If you require accommodations to access any programs or services, please contact the Office of Disability Services at 610-330-5080.
The Intramural Sports Program emphasizes and rewards such as sportsmanship, broad participation, and ethical leadership. The aim of the program is to provide students with the opportunity to participate in a favorite type of competition, and to explore new or untried recreational sports and activities. There is an opportunity for students to participate no matter what the level of ability.

There is something for everyone!
Participation Information

a. Participant Eligibility

1. Each participant is responsible for his or her own eligibility status. The Coordinator will rule on player eligibility whenever an infraction is discovered.
   - Any current student or employee is eligible.
   - Any student who is on the NCAA official roster for an intercollegiate sport (varsity or junior varsity) on the day of its’ first contest is not eligible to participate in the corresponding intramural sport for the current academic year.
   - Any student who is in good academic, medical and disciplinary standing is eligible.
   - Any student whose name and signature are on the entry form is eligible.
   - Students who are on a sports clubs roster during a given semester are limited to a maximum of 2 players per intramural team in the corresponding intramural sport.

2. An individual can play for only one team in each sport offered. A person can however, play in a same-sex division and the co-ed division of the same sport.

   NOTE: Women are expected to play in the women’s or co-ed leagues. If neither league exists, then women may play in the men’s recreational league, but not the men’s competitive.

Teams may add names to their official rosters (maximum of 15) up to and including the end of the first week of competition. After that time, the roster is frozen, except in the case of a player injury.

Alcoholic beverages and tobacco products are NOT permitted on or around any playing area.
Participation Information

b. Participant Registration

1. Participants will register for leagues, dual/individual events, and tournaments online at imleagues.com/lafayette.
2. Each participant will be required to create an account using their @lafayette.edu email address. This account will remain active for the duration of the student’s time at Lafayette. No need to create a new account each semester or each year.
3. Players can register in one of three ways:
   - Creating a team (for the team captain or the individual)
   - Joining a team (after it has been created by the captain)
   - Joining as a free agent (for team sports only, when a player does not have a full team)

IMLeagues shows players the registration deadlines for each sport; their schedule and league standings at any time; and the expected length of the season/event.

Please Note: Teams in league sports MUST still send representatives to the captain’s meeting for their sport where rules will be discussed, forfeit deposits collected, and team availability reviewed. Captains will receive theses instructions during the process of creating a team.
c. Protests and Grievances
The Intramural staff reserves the right to put into effect any new rules regarding the intramural program but, before doing so, will inform all affected team captains.

1. Doubts about opposing team player eligibility should be expressed prior to the conclusion of the contest. If it is found that an ineligible player has competed, that player is automatically suspended from further intramural sport competition in that sport and the captain is suspended for a minimum of one game. If ineligible player offenses continue, the team can be given a loss for the game.

2. If a player plays for a team while his/her name is on another roster and it is not discovered until the next time he/she plays with the original team, the player will not be allowed to play for the remainder of that game and the following game.

3. There are no protests that will change the result of a completed contest! It is expected that any dispute of the rules can be settled on site before the game resumes by seeking the assistance of the event supervisor. However captain’s and participants are urged to bring any concerns about the intramural program policies and procedures directly to the Director of Recreation Services so policies can be explained and discussed and possible adjustments to the program can be made.

d. Forfeits & Rescheduling

1. When a team or individual fails to appear 5 minutes after the scheduled competition time, the contest will be shortened in proportion to the lateness AND the late team will start down 1 goal (or 6 pts for basketball and football). After 10 minutes past the scheduled start time the opposing team will be sent home; and a forfeit will be recorded for the absent team or individual. A win is given to the team or individual present. A forfeit means that the team is removed from the league (the exception is the first day of scheduled play for that sport). Teams arriving at the venue without having the proper number of players required, but at least half the maximum (as
stated by the intramural rules for that sport) can still play the match or will receive a default loss.

2. In league sports, as long as a team has FIVE contests scheduled, there is NO rescheduling of games for dates that are canceled due to weather. If a team cannot participate in a contest, the team can take a default loss by giving notice to the Office of Recreation Services at least 4 hours prior to the scheduled game time. A team can only default two games per league. Being incapable of making a third game will result in removal from the league.

3. If both teams and/or individuals fail to appear at a game, it will be considered a double forfeit (both would be out of the league).

