# Table of Contents

***Anything highlighted in yellow is new for the 2017-2018 academic school year and is effective immediately***

**General Information** 4
- 1.1 Perry Field House Policies
- 1.2 Student Employment Work Opportunities
- 1.3 Assumption of Risk
- 1.4 Alcohol, Tobacco, and Drug Policy
- 1.5 Gender Identification Policy
- 1.6 Non-Discrimination Policy
- 1.7 Event Cancellation
- 1.8 Equipment and Uniform

**Eligibility** 5
- 2.1 General Eligibility
- 2.2 Intercollegiate Athletes
- 2.3 Sport Club Members
- 2.4 Professional Athletes
- 2.5 Related Sports

**Registration Information** 7
- 3.1 Registration
- 3.2 Create an IMleagues Account
- 3.3 How to Sign Up for an Intramural Sport

**Captain’s Responsibilities and Discipline Procedure** 8
- 4.1 Captain’s Responsibilities
- 4.2 Disciplinary Action

**Scheduling** 10
- 5.1 Schedule of Events
- 5.2 Reschedule Games

**League Structure** 11
- 6.1 Single Gender Leagues
- 6.2 Co-Recreational Leagues
- 6.3 Playoff Structure and Scheduling
- 6.4 Participant Awards

**Sportsmanship System** 13
- 7.1 Rating Methods
- 7.2 Rating Factors
- 7.3 Rating System
- 7.4 Team Sporting Behavior and Playoff Eligibility

**Forfeits and Defaults** 15
- 8.1 Ready for Play
- 8.2 Grace Period Penalties
- 8.3 Forfeits
- 8.4 Defaults
- 8.5 Forfeit/Default Scores

**Protests and Evaluations** 16
- 9.1 Protests
- 9.2 Intramural Participant Evaluation of Official/Supervisor

**Student Leadership and Work Opportunities** 17
Intramural Sports Office
Perry Field House | Room 130
801 N. Mercer Rd.
Bowling Green, OH 43403
Phone: 419.372.2464
Fax: 419.372.8044
IM Email: imsports@bgsu.edu
Website: www.bgsu.edu/recwell/intramural-sports.html
Imleagues.com/bgsu

Intramural Sports Staff

Ethan Engel
Position: Coordinator of Competitive Sports and Youth & Family Activities
Phone: 419.372.8110
Email: eengel@bgsu.edu

Brianna Harris
Position: Graduate Assistant - PFH and IM/SC
Phone: 419.372.8045
Email: briharr@bgsu.edu

BGSU Intramural Sports Mission Statement
The Intramural Sports Program serves the students, faculty, and staff of Bowling Green State University through a commitment to offering a wide variety of competitive activities for players of all skill levels and interests.

Qualified staff provides a fun, yet structured environment that focuses on the health, safety and developmental needs of all Intramural Sports participants.

Spirit of Competition Statement
Modern team sport activities find their origin in the basic human need for play. Winning and losing are mere outcomes of this play spirit; abusive language, poor attitude, and manipulation of the rules to further winning are not "just part of the game." What is part of the game: the simple satisfaction of playing and the interdependence of teamwork, improving fitness, and enhancing friendships. Without an opponent, you have no game, no contest, and absolutely no fun. You are indebted to them as they are to you. In a fundamental way, then, competing against an opponent is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. An intentional violation of the rules, no matter how small, is considered cheating and a direct offense against these principles. Thus, “Play Hard, Play Fair and Have Fun.”
GENERAL INFORMATION

1.1 Perry Field House (PFH) Policies
The IM Office is located in the Perry Field House (PFH) where the majority of Intramural Sports programming take place. Intramural participants and spectators are expected to be familiar with and adhere to all PFH building policies. These policies include no “dunking” basketballs or hanging on rims, and no bouncing or kicking balls against the building walls. A complete list of the PFH policies can be found posted in each activity area at www.bgsu.edu/recwell/perry-field-house.html. Written copies of the policies are available in the PFH lobby. PFH employees reserve the right to remove any participant or spectators in blatant violation of any Recreation and Wellness policies.

1.2 Student Employment Work Opportunities
The Department of Recreation and Wellness employs between 200 and 250 BGSU students to work at the Student Recreation Center (SRC), the PFH, and Forrest Creason Golf Course. Through eight primary programming areas, students are offered beginning career development opportunities and practical leadership experiences. Department-wide jobs are classified in a consistent manner based on experience and certifications required to enter the position as well as the leadership, decision-making and supervisory functions necessary to perform the role.

BGSU students interested in officiating for Intramural Sports are required to attend a training/hiring clinic in order to be considered. Throughout the academic year there are various opportunities to become involved within Intramural Sports. To find out more information contact imsports@bgsu.edu or 419-372-2464.

1.3 Assumption of Risk
Participation in Intramural Sports activities is completely voluntary whether you are actually playing in a contest or there as spectator of an event or activity. Prior to an individual’s first scheduled contest of the academic year each participant is asked to read and verify by accepting an “Agreement to Participate Form” online at IMLeagues.com, acknowledging the risks and factors associated with participation in Intramural Sports; the acknowledgement of Policy and Procedures; the release from Liability; and the consent for Emergency Treatment in the event that one is unable to do so consciously.

1.4 Alcohol, Tobacco, and Drug Policy
Alcoholic beverages and drugs are not permitted within BGSU Recreation and Wellness facilities. The Intramural Managers or Officials assigned to each game have the authority and responsibility to make decisions based on suspected alcohol or drug use by the participants according to their actions, language, or odor.

Participants who appear to be under the influence of alcohol or drugs are not permitted to participate in Intramural Sport programming. If any member of a team is determined to be in possession of, or under the influence of alcohol or drugs, the team automatically forfeits the contest and may be barred from further competition for the sport. Teams may be asked to leave the Intramural playing area in any of these cases and any second offense by the team can result in the team and its players being barred from further competition for at least the remainder of the school year.

