

INTRAMURAL POLICIES 2020-2021

1. PARTICIPATION ELIGIBILITY

A. All participants must present a 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. B. Eligibility Regulations:

- i. 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:
 - a. Currently enrolled UNLV Students.
 - b. UNLV Faculty/Staff who are at least 50% FTE, and possess a RebelCard. For indoor events, an active SRWC membership must be obtained for faculty/staff.
- ii. Individuals from the College of Southern Nevada with a valid NSHE # and college ID will be eligible to play in ALL intramural leagues and events. For indoor sports, an SRWC membership will be required.
- iii. Individuals who do not have a direct affiliation with the University will not be permitted to participate in any Intramural sanctioned event or contest. Some, but not all, of those individuals may be:
 - a. Spouses/Partners of students, faculty, or staff
 - b. UNLV Alumni not using 'Scarlet & Gray' credits
 - c. SRWC Community Members
 - d. Daily Guests

iv. 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. C. Intercollegiate Student-Athletes:

- i. 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:
 - a. Are a member of a varsity, junior varsity, or freshman intercollegiate team.
 - b. Have suited up for an intercollegiate contest.
 - c. Have participated in an intercollegiate contest.
 - d. Have practiced with an intercollegiate team after the last cut.
 - e. Are currently red-shirted for an intercollegiate team.
- ii. 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.
- iii. 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.
- iv. 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.
- v. Former Student-Athletes, as designated by having been removed from all forms of intercollegiate involvement for a period of one 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.
- vi. Intramural Sports reserves the right to establish definitions for relationships between intercollegiate sports and sports offered for Intramural participation.

- D. 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 years after the completion of their professional career.
- E. Eligible participants, who play for any sport club at UNLV, or other location, may not constitute more than 20% of an Intramural team roster in a sport similar to their club sport.
- F. Any eligible individual will be considered ineligible on the date he or she loses direct affiliation with the University of Nevada, Las Vegas.
- G. 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.

2. PARTICIPANT CONDUCT

- A. 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.
- B. All participants will be held accountable to the appropriate office/department/agency and subsequently established guidelines for conduct.
- C. 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.
- D. 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. This card will remain in the possession of the Intramural Sports Staff until surrendered to the Office of Student Conduct, no exceptions. The individuals responsible for the cards us will be suspended from all Intramural events and activities until the resolution of their case with the Office of Student Conduct.
- E. 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.
- F. 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 2 unsportsmanlike penalties for non-violent action/conduct during the course of contest	Profanity, illegal equipment, dangerous play, impeding officials, taunting, and all other actions outlined in the rules for each sport an Intramural Sports	1 game or 7 days	1 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, (aka a abide by directions given by officials, and all other actions outlined in the rules for each sport	2 games or 14 days	2 games or 14 days
Tier 3 Violation	Ejections incurred due to attempted violent/abusive action, destruction of UNLV property*, or the use of alcohol, tobacco, vape pens, and/or controlled substances	Threatening remarks, blatant disregard for directions given by Intramural Sports Staff, physical contact with the intent to harm federally	4 games or 28 days	4 games or 28 days
Tier 4 Violation	Ejections incurred through participation in physical attacks or participant, spectator, actions deemed to be a danger to	Physical attacks on another individual, the use of Intramural Sports equipment probable SRWC privileges another individual	120 days and minimum assaults to any staff, or equipment	120 days other

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

- i. All probation periods are served **after** the suspension period has been concluded. ii. 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.
 - iii. 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.
 - iv. 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.
- G. 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.

3. TEAM CONDUCT

- A. All teams 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.
- B. All teams will be held accountable to the appropriate office/department/agency and subsequently established guidelines for conduct.
- C. Teams may be removed from participation if they appear to be a threat to the safety to the Intramural Staff, the participants or themselves.
- D. Any team 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 team ejections:

Tier	Definition	Associated Actions	Suspension Length	Probation Length
Tier 1 Violation	Ejections incurred through the reception of 3 unsportsmanlike penalties for non-action/conduct during the course of illegal participation, refusing to abide by officials, and all penalty and an ejection, receiving lower than a 3 sportsmanship rating each sport	Profanity, illegal equipment, dangerous play, impeding officials, taunting, abusive remarks, hazardous play, of an Intramural reception of one unsportsmanlike other actions outlined in the rules for each sport	Up to 1 game game violent by directions given by	At least 1
Tier 2	Ejections incurred as a result of two participant ejections illegal participation	Abusive remarks, hazardous play, 1 game by directions given by officials, and all other actions outlined in the rules for each sport	2 games Violation	
Tier 3 Violation	Ejections incurred due to team participation in physical attacks or minimum assaults to any participant, or equipment other actions deemed to be	Physical attacks on another individual, the use of Intramural Sports equipment, spectator, in a violent/threatening manner status another individual	League removal, loss of specialty staff,	120 days

- i. All probation periods are served **after** the suspension period has been concluded. ii. 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. iii. All 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.
 - iv. Tier 3 team 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 team and all individual team members being suspended from all Intramural events and activities and will be unable to begin their programmatic suspension until the resolution of their case.
- E. The ejected team Captain will be given a notification of their team's 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.

