sports Professional Staff with less than 24 hours business notice that their team will not be able to make a scheduled game. This will be referred to as a “standard forfeit”.

A team forfeit will result in a “no score” Sporting Conduct Rating.

There is no official grace period and games will start at the published game time, as determined at the contest location by the Intramural Sports Staff. If a team fails to appear at the scheduled game time, the Intramural Sports Supervisor on duty will call a forfeit due to team absence. A double forfeit will be declared if neither team is present at game time. Game forfeits will be scored according to each sport’s forfeit rules.

Partial attendance by either or both teams at game time will designate the start of the “Delay Time” procedure, as outlined in each sport’s rules.

Any team caught using ineligible players will forfeit all games in which that person participated and may lose eligibility for playoffs.

If, in the opinion of the Intramural Sports Staff, a team is not playing the game within the spirit of the rules or fair play, the game may be stopped and a forfeit declared against one or both teams.

If a team drops below the minimum participant requirement during a game due to participant misconduct or personal fouls, play will be stopped and the contest result will be recorded as a forfeit. If a team drops below the required number due to injury, the game will continue based on the Supervisor’s discretion.

A. Ex: a team winning a basketball game by 20 with 2 minutes left has a member sit out due to an injury sustained in the game. The game will be allowed to continue due to the team still having a chance to win.

PROTESTS & APPEALS

Protests concerning an official’s judgment will be taken into consideration for training purposes but will not be used towards the determination of any game outcome.

Protests concerning a misinterpretation of a rule for the sport being played must be verbally registered with the official and/or supervisor at the time the incident occurs. The Intramural Sports Staff will discuss the scenario privately and determine the correct ruling, which will be final.

No protest can be made on a previous play once the game resumes, and rescheduling a contest to accommodate an on-site ruling will not be an option.

Protests concerning the application of an Intramural Sports Policy towards any event offered by the Program must be submitted in writing or by electronic mail (e-mail) within 48-hours of the end of the contest to the Intramural Sports Coordinator.

CHAMPIONSHIP TOURNAMENT PARTICIPATION

For Individual Sports, Small Team Sports, and Special Events, tournament participation and eligibility will be outlined in the rules for that specific event.

Teams invited to participate in Intramural Sports post-season play must meet the eligibility requirements of:

- A. having the designated Sporting Conduct Rating Average, or higher, for the specific sport, and
- B. having no more than one forfeit during regular season play

Tie Breaking Policy

- A. Most sports allow all eligible teams to participate in the playoffs. In certain events, playoffs will be limited to a certain number of teams.
- B. If two teams are considered tied at the end of regular season play, the following tie-breaking policy will be used:
 - i. Head-to-Head competition
 - ii. Point Differential
 - iii. Sporting Conduct Rating Average
- C. If three or more teams are considered tied at the end of regular season play, the record versus other teams in the tiebreak will be used.

SPORT CHAMPION AWARDS

The League Champion for each sport will be offered, as their trophy, a shirt or item appropriately designed and designated as the Intramural Sports Championship Shirt. All players listed on the roster and signed in to the championship game will receive a shirt.

RESCHEDULES & WEATHER CONDITIONS

Intramural Sports does not re-schedule games unless absolutely necessary.

Every effort will be made to re-schedule regular season contests cancelled due to weather or other circumstances if the league calendar permits. Rescheduled games may occur on Fridays or weekends.

No tournament contest will be rescheduled for any time conflict. Tournament scheduling considerations will be taken into account before the tournament schedule is made based on the imleagues.com time preference settings. Reschedules will not be made based on tournament advancement.

Decisions regarding facility conditions will be made by 5:00pm game day. If weather conditions develop after this time, Intramural Staff will make a game time decision.