Chewing or smoking tobacco products is prohibited in all BGSU Recreation and Wellness facilities at all times. Coaches or players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team and those individuals may also be subject to facility sanctions.

1.5 Gender Identification Policy
All eligible intramural participants may participate in the single sports divisions based on their expressed gender identity, regardless of any medical treatment. Intramural participation based on one’s self-identified gender is to be done in good faith and is consistent with a player’s expressed gender identity, regardless of any medical treatment. The participant’s self-identified gender will also be applied when there are gender specific rules or player ratio requirements in Co-Recreational leagues. A player who starts an intramural season must complete that particular sport based on their self-identified gender. Player eligibility is based on the player’s self-identified gender on the official team roster on IM Leagues.

The BGSU Intramural Sports program recognizes that, for many, coming to know one’s gender identity is not something that happens in an instant; it is a complex and fluid process that can occur over an extended period of time. Transgender and gender non-conforming participants are encouraged to communicate their gender identity with the Coordinator of Competitive Sports prior to the start of season play. Should the player not feel comfortable working with that person, the individual can contact the BGSU LGBT Resource Center staff and inform them of their status at least three business days prior to the start of season play. All participants are subject to the Bowling Green State University Non-Discrimination policy and if complaints
of discrimination or harassment arise, they will be referred to the BGSU Office of Student Conduct or the Office of Equity, Diversity, and Inclusion.

1.6 Non-Discrimination Policy
Non-Discrimination Policy Bowling Green State University is committed to providing equal educational opportunity. The University provides access to educational programs and activities without regard to race, sex, sexual orientation, gender identity, gender expression, color, national origin, ancestry, genetic information, pregnancy, religion, age, marital status, disability, or status as a veteran. Any grievance regarding alleged discrimination due to race, sex, sexual orientation, gender identity, gender expression, color, national origin, ancestry, genetic information, pregnancy, religion, age, marital status, disability, or status as a veteran shall be reported to the Office of Equity and Diversity, 140 McFall Center, 419-372-8476. If the respondent is a student, complaints should be reported to the Office of the Dean of Students, 301 Bowen-Thompson Student Union, 419-372-2843.

1.7 Event Cancellation
All cancellation decisions are based on current facility playing conditions, weather forecasts, the safety and comfort of players and workers, and the preservation of facilities for future use. After consultation with a Toledo television station meteorologist, it was decided that under most conditions, Intramural activities can usually be played when a tornado or thunderstorm or winter storm “WATCH” has been issued. However, when a tornado, thunderstorm, winter storm, or flood “WARNING” is issued for the BG area, IM activities are canceled immediately. For a winter-weather “ADVISORY”, cancellation decisions are based on the level of the advisory. If severe weather threatens during outdoor play, the staff are notified via two-way radio or personal contact. The Intramural Staff will announce to everyone to go inside the nearest facility to seek shelter.

It is important to note that unless a recorded, announced, or displayed cancellation message mentions your sport and the current day and date, plan on playing. When a cancellation decision is announced, all remaining games in that sport are also canceled for the evening. Cancellation decisions are made by 5:00 PM on the day of play whenever possible. If conditions develop later that require cancellation, the announcement is made as soon as possible. The Intramural Sports Office will contact people through IM Leagues and other social media outlets if cancellations are made after 5:00 PM.

1.8 Equipment and Uniform

Uniform
All intramural teams/participants must meet the uniform requirements. Please read the sport specific rules for minimum uniform requirements. Participants on the same team must wear similar colored shirts/pinnies for all sports and certain sports require for numbered jersey. Pinnies are available for teams to check out to distinguish the two teams when needed for specific sports. The Intramural Sports Staff have the right to tell a team they need to wear pinnies for a game. No duplicate or taped numbers will be permitted. All numbers must be whole numbers and range from 0-99. **No jewelry is allowed during any Intramural Sports programming.**

Equipment
The Intramural Sports Office provides some game equipment for all programs offered. Additional equipment may be checked out at either the Perry Field House Welcome Desk or Student Rec Center Welcome Desk. To check out additional equipment a picture ID is kept until all equipment is returned. **We recommend a second form of government or university issued identification as one form of identification (preferred BGSU student id) is required to check into all Intramural Sports programming.**

**ELIGIBILITY**

2.1 General Eligibility
A participant may be anyone with an active BGSU identification number and card. **BGSU Alumni are not eligible to participate in any Intramural Sports programming.** Students that are paying the General fee of the University do not need to purchase a membership. Faculty and staff members purchasing an intramural pass will be granted access to the RecWell facility for their scheduled game time only.

All participants must buy an Intramural Pass for either the semester ($30 fee) or academic year ($50 fee) at the Student Recreation Center or Perry Field House Welcome Desk to be eligible to play. The semester fee will cover the cost of all sports for that semester. The academic pass will cover all sports for the entire academic year. Participants may play on one co-rec team and single sex team in the same sport. Tournaments may have an additional fee based off the nature and location of the tournament.
In order to be eligible, all players must check in with the Intramural Sports staff member at the designated location on IM Leagues prior to entering each event. BGSU student picture identification or a current government or university issued identification card cards are required for participants to check in at all Intramural contests prior to participation. Faculty/staff must present their BGSU picture ID. Late arrivals with valid ID may check in with the Intramural Sports staff member and participate as the individual sport rules allow. The Intramural Sports staff have the right to ask for a second form of identification if they feel it is required. Below lists the only three permitted identification cards for Intramural Sports check-in:

1. Current BGSU Student/Faculty ID
2. Current Driver’s License
3. Current Passport

Any ineligible player found to be playing in a game using false identification or not listed on the team’s roster will have the game immediately stopped and be ejected from the game. The team will then lose sportsmanship rating points as stated in the Sportsmanship Rating section of the Intramural Sports Handbook. Teams may protest the number of sport club athletes or eligibility of intercollegiate athletes before, during, or after the contest as defined in the Protest section of the Intramural Sports Handbook.