4. SPECTATOR CONDUCT

- A. 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.
- B. All spectators will be held accountable to the appropriate office/department/agency and subsequently established guidelines for conduct.
- C. 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.
- D. Any spectator who does not participate in the spirit of Intramural Sports competition, may be ejected at any time from the facility at the discretion of the Intramural Sports Staff.

Tier	Definition	Associated Actions	Suspension Length	Probation Length
Tier 1 Violation	Ejections incurred through the reception of 1 warning and 1 unsportsmanlike penalty 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 sport course of an Intramural Sports	1 game <u>or</u> 7 days	1 game <u>or</u> 7 days
Tier 2 Violation	Ejections incurred as a direct result of a participant's single action	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	2 games <u>or</u> 14 days	2 games <u>or</u> 14 days
Tier 3 Violation	Ejections incurred due to attempted violent/abusive action, destruction of UNLV property*, or the use of alcohol, tobacco, vape pens, and/or intent substances	Threatening remarks, blatant disregard for directions given by Intramural Sports Staff, physical contact with the intent to harm federally controlled	4 games <u>or</u> 28 days	4 games <u>or</u> 28 days
Tier 4 Violation	Ejections incurred through participation in physical attacks or participant, spectator, actions deemed to be a danger to	Physical attacks on another individual, the use of Intramural Sports equipment probable in a violent/threatening manner, and all suspension of SRWC privileges another individual	120 days and probable minimum suspension of staff, or equipment	120 days and other

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

iv. Tier 3 team 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 team and all individual team members being suspended from all Intramural events and activities and will be unable to begin their programmatic suspension until the resolution of their case.

- E. 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.

5. TEAM CAPTAIN'S RESPONSIBILITIES

- A. 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.

- B. Captains, or their representative, must submit a registration form to the SRWC service desk and create their team on IMLeagues.com. Players must then be added to the created team online. Team Captains are responsible for checking the eligibility of their team members. Questionable cases should be referred to the Intramural Sports office prior to participation.
- C. 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.
- D. 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 24-hours (business days only) before the scheduled game time to cancel a game without penalty. Each team receives one cancellation per sport per season. As an additional note, a cancellation will combine with a forfeit to result in removal from the league.
- E. 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:
 - i. Denim material shorts/pants are not allowed at any time for any event.
 - ii. 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.
 - iii. A sports bra is not considered a shirt or proper torso clothing. iv. Cleats must be made of a malleable rubber. All other cleat types are illegal.
 - v. Team Shirts/Jerseys
 - a. 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. A Sports Bra is not considered a shirt or proper torso clothing.
 - b. All team jerseys must be numbered on the back with a different Arabic number at least six inches in height. Numbers may be provided on the front of the jersey. All numbers must be of contrasting color to the jersey/shirt and clearly visible. The number must be applied to the jersey/shirt with a permanent, non-fading substance (marker, paint, iron transfer, etc). Tape or pin on numbers will not be allowed.
 - c. Jerseys must be the same color and roughly the same shade.
 - vi. 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.
 - vii. Designated Team Bench Area
 - a. 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.
 - b. Spectators are not allowed in the bench area at any time.
 - c. 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.
- F. 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).
- G. 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.
- H. 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.

