



The Intramural Sports Program emphasizes and rewards 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!

**Participant Information
Sportsmanship Rating
Guidelines for Captains
Participation Incentives**

Phone: (610) 330-5770

E-Mail: recreation@lafayette.edu

Web: recreation.lafayette.edu

Follow us: facebook.com/lafayetterecreationservices

If you require accommodations to access any programs or services, please contact the Office of Disability Services at 610-330-5080.

Participation Information

a. Participant Eligibility: 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 employee is eligible.
- Any student who is on the NCAA official roster for an intercollegiate sport on the day of its' first contest is not eligible to participate in the corresponding intramural sport for the current academic year.
- Any current 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.
- An individual can play for only one team in each sport offered. A person can however, play in a same-gender 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. First year students are also expected to play in the recreational leagues.

Alcoholic beverages and tobacco products are NOT permitted on or around any playing area. Smoking, including e-cigarettes, in any College building is also prohibited.

b. Participant Registration

1. Players can register for leagues, dual/individual events, and tournaments online at imleagues.com/lafayette 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)

imleagues.com/lafayette

- Joining as a free agent (for team sports only, when a player does not have a full team)
2. Each participant will be required to create an account using their @lafayette.edu email address. Make sure you activate your account when you get the email confirmation. No need to create a new account each semester or each year.
 3. Click the “**Register**” button in the top right corner. Pick the league or event that you’d like to join and choose to Join Team, Create Team, or Join as Free Agent.
 4. If a captain has invited you, you will receive an email and/or notification. Follow those directions to complete your registration, or click “Join Team” when you register.
 5. Await an email with a schedule and/or check imleagues again before the start of the season. Check the team standings quickly and easily using our **Rec Services App** [search Lafayette Recreation] and then select Intramurals and choose Leagues and Events, scroll down to your league.

Please Note:

Teams in league sports MUST send a representative to the captain’s meeting for their sport where rules will be discussed, forfeit deposits collected, and team availability reviewed. The consequence is the automatic forfeiture of the forfeit deposit as an entry fee.

Teams may add names to their official roster (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.

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 for at least one game, 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.**
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. **Captain's and participants are urged to bring any concerns about the intramural program policies and procedures forward in a timely manner so policies can be 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 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 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 or individuals fail to appear at a game, it is considered a double forfeit (both are 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 teams who complete the league.

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 with the brim turned around to the rear.

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 and occasionally some wild card spots will be available. Playoffs are single elimination.
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.

Team Sports

Win = 5 points

Tie = 3 points

Loss = 1 point

Individual or Dual Sport

Win = 3 points

Loss = 1 point

In case of ties, decisions concerning which teams advance to the playoffs are based on the following criteria:

1. Most wins
2. Head to head competition
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 x5770 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.

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 College’s conduct system. 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.
3. Checking the score sheet and providing a sportsmanship rating at the conclusion of each game.
4. Ensuring enough eligible participants from your team are present 5 minutes prior to a 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 a “MVP ball” and have their photo featured on our social media accounts and digital signage

Commons Cup

This Cup is designed to reward the first year Commons which accumulates the highest point total throughout the academic year. Teams will earn points according to their participation, success, and sportsmanship. Prizes will include name of Commons & year engraved on the Commons Cup, 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 (credit for 2)	15 pts
Enter an individual/dual sport league (credit for 4)	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

All incentive programs will conclude after the conclusion of the final intramural event of the academic year.