2.2 Intercollegiate Athletes
Members of a Bowling Green State University Intercollegiate team “are not eligible” to participate in that particular sport or related sports during the academic school year in which they are a rostered player. However, they are eligible to participate in other sports that are not related and must have their coaches’ permission to participate. Former intercollegiate athletes who have transferred to BGSU and will not be rostered on a BGSU intercollegiate team that year may play the related sport.

2.3 Sport Club Members
Members of a Bowling Green State University Sport Club “are eligible” to participate in that sport or related sport for that year (see “Related Sports” below for specific numbers).

2.4 Professional Athletes
Participants who played a sport professionally are ineligible in that sport or related sport. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practice with a professional team and/or was compensated for trying out for a team. The Coordinator of Competitive Sports reserves the right to decide on professional status on a case-by-case basis.

2.5 Related Sports
BGSU students have a choice to play many sports at the Intramural, club, or intercollegiate level. By limiting their involvement in a given sport to one of those three choices, we are attempting to provide more opportunities for others, with the hope that they can find competition among participants with similar skill and experience levels.

Therefore, members of the following intercollegiate and professional sports are ineligible and no more than 2 sport club athletes may participate for the same team in their related sport.

<table>
<thead>
<tr>
<th>Intramural Sports</th>
<th>Related Sports/Sport Clubs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball, 3v3 Basketball</td>
<td>Basketball</td>
</tr>
<tr>
<td>Flag Football, 4v4 Flag Football</td>
<td>Football</td>
</tr>
<tr>
<td>Extreme Dodgeball</td>
<td>Dodgeball</td>
</tr>
<tr>
<td>Golf</td>
<td>Golf</td>
</tr>
<tr>
<td>Inner-tube Water Polo</td>
<td>Water Polo</td>
</tr>
<tr>
<td>Soccer, Indoor Soccer, Futsal</td>
<td>Soccer</td>
</tr>
<tr>
<td>Softball, Whiffleball</td>
<td>Softball and Baseball</td>
</tr>
<tr>
<td>Tennis</td>
<td>Tennis</td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>Ultimate Frisbee</td>
</tr>
<tr>
<td>Volleyball, 4-Player Volleyball, Wallyball</td>
<td>Volleyball</td>
</tr>
</tbody>
</table>
REGISTRATION INFORMATION

All intramural participants are required to create an account on IMLeagues.com with a BGSU email (@bgsu.edu). IM Leagues offers a live support button in the bottom right corner of all pages; please use this button if you encounter any difficulties.

3.1 Registration

All teams must be created during the registration time period which will be posted on IM Leagues at least two weeks in advance of registration opening up. Each sport and tournament will have a minimum and maximum number of participants allowed on the roster. A participant is considered to be on that roster once they have checked in for one game with that team. Once they have played for a team in one game, that participant is on that team for the remainder of the team’s season including playoffs. If a team captain wishes to remove a participant who has not played, they must contact the Intramural Sports Office.

League/Tournament Registration

League and tournament registration are a first come, first served basis. The Intramural Sports Office will open more spots as needed for each league or tournament. In order to be guaranteed their spot during registration, a team must meet the minimum number of participants on their IM Leagues roster by the time registration closes. If a team does not meet the minimum number required by the time registration closes, they have the potential to lose their spot to a team on the waitlist. If a team needs help adding players to their roster, please contact the Intramural Sports Office with the following information:

1. Player(s) name(s)
2. Player(s) ID Number(s)
3. Team Name
4. League & Division Time

The Intramural Sports Office reserves the right change the name of any team it does not find acceptable or fitting with the spirit of the Intramural Sports program.

Waitlist/Pre-Registration

A team may join on the waitlist before the sport registration officially opens (Pre-Registration). If a team chooses to do this, they must meet the minimum number of required players on the roster before being able to move off the waitlist.

A team may join the waitlist at any point during Pre-Registration or Registration. However, that does not guarantee them a spot in a league. They must move themselves off the waitlist into a league that has openings or contact the Intramural Sports Office to do so. In order to move off the waitlist, they must have the minimum number of participants on their team roster.

Once registration has closed, the Intramural Sports Office will contact the team captains that meet the minimum number of participants required to play with potential openings in their respective leagues. Teams that do not meet the minimum number of participants will be removed as waitlisted teams respond.

3.2 Create an IMLeagues Account

Go to www.imleagues.com/bgsu/Registration OR Go to www.imleagues.com and click SIGN UP OR Go to www.imleagues.com and click “Log in with Facebook” if you have a Facebook account with your school email attached - this will automatically create an account, fill in your info, and join you to the school (steps 2-4).

1. Enter your information, and use your School email (@bgsu.edu) and submit.
2. You will be sent an activation email, click the link in the email to login and activate your IM Leagues account.
3. You should be automatically joined to your school – If not you can search schools by clicking the “Schools” link

3.3 How to Sign Up for an Intramural Sport

1. Log in to your IMLeagues.com account.
2. Click the “Get Involved” button at the top right of your User Homepage page; OR, click on the “Bowling Green State University” link at the top left to go to your school’s homepage on IM Leagues.
3. The current sports will be displayed, click on the sport you wish to join.
4. Choose the league you wish to play in (Men’s, Women’s, Co-Rec, etc.)
5. Choose the division you’d like to play in (Monday 5PM, Tuesday 5PM, etc.)
6. You can join the sport one of three ways:
   i. **Create a team (Team Captains)**
      - Captains can invite members to their team by clicking “Team Options” and then “Invite Members” link on the team page. Any invited members must accept the invitation to be joined to your team.
      i. If they have already registered on IM Leagues: search for their name, and invite them
      ii. If they haven’t yet registered on IM Leagues: scroll down to the “Invite by Email Address” box, and input their email address.
      iii. **If your team is short of players, please check the free agent list for those students that are interested in participating.**
   ii. **Join a team**
      - Find existing teams on the league page and click the “join team” button to send a request to join a team
      - Accepting a request from the captain to join his team
      - Finding the team and captain name on division/league page and requesting to join
      - Going to the captain’s player card page, viewing his team, and requesting to join
   iii. **Join as a Free Agent**
      - You can list yourself as a free agent in as many divisions within a league as you’d like. You are visible to all members of the site and can request to join teams, or post information about yourself so teams can request to add you to their team.