**NOTE:** The Recreation Services Office tries to accommodate everyone’s conflicts. However, this requires **advanced notice** from the participant or captain at the time of registration for the event. The **$25 forfeit deposit** is refundable at the end of the season to all teams who complete the league without forfeiting.

e. **Injuries and Insurance**

1. Some intramural sports can be quite strenuous, others moderately so. The health of individuals participating in intramural sports is their responsibility. Physical examinations and physician’s approval are not required in order to participate. However, it is strongly suggested that each participant remain aware of his or her own limitations.

2. **Participation in intramural activity is voluntary and every participant is responsible for his or her own medicinal expenses due to an injury sustained while participating.** Injuries are an inherent risk associated with sports participation. If you are injured during a contest, the officials or supervisors will ask for your cooperation in completing an injury report. In addition, supervisors will make arrangements for transportation to advanced medical care if necessary.
3. All injuries no matter how minor they may appear should be reported to the event supervisor. **Injured players must come off for one play, time out, or dead ball to be observed by supervisor.** Teams will be allowed to sub. If there is no sub listed on the roster or not present at the site, the team may take a loss or play short. In the case of a more serious injury or long-term illness, a team may (for every game thereafter) replace the injured or ill player. Replacement players must be someone who has NOT played on another team in league play or the playoffs. The player may not return once replaced.

4. **No normal eye-glasses may be worn in contact sports such as basketball, football, soccer, floor hockey or any racquet sport.** Baseball style hats may not be worn during indoor contact sports. This style of hat may be worn during outdoor competition, but it must be turned around with the brim to the rear. (The exception is softball)

f. **Playoff Information**

1. Playoffs will usually begin on the Monday or Tuesday following the end of regular season games. Teams qualifying will be notified as soon as possible by email.

2. In most cases, the top two teams from each pool will advance to the playoffs. In some cases four and occasionally some wild card spots will be available. Playoff format is a single elimination tournament.

3. Teams qualify for playoffs by scoring a minimum of 2.8 (or higher) on “Sportsmanship Ratings” and by accumulating points based on their record (win-loss-tie) during pool play. Points are awarded as follows.

<table>
<thead>
<tr>
<th>Team Sports</th>
<th>Individual or Dual Sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win = 5 points</td>
<td>Win = 3 points</td>
</tr>
<tr>
<td>Tie = 3 points</td>
<td>Loss = 1 point</td>
</tr>
<tr>
<td>Loss = 1 point</td>
<td></td>
</tr>
</tbody>
</table>
In case of ties, decisions concerning which teams advance to the playoffs are based on the following criteria:

1. Head to head competition
2. Most wins
3. Sportsmanship points total
4. Points for and points against differential

NOTE: Ties during the playoff tournament will be broken by a “sudden victory” period. (The time period varies between specific sports). If the game still remains tied, the NCAA rules for a tie breaker will be enforced.

**g. Weather & Transportation**

- **Is your game postponed due to weather?** Often times, a decision will not be made until 2:00 PM on day of event and an e-mail message will be sent to captains of all team sports and participants in all other events. You can also call the reception desk at x5778 after 2:00 PM to learn the status of games.

- Attempts are made to keep contests on the main campus, however many will be played at the Newlins Road Intramural Fields. Shuttle bus service is available for participants so that participation in those events is not dependent on your access to a vehicle. **Please go online for a full schedule of departure times at** [http://finadmin.lafayette.edu/files/2014/08/2014-2015-Schedule-and-Brochure.pdf](http://finadmin.lafayette.edu/files/2014/08/2014-2015-Schedule-and-Brochure.pdf) **Note that you need to ride the “Metzgar Express” shuttle and then tell the bus driver you are going to the intramural fields at Newlins Road.**
Sportsmanship Rating

Winning is important to everyone, but that importance should not become so over-riding that players lose sight of civilized behavior. Our programs are NOT a venue for physical or verbal abuse. Abusive language to officials, supervisors, and manipulation of the rules are “not a part of the game.” Sportsmanship policies will be enforced strictly to ensure the safety and enjoyment of all participants including the IM Staff.

