



Intramural Sports Handbook

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

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Participation Information

a. Participation Eligibility

1. Each participant is responsible for his or her own eligibility status. The Associate Director 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 (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 who is properly registered on IMLeagues.com is eligible.
 - Students who are on a Sport Club roster during a given semester are limited to a maximum of 4 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-gender division and the co-ed division of the same sport.

NOTE: If a league associated with a student's gender does not exist, then the student may play in another league that is offered. For help with registering, please contact Kris DeJesus at dejesusk@lafayette.edu.

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)
 - 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 year.
3. Navigate to your chosen sport and league page.
4. Click the green "Create Team" button if you are the Captain creating the team. Click the green "Join As Free Agent" button if you are hoping to be picked up by an existing team. Click the blue "Join" button beside your team name if you are looking to join an already created team.
5. If a Captain has invited you to a team, you will receive an email and/or notification. Follow the directions included within to register to play.
6. Await an email notifying you of the schedule release. Then check IMLeagues.com for your regular season schedule. **Teams in league sports MUST send a representative to the Captain's Meeting for their sport where rules will be discussed and questions will be answered.** The consequence of not attending the captain's meeting is a loss of the ability to default a game and loss of the forfeit deposit – it converts into an entry fee.
7. **Prior to this meeting, forfeit fees MUST be paid on the [Recreation Services website](#).**
8. Teams may add names to their official roster during the course of the regular season. After that time, the roster is frozen. **To be eligible to participate in playoffs, a player must play in at least 1 regular season game.**
9. The purpose of the **Nomad Rule** is to help teams avoid defaults, and the fee, when possible. This policy is not to be exploited by an individual for any competitive purpose. Anyone found to be abusing the Nomad Rule may lose the ability to participate in Intramural sports in the future.
10. Nomads are subject to the following guidelines:
 - Nomads must be registered for the sport in which they wish to serve as a nomad, and at the same competition level where appropriate.
 - Teams must notify the Intramural Professional Staff or Supervisor on duty.

- **A nomad can only be used if the team is below the minimum needed for a starting lineup in a sport;** once the team has the minimum number of rostered players show up, the nomad can no longer be used. If the team drops below the minimum during the game, a nomad may be used as a substitute.
 - A maximum of two nomads may participate on a team at any given time.
 - If at any time during the game a current rostered player signs in, a corresponding nomad must sign out.
 - Teams are responsible for the sportsmanship/actions of the entire team, including nomads.
 - Nomads are NOT eligible to compete on any but their originally rostered team in the playoffs.
 - **If a free-agent nomads for a team. They will be rostered to the 1st team that they nomad for.**
11. Nomads that have faced disciplinary measures or cause issues while participating on a team that they are not on the roster for will not be allowed to continue to act as a Nomad. This policy is a privilege, and will be revoked if any issues develop due to sportsmanship concerns. Any further information regarding incidents can be brought to the attention of the Associate Director.

c. Protest 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 and the team captain are automatically suspended for at least one game and the team will forfeit the contest.**
2. If a player plays for another 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 a designated number of points, which varies by sport. 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.. A win is given to the team or individual present. Teams arriving without having the proper number of players, but meets the minimum (as stated by the intramural rules for that sport) can still play the match or will receive a forfeit.
2. In league sports, as long as a team has **FOUR** contests scheduled, there is **NO** rescheduling of games for dates that are canceled due to weather.
3. 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 12 hours prior** to the scheduled game time. A team can only default one game per league.
4. If both teams and/or individuals fail to appear at a game, it will be considered a double forfeit.
5. **Any combination of two defaults/forfeits will result in removal from the league.**

NOTE: The Recreation Services Office tries to accommodate everyone's conflicts. However, this requires **advanced notice** from the participant or captain via time preference setting in IMLeagues.com. As additional incentive to eliminate forfeits, **there is a \$25 forfeit deposit** that has been added to all leagues. This 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 medical 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 the supervisor on duty.** 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 former player by providing proof of injury to the Associate Director. 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.

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. Playoffs are single elimination and will include as many teams as scheduling allotted for the sport allows.
3. Participant eligibility is determined by being on the roster prior to the conclusion of the regular season. Exceptions may be made for injuries or illness on a case-by-case basis. The Associate Director will rule on player eligibility in these situations.
4. Teams qualify for playoffs by scoring a minimum of **3.0 average** (or higher) on "Sportsmanship Ratings" and by being seeded high enough to be included in the bracket. Seeding is determined by the following criteria:
 1. Winning Percentage
 2. Head-to-Head Competition
 3. Point Differential (Final)
 4. Sportsmanship

NOTE: Ties during the playoff tournament will be broken by a "sudden victory" period. This time period varies between specific sports and specifics can be found in the rules for each sport.

g. Weather

- **Is your game postponed due to weather?** Often times, a decision will not be made until a few hours before the event and an e-mail message will be sent to captains of all team sports and participants. Please check your email regularly if you are concerned about weather conditions on game day.

Sportsmanship

Clearly, sports are important to the participants, but that importance should not become so over-riding that players lose sight of civilized behavior. Our competitive programs are **NOT** a venue for physical or verbal abuse. Abusive language to officials/supervisors and manipulation of the rules are not 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 may intervene at any time they feel a situation becomes 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) may result in indefinite suspension from intramural sports and referral to the College's conduct system. Each team will receive a sportsmanship rating from 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.**

Rating System

4 points or "A": Excellent Sportsmanship

Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

3 points or "B": Acceptable Sportsmanship

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

2 points or "C": Sportsmanship Needs Improvement

Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.

1 points or "D": Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. ****Teams which receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.****

0 points or "F": Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

1. Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).
2. Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.

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 scores listed on IMLeagues.com after each game.
4. Ensure that enough eligible participants from your team are present 5 minutes prior to the scheduled start time.
5. Educate 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. It is YOUR responsibility to let your team know of postponement decisions, as well as rescheduled game times.

Participation Incentives

a. Championship Teams

1. All members of a championship team that participated in at least one game and remains in good disciplinary standing will receive an Intramural Sports championship shirt.
2. The entirety of the team will also be featured on the Recreation Services Instagram account.

b. Championship Team MVP

1. During the Championship Game of every league in each sport, the Intramural Event Staff and Sports Officials will determine a game MVP. This player will have demonstrated excellent sportsmanship and athletic ability.
2. Winners of this award will be featured on the Recreation Services Instagram account, posing with the MVP belt, as well as receiving an additional swag item that varies from semester to semester.

c. Special Event Champion

1. All individuals/teams winning special events will receive the previous year's Intramural Sports championship shirt.
2. The winner(s) will also be featured on the Recreation Services Instagram Account.