**CAPTAIN RESPONSIBILITIES AND DISCIPLINE PROCEDURE**

4.1 Captain’s Responsibilities

The team captain is an important connection between the individuals participating in a sport and the Intramural Sports staff. For this reason, any person assuming the role of a team captain has a number of responsibilities. The following are a captain’s designated responsibilities:

- Captains are responsible for contacting teammates about game times and any changes/updates to their schedule(s).
- Schedules are available to view at least 24 hours in advance of the first season game.
- The captain is responsible for selecting the playoff spot for their team if they qualify for the playoff bracket. The captain shall be notified the day after the regular season as to when they will be able to select their spot in the bracket.
- Captains are responsible for passing the Captain’s quiz and making sure all teammates pass the participant’s quiz before being able to play in any Intramural programming. All rules and handbooks are available on IM Leagues.
- Knowing that all members of your team are eligible for IM participation, are on a legal number of Intramural Sports teams, are on your team roster on IM leagues, have taken the participant quiz, and have paid for an Intramural Pass.
- Not allowing more than the maximum number on the roster to check-in for an intramural game.
  - If a team is found to be playing with more players than listed on the roster, that game is immediately forfeit, no matter the score.
- You are responsible to make sure your team is ready to play at the designated time. A five minute grace period will be granted if at least one person from your team is checked in.
- Requiring team members to present a valid BGSU ID or a current government identification card for each game.
- Communicating rules, policies and procedures with team members.
- Representing team in discussion of calls and rules interpretations with Intramural Sports staff.
  - A team representative, if captain is not present, is the only one other player who can question an official’s ruling.
The Intramural Sports staff does not recognize the use of coaches. Coaches are considered spectators and any unsportsmanlike penalties (technical fouls, unsportsmanlike conduct, etc.) shall be given to the captain.

- They may not be on the field/court, call timeouts, or address the officials/Intramural Sports staff during games.
- Playing captains (at the game site) may switch from game to game and the captain is responsible for your team’s conduct. If a player becomes involved in a physical or verbal altercation, only the captain is allowed to approach the situation, and must remove or quiet his/her own player only, as instructed by IM employees.
- No one else from your team, bench, or supporters may get involved, other than remaining clearly away from the action. If this action is conducted properly, it is likely only the individuals involved will be disciplined.
- If other players/coaches/spectators from either team get involved improperly, and officials deem their actions as unsafe or inflammatory, the game is stopped immediately, resulting in further sanctions by the IM Office against individuals and/or the team.

The Intramural Manager and the officials must be notified immediately at the time a discrepancy or rule interpretation occurs if they wish to protest a call.

Protests can be made for RULES INTERPRETATION OR PLAYER ELIGIBILITY ONLY. Protests involving judgment of the officials are not accepted.

- Assisting Intramural Sports staff with any incident, and/or accident reports when necessary.
- Practicing positive sporting behavior at all times and ensuring their team and spectators have positive sporting behavior as well.
- Team captains are subject to disciplinary action, including suspension, if they show no effort to control their team and team spectators, do not actively discourage unsportsmanlike conduct, or if their team is to have participated with an ineligible player(s).
- Captains have the opportunity to evaluate officials. Ask the sport Managers for procedures for evaluation.
- The game sheet must be signed at the end of each contest by the playing captain. Your signature indicates completion of contest, and correct outcome as played, but does not nullify possibility of a properly filed protest

### 4.2 Disciplinary Action

Participants and spectators that choose to exhibit unsportsmanlike behavior before, during, or after a game, directed toward an opponent, official, or Intramural Sports staff member may be ejected. Any member of the Intramural Sports staff may administer the ejection.

Examples of unsportsmanlike conduct which could result in ejection include, but are not limited to, the use of profanity, vulgar and abusive language, disrespect towards any Recreation and Wellness staff member, unnecessary roughness, excessive technical fouls, flagrant actions towards an opponent and/or Intramural Sports staff member, and fighting or inciting a fight.

**Regular Season Sportsmanship**

Teams that receive a rating of “2” or lower for any game during the regular season must meet with the Coordinator of Competitive Sports or the Competitive Sports Graduate Assistant to be eligible to play in their next game. If a team receives a second “2” or below rating in the same sport they are subject to immediate dismissal from the league.

If the team’s sportsmanship is a rating of “2” or lower for reasons other than player ejections, the captain must meet with Coordinator of Competitive Sports or the Competitive Sports Graduate Assistant. If the team’s sportsmanship is a rating of “2” or lower due ejection of a participant(s), the individual that was ejected must have a meeting with the Coordinator of Competitive Sports or Competitive Sports Graduate Assistant.

Teams that receive a “0” rating are subject to immediate dismissal from the league.

**Ejections**

Any spectator or participant who is ejected as a result of unsportsmanlike conduct, actions, or breaking the Student Code of Conduct is required to leave the facility the game is occurring in. Failure to leave the facility will result in forfeit of the game for their team and University Police being called.

**Suspensions**

Any player or spectator who is ejected from an Intramural Sports game are automatically suspended from all intramural activities until officially reinstated. Suspensions are a minimum of one game and the ejected individual is required to meet with the Coordinator of Competitive Sports or Competitive Sports Graduate Assistant to discuss the incident prior to reinstatement. If player tries to play while suspended, their team shall automatically forfeit the game said participant is trying to play in.
to play in. Depending on the severity of the incident will depend upon if the suspension is lengthened and if the issue is referred to the Office of the Dean of Students.

The Intramural Sports Office will contact the team through IM Leagues after suspending them. The captain or participant suspended will need to arrange a time to meet before they can start participating again.

**Appeals**

Participants may appeal a suspension by submitting a written statement that includes the intent to appeal and a description of the events that took place before, during and after the incident. The written statement must be emailed directly to imsports@bgsu.edu or dropped off at the Intramural Sports Office in the Perry Field House. All written statements for appeal must be received within 48 hours of the suspension email being sent out.