“Participants are expected to be honorable and mature in every regard, and to have consideration for the welfare of others as individuals and for the community as a whole. In addition to exhibiting maturity and self control, students are expected to conduct themselves so that they cause no physical, emotional or mental harm to others…”
- Excerpt from Lafayette College Student Handbook

IM event Supervisors will intervene if they feel a situation has become physically or emotionally harmful to participants. Officials are also empowered to eject anyone (this includes spectators) for un-sportsmanlike conduct or unnecessary roughness. Additional displays of poor sportsmanship by the same person (or team) will result in indefinite suspension from intramural sports and referral to the Director of Student Development.

Each team will receive a sportsmanship rating from the other team’s captain, the supervisor, and the officials where applicable.

A team must have a minimum 2.8 final sportsmanship rating average in order to advance to the playoffs!

A (Excellent) = 4pts. Awarded to a team which demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation in the face of challenging circumstances

B (Fully Satisfactory) = 3 pts. Given to a team that demonstrates consistent good sportsmanship. Poor behavior is limited to individuals, not the entire team. Full support given to Intramural Staff, including the officials, by the captain of the team

C (Needs Improvement) = 2 pts. Given to a team that arrives late to their game, or if players persist in questioning intramural staff decisions, argue with the officials, or verbally taunt the opponent

F (Very Poor) = 0 pts. Given to a team if a player must be ejected or if the team generally disregards warnings for unnecessary roughness, unsportsmanlike conduct, or abusive actions.
Guidelines for Captains

Captains are responsible for....

1. Thoroughly understanding the rules of the sport you are participating in and informing your team members of the Intramural rules and policies.
2. Regularly checking schedules for updates and informing your teams. These changes will be available to you via email.
3. Checking the score sheet and providing a sportsmanship rating at the conclusion of each game.
4. Ensuring that enough eligible participants from your team are present 5 minutes prior to the scheduled start time.
5. Educating your team members on intramural policies regarding the consequences of poor sportsmanship, for both the individual and team.
6. The behavior of all your players and spectators.
7. Informing any ejected players that they must promptly leave the facility in which the competition is being held, or risk the forfeiture of the remainder of the game.
8. Letting your team know of postponement decisions, as well as rescheduled game times.

Participation Incentives

Championship Game MVPs

During the championship game of every division in each league sport, the intramural event staff, sport officials, and team captains, will determine a game MVP. This player will have demonstrated excellent sportsmanship as athletic ability. Winners will receive an “MVP ball” and have their photo featured on our social media accounts and digital signage.

McGaughey Cup

This Cup is designed to reward living or social groups for playing together several times throughout the academic year. Teams will earn points according to their participation, success, and sportsmanship. Prizes will include a trophy, a pizza party and one of a kind t-shirt!
Points will be earned (or lost) according to the following:

- Enter a league team sport .................. 15 pts
- Enter an individual/dual sport league ....... 5 pts
- Enter a team event ................................ 10 pts
- Enter an individual/dual event .............. 5 pts
- Attend an Intramural Orientation meeting 25 pts
- Supply a quality official for a sport ........... 15 pts
- Event/Sport/League Champion ............... 20 pts
- Event/Sport/League Runner Up .............. 15 pts
- Third Place Finish .............................. 12 pts
- Fourth Place Finish ............................. 10 pts
- Advance to playoffs ............................ 5 pts
- Each win ........................................ 5 pts
- Each tie ........................................... 3 pts
- Each loss or default ............................ 1 pt
- Starting Sportsmanship ....................... 50 pts
- Forfeit out of a league ....................... deduct 15 pts
- Receive an “F” sportsmanship rating ....... deduct 10 pts
- Have a player ejected ......................... deduct 10 pts

**Big Deal Award**

This Award will go to the person who has accumulated the most wins, either as part of a team or in individual events throughout the academic year. All wins will be counted. Winner will receive a trophy and photo feature on website/social media/digital signs/email. Wins should be tracked on the individual participation spreadsheet.

**Jack/Jill of All Trades Award**

This award will go to the person who participates in the most events throughout the academic year, either as part of a team or in individual events. Winner will receive a trophy and photo feature on website/social media/digital signs/email. Participation should be tracked on the individual participation spreadsheet.

**Class Fund Donation**

Each year, the class with the highest number of participants (highest percentage of participants?) will receive a $100 donation to their senior class fund. Participation will be tracked on the individual participation spreadsheet.

All incentive programs will conclude after the conclusion of the final intramural event of the semester. Winner will be contacted and asked to come to the gym to receive their award and have their photo taken.