INTRAMURALS

GENERAL INTRAMURAL RULES AND REGULATIONS

ELIGIBILITY

1. All University of Victoria students, staff, faculty, alumni and the general public are welcome to participate in Intramural Activities.

2. The program was developed to provide sports opportunities for UVic students who wish to participate in recreational or competitive league play with fellow students.

3. Some eligibility restrictions are necessary to provide fair opportunities for participation.

4. These restrictions were designed to reflect the philosophy of Intramural Activities Program at UVic.

5. Individuals or teams removed from play may seek reconsideration by written petition the Intramural Programmer and Disciplinary Committee Chair.

6. This must be done prior to any participation. Violation of any eligibility rule will result in an automatically-forfeited contest.

7. All team members must be listed on the roster imleagues.com by the date given by the League Manager.

8. Any changes to the roster must be made prior to the deadline set out by the League Manager. ROSTERS MUST INCLUDE THE REAL PHONE NUMBERS AND VALID EMAIL ADDRESSES of all team members. Teams will not be allowed to ‘pick up’ players not registered on the roster.

9. All team members must be listed on the team roster before being eligible to play.

10. Playing on more than one team: Any player may play on ONLY ONE team per league in a given sport. This means that a player may play on only 1 team per night.

11. Assumed Name: People who participate using an assumed name are ineligible.

12. Currently eligible Intercollegiate varsity athletes (in the same or similar sport) are not allowed to play. Use of these players will result in forfeiture of game with no questions asked.

13. Present professional athletes (in the same or similar sport) are ineligible to play. Use of these players will result in forfeiture of game with no questions asked.

14. Current national team players (in the same or similar sport) are ineligible to play. Use of these players will result in forfeiture of game with no questions asked.

15. Individuals under 18 years and not currently enrolled at the UVic are ineligible to play.
16. Suspended or delinquent participants are ineligible to play. Use of these players will result in removal from the league.

LIABILITY AND INSURANCE

17. The University of Victoria is not liable for accidents and/or injuries that occur during Intramural competition. All students are required to carry medical insurance, which should cover most injuries. Players should note, however, that most medical insurance policies do not cover dental injuries. Mouth guards are required for all players.

18. All intramural participants are required to sign a waiver prior to their participation in intramural programs. Students can sign their waiver online through the MyPage portal. Community members are required to sign a paper waiver before their first game.

CAPTAIN'S DUTIES

19. Each team captain is responsible for:
   a) Checking the eligibility of his/her teammates.
   b) Ensuring teammates are treated equitably.
   c) Ensuring team is a uniform color or shade ie. Dark.
   d) Delegating positions, lines, defensive pairings, etc. to minimize confusion.

PERFORMANCE BOND

Defaults:
- After a team defaults their first game, they will be removed from the schedule and required to come in and pay an 80$ performance bond. Once this has been paid, the team will be put back on the schedule. If the team does not default again during the season, the 80$ bond will be returned. However, if a second forfeit occurs, the team will be removed from the schedule completely and their 80$ bond will be cashed. After the season, there will be a deadline for when this bond can be picked up if no more defaults occurred.

Offences:
- Any team involved with a fight or aggressive behavior towards other players (including officials) will also be required to pay an 80$ performance bond. Teams will also be required to come in for a disciplinary meeting with the Intramural Programmer. If no more incidents occur during the season, the bond will be returned. If a second altercation occurs, the team will be removed from the schedule and the performance bond will be cashed. Teams that are consistently getting into altercations will not be allowed to register in the next intramural season.
FAIR PLAY

The fair play program was put in place to ensure a safe and fun recreational environment for all participants. Sportsmanship is a vital part of any sport at any level and rewards teams that compete in a sportsmanlike manner. After each game, Intramurals staff, the onsite supervisor and officials, will rank the fair play of the teams on a scale of 0 to 5, by answering the following question: "Did the team significantly contribute to the enjoyment of this game in spirit of sportsmanship and fairplay?" Teams with poor sportsmanship will not be allowed to participate in playoffs regardless of their position in the standings.

SCALING:

- 0 – default/fight/player ejection
- 1 – poor sportsmanship
- 2 – fair sportsmanship
- 3 – average sportsmanship
- 4 – good sportsmanship
- 5 – excellent sportsmanship

Teams will need to accumulate least 25 fair play points during the regular season to be eligible for playoffs. The playoff rankings will then be based on fair play points followed by their game points (wins/losses).