Once the Intramural Sports Program has received a written statement of appeal, the Associate Director of Facilities & Outdoor Programs will review the written statement and reevaluate the suspension length and any other consequences involved. In some situations, the Associate Director may request an in-person meeting with the individual to further understand the situation.

Following the review of the appeal, the Associate Director has the authority to lift/reduce the suspension, adhere to the original ruling, or make the consequences more severe, such as: lengthening the suspension, denying access to any Recreation & Wellness facility, and/or pass the case onto the Office of the Dean of Students. All appeal rulings made by the Professional Staff will be final.

Suspended players who are appealing their suspension will remain ineligible and will not be permitted to participate in any intramural activity while the appeal is being processed. Participation in any further intramural activity during a suspension that is being appealed will be viewed as a blatant disregard of Intramural Sports policies and will lengthen the suspension of the offending participant and cause the appeal to automatically be dropped.

**SCHEDULING**

5.1 **Schedule of Events**

Each semester’s schedule of events, entry deadlines and the starting dates are published before the start of the upcoming semester. Additional information is announced periodically through Recreation and Wellness flyers, IM Leagues, social media outlets, and Campus Update. Intramural Sports are played Monday through Thursday, between 8:00 PM to 1 AM depending on the sport. All leagues are a 4 week regular season and a week of playoffs (5 weeks total), while tournaments can vary in length.

The Intramural Sports Office will publish each sport’s regular season schedule at least 24 hours in advance of the first regular season game and will contact team captain’s when it has published. All schedules will be available for viewing on IM Leagues when they are published.

5.2 **Reschedule Games**

Due to the volume of intramural sports games scheduled, the Intramural Sports Office does not encourage special requests from teams or individuals to reschedule games. It is unlikely that a regular season will be rescheduled whether it is due to inclement weather, facility problems, a team conflict, or other reasons beyond the control of game officials or the Intramural Office. If a team cannot make a game, please contact the Intramural Sports office as soon as possible in order to receive a default instead of a forfeit.

League times may vary depending upon the sport and facility location. Teams that sign up for a division that looks like Monday 8p/845p/930p on IM Leagues will have games that start at 8 pm, 8:45 pm, or 9:30 pm on a Monday night and may play at any of those times during the regular season. Teams playing in a division with one time slot (Monday – 8 pm) may request to switch games with a team earlier or later in the night. Teams will not be able to request a rescheduling of the game to a different day due to team conflicts.

**If a team wants to move their game, they must request it through the Intramural Sports Office. However, this request must come at least 48 hours in advance of their scheduled game they wish to change. Games on Mondays and Tuesdays must have requests made by the Thursday or Friday the week before their game.**
If a team has a conflict with a playoff game time the Intramural Sports Office cannot guarantee that it will be changed, but will make every effort to reschedule semi-final and championship games when needed. **Any requests for a playoff game to be rescheduled must be done by 8 am the day of the scheduled game. If a team is scheduled to play in a championship game at the same time in multiple sports, the Intramural Sports Office reserves the right to change the game time in order to have the championship completed.**

A canceled game is recorded as a tie for both teams if cancelled before completion. If at least one half of the game has been played the game stands as a final score, and counts as a game played. However, if game cancellations occur during playoffs, the Intramural Sports Office will make every effort to reschedule a new tournament bracket so the playoffs can be completed.

### LEAGUE STRUCTURE

In an effort to meet the needs of a diverse recreational population and allow individuals the opportunity to compete with and against others of similar skill levels and organizational interests, the Intramural Sports Program offers a variety of competition levels for each league and tournament. **Due to the popularity of a sport or facility space, the Intramural Sports Office reserves the right to consolidate multiple leagues into one.**

Participants may play for one single sex team and one co-recreational team in a given sport or tournament. A player is considered a legal member of the team on which he or she first plays. All games in which the player competes for a team other than his or her original are forfeited. Any player who is signed in on an official Intramural score sheet is considered to have played the game.

In activities with single sex divisions, no person may participate in a division outside of the gender identified with without first obtaining permission from the Intramural Sports Office. When an activity is not offered to both genders (in separate divisions) or there is not enough of one gender to form a league, that gender will have the opportunity to compete with the opposite gender.

**If a division is split over multiple times (i.e. 8p/845p/930p) and has open games in the schedule, the teams in that division will have the first opportunity to pick up those open games. Any extra games played within the team’s division shall count towards their regular season record and playoff bracket seeding, if applicable. If a team picks up an out of division game, it will not count towards their regular season record.**

#### 6.1 Single Sex Leagues

**Men’s**

This league is designed for participants who identify as men only. The “Men’s Competitive,” or “Men’s Comp” division is considered more competitive and designed for more talented, experienced athletes. The “Men’s Recreational,” or “Men’s Rec” division is more recreational in nature and designed for all skill level to play. Comp and Rec leagues are offered when applicable by sport.

**Women’s**

This league is designed for participants who identify as women only. The “Women’s Competitive,” or “Women’s Comp” division is considered more competitive and designed for more talented, experienced athletes. The “Women’s Recreational,” or “Women’s Rec” division is more recreational in nature and designed for all skill level to play. Comp and Rec leagues are offered when applicable by sport.

**Fraternity and Sorority**

These leagues are designed for current BGSU student members representing their individual fraternities or sororities which are in good standing with the Office of Campus Activities. These participants (fraternity/sorority members) are allowed to participate on either one Fraternity/Sorority team OR one Men’s/Women’s team per sport.

Fraternity and sorority teams are allowed to create a maximum of two teams representing their organization in each Fraternity or Sorority league. If an organization wishes to have more than two teams, the additional teams must sign up in the Men’s/Women’s league.