6. TEAM/PARTICIPANT ROSTERS

- A. 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.
- B. Additions of eligible participants to a sport roster must be completed online through IMLeagues.com, and must be completed before 12:00p game day to be reflected for that night's game. A participant's name must appear on the official game sheet roster before they may enter the contest.
- C. 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. This penalty will be covered in each subsequent pre-season Captain's Meeting.
- D. For Team Sports, each team member must play in at least one regular season game to be eligible for tournament play. Any team member who has not met the participation requirement will be marked as "Ineligible".
- E. Self-identifying women may play in a Men's league if there are no Women's leagues for that sport. If a self-identified woman wishes to play for a Men's League team, they must gain approval from the Intramural Sports Staff prior to participation.
- F. Team Sports (Large & Small) Team Membership:
 - i. 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, thereby preventing the removal of that person from the team roster. Actual participation in that game is negligible.
 - ii. Any person who has registered for a team and has not participated for that team may voluntarily remove them self from that team roster.
 - iii. Any attempting to swap participants among multiple teams, by a single organization, will be disallowed. iv. A participant may not be removed from a team roster once they have played in a game for that team.
 - v. 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 League or Women's League). A participant may be a member of a one Co-Rec League team and a team within one of the other Leagues.
- G. Specialty Divisions
 - i. Organizations participating in Intramural Sports and Events will have the opportunity to designate themselves into classifications that best represent their group. These classifications maintain specific roster qualifications wherein the organization must maintain to remain in the specific classification
 - ii. Student/Greek Organization: any participating organization looking to be classified as a Greek or other Student Organization must have sport rosters with no less than 80% of the participant slots filled by active members. This therefore provides for the following breakdown of non-affiliated participants:
 - a. 2-7 Participants = 1 non-affiliated participant allowed
 - b. 8-12 Participants = 2 non-affiliated participants allowed
 - c. 13-16 Participants = 3 non-affiliated participants allowed
 - iii. Residence Halls: any participating organization looking to be classified as a Residence Hall organization must have sport rosters with no less than 65% of the participant slots filled by current residents. This therefore provides for the following breakdown of non-resident participants:
 - a. 2-4 Participants = 1 non-resident participant allowed
 - b. 5-7 Participants = 2 non-resident participants allowed
 - c. 8-10 Participants = 3 non-resident participants allowed
 - d. 11-13 Participants = 4 non-resident participants allowed
 - e. 14-16 Participants = 5 non-resident participants allowed
 - iv. Active members/current residents: The status of an active member or current resident is regulated by either the Student Engagement and Diversity Office or the Office of Residential Life. Either office will be utilized to determine the status of any participant in relationship to an active or current status. H. Game/Match Participation:

- i. A registered participant is considered to be a person whose name and NSHE number appears on the printed gamesheet for that specific match.
- ii. 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.
- iii. 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, Unsportsmanlike Conduct, etc.). If the application of this penalty forces a team to exceed their designated allotment for a game (i.e. Three Technical Fouls in one game), the standard rules and results of the game will remain in effect as well as all Sportsmanship Rating Deductions.

7. TEAM SPORTSMANSHIP POINTS

- A. Through the course of a season, a team will be rated during each game and given a Sportsmanship Score for each game – subsequently adjusting the team’s Sportsmanship Average (SA). Teams will not inherit an SA from any previous season or year.
- B. For every game played, Intramural Sports Supervisors and Officials will evaluate each team’s sportsmanship. 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.
- C. Each team will be given a whole number sportsmanship rating of 1-5 after each game with 5 being the best sportsmanship score.
- D. Each team is responsible for checking and signing for their sportsmanship rating after each game. Failure to sign the sportsmanship rating infraction form forfeits the right to appeal any deduction for that game. Appeals must be made in writing to the Intramural Sports Staff within 48 hours of the contest in question (Note: the administration reserves the right to increase or decrease a penalty at their discretion).
- E. If a team attains a Sportsmanship 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.
- F. 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.
- G. Sportsmanship 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.

8. CANCELLATIONS & FORFEITS

- A. All teams in an Intramural Sports League will be entitled to one cancellation per event. A cancellation will come with no penalty to the team, although the team may end up playing one to two less games than other teams in the league depending on scheduling availability.
- B. All teams that forfeit will be subject to a \$25 forfeit fee if they would like to be reinstated in the league. While this forfeit fee is optional, teams will not be permitted to compete until the forfeit fee is paid by noon of the team’s next scheduled game.
- C. A combination of 2 cancellations and/or forfeits will result in automatic removal of the team from the specific Intramural League in question.
- D. 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 24 hours business notice.
- E. 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”. F. A team forfeit will result in a “no score” Sportsmanship Rating .
- G. 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.

- H. 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.
- I. Any team caught using ineligible players will forfeit all games in which that person participated and may lose eligibility for playoffs.
- J. 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.
- K. 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, a forfeit will not be recorded but play will end regardless.

9. PROTESTS & APPEALS

- A. 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.
- B. Protests concerning use of an ineligible player
 - i. Must be made in writing to the Intramural Sports Coordinator no later than the end of the business day after the contest was played.
 - ii. Due to the time sensitive nature of playoff games and scheduling, protests regarding player eligibility may be submitted via verbal communication with the highest ranking Intramural Sports Staff member present at the contest.
 - iii. Teams/players who knowingly withhold player eligibility information for team/personal gain will themselves be penalized in accordance with Intramural Policies, Sportsmanship Point protocols, and/or the Student Code of Conduct.
- C. 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.
- D. No protest can be made on a previous play once the game resumes, and rescheduling a contest to accommodate an onsite ruling will not be an option.
- E. Protests concerning the application of an Intramural Sports Policy or sportsmanship ruling 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.