All fraternity and sorority teams must sign up under their organization name, no matter the league they are playing in. If multiple teams are created, there must be some designation between the teams (Example: Fraternity Name Orange & Fraternity Team Brown).
Open
Open leagues are available to eligible male or female participants. Each sport offering an Open league will not require a set male/female gender ratio requirement; teams may consist of all males, all females, or any combination of the two.

6.2 Co-Recreational Leagues
Co-Recreational or “CoRec”
These leagues are designed for teams consisting of both male and female participants and leagues have a gender ratio requirement of males and females to register and play. The “CoRec Competitive,” or “CoRec Comp” division is considered to be more competitive and designed for more talented and experienced athletes. The “CoRec Recreational” or “CoRec Rec” division is more recreational and encompasses athletes of all skill levels and experience. Comp and Rec leagues are offered when applicable by sport.

6.3 Playoff Structure and Scheduling
Playoff Eligibility
All rosters are frozen at the conclusion of the regular season. Players may not be added to the team during the postseason. In order to be qualified for the postseason teams must have met the following requirements:
1. Win or tie at least one regular season game
2. Maintain a regular season sportsmanship rating of at least 3.0
3. Have not forfeited/defaulted 2 or more games.

Teams must also maintain a minimum sportsmanship rating of 3.0 throughout the playoffs to remain eligible for play. Just because a team is eligible does not mean their spot in the bracket is guaranteed. The Intramural Sports Office will make every attempt to fit as many teams as possible into the playoff brackets, but due to facility space, it may not be possible.

Playoff Brackets
At the conclusion of the regular season, teams may advance to a postseason playoff tournament. Depending on the sport, facility space and amount of time available, playoff tournaments may be limited to a certain number of teams. Playoff games can be any day, any time and may not correspond with a team’s regular season schedule. Teams wishing to not be placed in a postseason playoff bracket must contact the Intramural Sports Office prior to the end of the regular season.

Playoff Draw
At the conclusion of the regular season, the playoff bracket will be posted on IM Leagues and a playoff draw will be conducted online on imleagues.com. Each playoff captain will be contacted with when and how they will be able to select their time slot for the playoff bracket. Bracket slot selection will remain open for up to 24 hours and captains will be able to select in the order of seeding for the bracket. Once the 24 hour playoff draw is complete, the Intramural Sports Office will move teams into a specific time slot based off the order of seeding. If a captain wishes to move time slots in the bracket, they must contact the Intramural Sports Office in order to do so and will only be able to choose what is open when the Intramural Sports Office is able to make the change.

Tournament Seeding
Seeding is based on teams’ regular season win-loss records, regular season sportsmanship rating, head-to-head, and point differential. If there are teams with the same records and/or winning percentage, the following criteria is looked at in the following order:
1. Win-loss record
2. Head to Head
3. Regular Season Sportsmanship
4. Point differential
5. # of Forfeits
6. # of Defaults

Playoff Scheduling
Playoff games can be any day, any time and may not correspond with a team’s regular season schedule during the week of the playoff bracket. Please be aware of this when the playoff schedule is posted. If a team has a conflict with a playoff game time the Intramural Sports Office will attempt to reschedule, but there is no guarantee of moving the game. Requests for a playoff game to be rescheduled must be done by 8am the day of the scheduled game.
6.4 Participant Awards
Individual awards (T-shirts) can be presented to those participants on each championship team who played in at least one

game and did not commit multiple “behavior misconduct” violations or “altercation” or higher violations (see IM Disciplinary

Policy). Players must appear on the IM Leagues roster in order to qualify for a championship T-shirt.

Championship team members are given t-shirts at the end of the championship game. If they would like a different size they

may come to the Intramural Office during normal business hours (9am-5pm) and exchange the original shirt. If the individual

was not present at the championship game, but is on the roster and played at least one game they may come in during office

hours and show a BGSU ID to receive their T-shirt. “Coaches” are NOT eligible to receive a t-shirt.

The max t-shirts per team awarded is the maximum number of players allowed on a roster for that specific sport.

Championship t-shirts must be picked up within 2 academic weeks after the completion of the championship game in which

the t-shirt was earned.

SPORTSMANSHIP RATING SYSTEM
The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior may be

assessed throughout the Intramural Sports regular season and playoffs. Behavior before, during and after an IM contest is

factored in the rating. The Intramural Sports Office reserves the right to rule on incidents on a case by case basis in the spirit

of the student code conduct. Only non-administrative unsportsmanlike conduct penalties (yellow cards, ejections, technical

fouls, etc.) and actions affect a team’s sportsmanship rating.

Each team shall begin each game with a sportsmanship rating of 4 and will have the ability to gain and/or lose sportsmanship

points due to their actions before, during, and after the Intramural Sports contest. The team captain is responsible for

educating all players and spectators affiliated with their team about the system. Each team captain is responsible for the

actions of all individual team members and spectators related to their team. The team captain’s efforts in assisting officials

and staff to calm difficult situations are essential to controlling team conduct and will have an effect upon their

sportsmanship rating for that game.

Positive sporting behavior is vital to the conduct of every Intramural Sports contest. In order to encourage proper conduct

during games, Intramural Sports staff shall make decisions on whether to warn, penalize, and/or eject players and/or teams

for poor sporting behavior.

7.1 Rating Method
Each team in each contest shall be rated by the officials. The authority of the officials’ rankings exists before, during and after

all contests to which that official is assigned. The supervisor or administrative staff present may also provide input to a team’s

sportsmanship rating.

Sportsmanship ratings shall be marked on the score sheet following the game. Captains may ask for their sportsmanship only

after the game is complete or can be viewed online on the following day. Supervisors and administrative staff may provide

input that may raise or lower a team’s rating if behavior is witnessed before, during or after a contest. Administrative staff

members may amend a rating for inappropriate conduct, use of an illegal or suspended player, or for other administrative

reasons.

A team captain may appeal a sporting behavior ranking by submitting a letter of appeal by noon of the next business day after

the rating is posted (two business days after the intramural contest). The appeal must be addressed to the Coordinator of

Competitive Sports, and may be turned in by hard copy to the Intramural Sports office or by email to imsports@bgsu.edu.