10. CHAMPIONSHIP TOURNAMENT PARTICIPATION

- A. For Individual Sports, Small Team Sports, and Special Events, tournament participation and eligibility will be outlined in the rules for that specific event.
- B. Teams invited to participate in Intramural Sports post-season play must meet the eligibility requirements of:
 - i. having the designated Sportsmanship Rating Average, or higher, for the specific sport, and
 - ii. having at least one win (number of wins may be increased depending on sport and number of registered teams) iii. having no more than one forfeit during regular season play, and
- C. Tie Breaking Policy
 - i. If two teams are considered tied at the end of regular season play, the following tie-breaking policy will be used:
 - a. Win percentage
 - b. Sportsmanship Rating Average
 - c. Head-to-Head competition
 - d. Point Differential

- ii. 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.

11. SPORT CHAMPION AWARDS

- A. The League Champion for each sport will be offered, as their trophy, a shirt 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.

12. TEAM OF THE YEAR/REBEL CUP

- A. Participants who choose to participate in multiple Intramural Sports events may choose to organize their participation and take part in a yearlong competition to determine the best overall Intramural Sports Team – the Team of the Year. B. To participate in the Team of the Year competition, each group must compete under the same team name.

- C. Teams will earn points toward the Team of the Year competition through their participation in all Intramural Sports programs offered, as outlined below.

- D. The Team of the Year competition is arranged into two awards, the Rebel Cup and the Team of the Year.

- i. The Rebel Cup is awarded to the top team in each league's conference:

- a. Residence Hall
- b. Men's Fraternity Conference
- c. Men's Open Conference
- d. Women's Sorority Conference
- e. Women's Open Conference
- f. Co-rec Open Conference

- ii. The Team of the Year award is given to the competing team with the most overall points in each league: a.

- a. Co-Rec

- b. Men's
- c. Women's

- E. Each participant, regardless of Cup competition, is subject to the participation regulations as outlined throughout this Policy Manual.

- F. Competition Points will be awarded in the following manner:

- i. Wins & Losses Format

- a. Win = 3 points
- b. Tie = 2 points
- c. Loss = 1 point
- d. Forfeit/Cancel = 0 points

**NOTE* Any team forfeiting out of a league also forfeits any points acquired for that league.*

- ii. Point totals at the end of the event will be multiplied by the team's Sportsmanship Average Rating (SRA) to get the final Rebel Cup points for that event.

- a. Example

- Team A finishes the season with 6 wins, 3 losses, not forfeits/cancellations with a SRA of 3.5. ▪
(6 wins X 3 points per win) + (3 losses X 1 point per loss) = 21 standing points
- 21 standing points X 3.5 SRA = 73.5 Rebel Cup Points

- b. Bonus Points

- Training Assistance = 15 points
- Best SRA for semester (at least 2 sports) = 50 points
- Tournament Champion = 20 points

- League Winner = 10 points
- G. Multiple teams
- i. Groups may register multiple teams for the same Rebel Cup group per event. For the Greek, Open, and Co-rec leagues only the top two teams in terms of point earnings will have their points count for their Rebel Cup score. ii.
Example: Team A, Team B, Team C, and Team D are all representing the Rebel Cup group “Best Team on Campus.” Team A earns 50 Rebel Cup points, Team B earns 40 Rebel Cup Points, Team C earns 60 Rebel Cup Points, and Team D earns 55 Rebel Cup points. Since teams C and D earned the most points for the represented group, “Best Team on Campus” will earn their combined total of 115 Rebel Cup points.
- H. In the event it is determined that an organization participating in the Rebel Cup/Team of the Year competition willingly violates any Intramural Policy, University Policy, or the Student Code of Conduct, the Intramural Staff reserves the right to penalize the organization by withholding or deducting of points from the organization’s total. The size of the penalty will be determined by the Intramural Staff pursuant to the severity of the violation.

13. RESCHEDULES & WEATHER CONDITIONS

- A. Intramural Sports does not re-schedule games unless an error has been made by the Intramural Sports Staff in regards to scheduling.
- B. Every effort will be made to re-schedule regular season contests cancelled due to weather if the league calendar permits. Rescheduled games may occur on Fridays or weekends.
- C. 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.
- D. 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.