Appeals submitted outside the stated time are not be accepted unless the ratings and scores were not displayed online the day

following the game.

7.2 Rating Factors
The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a

team’s sporting behavior rating:

• Team members cooperate with and demonstrate good sporting behavior toward members of both teams, spectators,

  officials, and all other IM staff.

• Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about

  rule interpretations/calls, and cooperate by providing any information requested by an IM official/staff.
• Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
• Team members help opponents up off the ground and go above and beyond the normal call of sportsmanship for the game.

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team’s sporting behavior rating:
• Participants/spectators who continually complain/argue about officials’ decisions and display dissention that may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior.
• Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff.
• Having any technical fouls, unsportsmanlike conduct penalties, or having a player(s) ejected for unsporting behavior.
• Taunting an opponent or opposing team spectator.
• Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
• Using ineligible players before, during, or after the contest.
• Physical abuse by participants/spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after the contest.
• Any threatening behavior (verbal and/or nonverbal) to any Intramural Sports or RecWell employee, participant, or spectator, which occurred before, during, or after the contest.
• Individuals/teams playing after the consumption of alcohol/drugs. If the contest has begun when this is discovered, the player(s) is immediately removed from the facility, and the contest is forfeited to the opponent. A team playing after consuming alcohol/drugs shall receive no higher than a 1 for sportsmanship.
• Damage to, destruction, or theft of any BGSU or BGSU Recreation & Wellness facilities.
• Breaking the BGSU Student Code of Conduct in any manner.

7.3 Rating System

5 – Expected Sportsmanship:
Team members cooperate fully with the officials about rule interpretations and calls. The captain has full control over teammates. Team members and spectators are respectful of opponents and officials and are encouraging of each other’s efforts. At no time was the team disrespectful toward participants or officials. All team members, fans, and coaches keep to the spirit of competition.

4 - Good Sportsmanship:
Team members display positive sporting behavior overall for the game. Team members are generally respectful toward opponents and officials, with exception of few minor incidents which may not warrant a warning from the game officials or supervisor. Team members rarely show dissent to officials’ calls.

3.5 - Acceptable Sportsmanship:
Team members and spectators are generally respectful of opponents and officials, and have not been assessed any penalties for unsporting behavior. Team members occasionally show dissent to officials and may receive verbal warnings, but have not been assessed any conduct warnings or penalties for unsporting behavior.

3 - Fair Sportsmanship:
Team members and spectators are somewhat respectful of opponents and officials, and still keep to the spirit of competition. Teams are more persistent in dissent to calls or show reoccurring unsporting behavior toward opponents. Any team that receives one conduct warning (unsportsmanlike conduct penalty, yellow card, technical foul, etc.) will receive no higher than a “3” rating.

2 - Poor Sportsmanship:
Team members or spectators are consistently disrespectful toward officials or opponents throughout contest through dissent and/or verbal and physical actions. Captain exhibits minor control over self or teammates and spectators. Teams that receive multiple conduct warnings (unsportsmanlike conduct penalty, yellow card, technical foul, etc.) will receive no higher than a “2” rating.
1 - Unacceptable Sportsmanship:
Team receives multiple conduct warnings and/or penalties for unsporting behavior. Despite warnings from staff, team shows little or no control or regards for sporting behavior. The unsporting behavior is repeated throughout the game toward staff and/or opponents. Unsporting behavior is consistent throughout game. Ejected player(s) are uncooperative in leaving the playing area in a timely manner. Team that receive one ejection and multiple conduct Teams involved in physical altercation or threatening behavior leading to an ejection(s) shall receive no higher than a “1”.

Teams receiving a “1” are notified by administrative staff the business day following the contest. Teams which receive a second rating of “1” in the same sport or activity are subject to immediate removal from league or tournament play.

0 – Season Ending Sportsmanship:
Team is completely uncooperative and uncontrollable before, during or after contest. Team captain exhibits poor control over self, team, and/or spectators. There are multiple ejections and blatant unsportsmanlike conduct that endangered the safety of participants, fans, officials or other staff members. Team intentionally has violent physical conduct beyond scope of game. There is inappropriate conduct or threatening remarks toward staff. Team fails to comply with intramural sports administrative staff/facility staff while performing their duties. False representation or withholding any requested information.

Teams receiving a “0” ratings are subject to immediate dismissal from league or tournament play

7.4 Team Sporting Behavior and Playoff Eligibility
A team must have a sporting behavior average of 3.0 or better during the regular season to be eligible for playoffs. A team must maintain a minimum sporting behavior average of 3.0 throughout the playoffs to remain eligible. A losing team which receives a “0” or “1” sporting behavior rating during its final playoff game are subject to further disciplinary action as a team or individually in subsequent sports. Any team that completes the regular season with a sportsmanship rating between 2.5-3.0 will have their sportsmanship reviewed for playoff consideration, but they are not guaranteed playoff eligibility based off sportsmanship.

FORFEITS AND DEFAULTS

8.1 Ready for Play
All teams are expected to be “ready for play” at the scheduled start time of their game, as listed on IM Leagues. “Ready for play” means the minimum number of players required to begin a game have checked-in, are properly equipped, and are standing on the court/field waiting for officials to start the game.

8.2 Grace Period Penalties
If game time arrives and one team has no players present, a forfeit is assessed at that time. If game time arrives and one team is not “ready for play” and does not have the minimum number of players required to start per specific sport rules, the other team has two choices:
1. Take the win by forfeit, or
2. Give opposing team five additional minutes to show up and present team will start with a higher score
   a. See below table for scores per sport

Once the decision has been made, it cannot be changed and the team must accept the results. The clock starts at the official game time and if the team shows up in the additional five minutes, the game starts at the time they were ready at. For the opposing team to officially win off a forfeit, they must have the minimum number of players present and checked in.

8.3 Forfeits
If a team does not show up for a scheduled game, or does not meet the minimum amount of players to start a contest, it shall be deemed a forfeit. Teams forfeiting two games are automatically dropped from league play and post season competition. In order to receive a win from a forfeit the team must have the minimum number of players checked in at game time. Forfeits result in the team’s sportsmanship rating to be recorded as a 1 for that specific game and a loss.

8.4 Default
If a team knows in advance that it is not able to make a scheduled contest, the captain must contact the Intramural Sports Office and not directly contact the other team. A default is granted to each team or individual that has notified the Intramural Sports Office according to the following deadlines:
- Games scheduled Monday – Thursday → notification must be received by 4pm on the day of the scheduled game
- Games scheduled Sunday → notification must be received by 4pm on the Friday before the scheduled game.
Captains may notify by calling the Intramural Sports Office at (419)372-2464 or email at imsports@bgsu.edu

Defaults result in the team’s sportsmanship rating to be recorded as a 3 for that specific game and a loss based of the score for the specific sport below.

8.5 Forfeit/ Default Scores

When a team is awarded a win by forfeit and/or default, the score shall be recorded as follows:

<table>
<thead>
<tr>
<th>Sport</th>
<th>Starting/ Default Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football (M or W/CR)</td>
<td>8-0/11-0 (CoRec)</td>
</tr>
<tr>
<td>Indoor Soccer/ Futsal/ Soccer</td>
<td>2-0</td>
</tr>
<tr>
<td>Extreme Dodgeball*</td>
<td>Win 1st game</td>
</tr>
<tr>
<td>3v3 Basketball</td>
<td>7-0</td>
</tr>
<tr>
<td>Basketball</td>
<td>10-0</td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>5-0</td>
</tr>
<tr>
<td>Racquetball</td>
<td>7-0</td>
</tr>
<tr>
<td>Volleyball*</td>
<td>7-0 (1st game’s start score)</td>
</tr>
</tbody>
</table>

*For sports that are best out of a certain amount of matches, the final score for that game if it ends in a forfeit shall be the required outcome to win (ie. Dodgeball: 3-0, Volleyball: 2-0, Wallyball: 3-0, etc.).

PROTESTS AND EVALUATIONS

9.1 Protests

From time to time there may be grounds for a team to protest a game, match, or official’s ruling. The following procedures must be followed at such times. Teams may not protest the judgement call of an official. Only protests concerning player eligibility or misinterpretation of a playing rule will be considered.

If a team wishes to protest rules misinterpretation, it must be brought up at the time of the issue before the next play begins. Once the next play begins, that issue is no longer available to protest. If a player wishes to protest player eligibility, the protest must be completed within 30 minutes of the completion of the contest. If the protest is upheld, the game will be replayed from the point of protest. Here are the steps to take when protesting:

- Immediately after incident, request stoppage in play to clarify issue with intramural officials.
  - If the participant feels the issue is not resolved, ask for the Intramural Sports Manager, who will try to resolve the issue.
  - If still not satisfied, verbally announce protest to a Manager (make sure officials note the time/score).
  - Once the protest has been announced, complete the Intramural Protest form with the Intramural Manager. Protests will be ruled on by the Coordinator of Competitive Sports within 2 business days of the game.

Player Eligibility – Player eligibility can be protested throughout the season or tournament. Protests must be called to immediate attention of the Intramural Sports Manager on staff prior to the completion of the contest. A protest form must be completed and given back to the Intramural Sports Manager. The contest continues from that point on “under protest”. The Intramural Sports Office reserves the right to investigate the eligibility of any participant at any time.

Rule Interpretation - Questions pertaining to interpretation of rules on the part of game officials must be addressed to the Intramural Sports Manager and head official at the time the interpretation occurs and prior to the next live ball or play, if there is no verbal protest prior to the next play; the team loses its right to protest. The procedure shall be:

- If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a “time out” and inform the official that he or she wishes to have a ruling on the interpretation by the competitive sports supervisor in charge.
- No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes competitive sports staff when necessary. Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.
  - Case 1: An official rules a pass incomplete because the “player did not have two feet in- bounds.” This is a rule misinterpretation, AND the team captain may protest.
  - Case 2: An official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is a judgment call, AND the team captain may NOT protest.
c. If corrections are necessary, the Intramural Sports Manager shall rule immediately and the team shall not be charged with a time out. However, if the ruling of the official is upheld, the team is be charged a time-out and play resumes immediately. If a team loses a protest and does not have any time-outs remaining, they are assessed a technical foul (or equivalent) for delay of game.

d. If the participant still does not agree with the decision at the game site, a protest form must be filled out and given back to the Intramurals Sports Manager on site. The contest continues “under protest” and Competitive Sports Coordinator or Graduate Assistant will review the protest. The captains of both teams involved will be notified of the decision. Once the professional staff has made a decision, it is final.

9.2 Intramural Participant Evaluation of Official/Supervisor
Evaluation forms are available for participants to provide constructive feedback on IM employees and programs. The intent of these forms is to improve the quality of services and programs. Request a form from the Intramural Sports Office or from an Intramural Sports Manager at any game site.

STUDENT LEADERSHIP AND WORK OPPORTUNITIES
Students interested in working any of the jobs listed below need to go online to [www.bgsu.edu/recwell](http://www.bgsu.edu/recwell) for specific information and applications. It is anticipated our employees find the positions both challenging and rewarding.

**Intramural Attendants (Officials/Score Keepers)**
There are many opportunities for students to officiate in the Intramural program throughout the year. Scorekeepers are only hired for Basketball. Following are the steps interested students must take if interested in working in Intramurals:

1. Interested students must fill out an application form available on the Department of Recreation and Wellness website.
2. Complete and return a take-home rules test to the IM Office by the designated date prior to that sport’s clinic. Rules can be found on the IMLeague website ([www.bgsu.imleagues.com](http://www.bgsu.imleagues.com)) at the specific sport of interest.
3. Attend the group hiring clinic. The clinic serves as the interview process for the position.

The hiring clinics are held prior to the start of each season to acquaint prospective officials and score keepers with the rules and regulations used in Intramural play.