



University of Kentucky INTRAMURALS Policies and Procedures

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University of Kentucky INTRAMURALS

177 Bernard M. Johnson Student Recreation Center
Lexington, KY 40506-0220

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2011 – 2012 Intramural Graduate Assistants

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AN INTRAMURAL TRADITION

“Intramural,” Latin for “within the walls.” For over 80 years, the UK Intramural Sports Program has provided opportunities “within the walls” of the University of Kentucky for all of its students, regular faculty, and staff to participate in organized recreational competition. This program strives to offer the university community structured leagues and tournaments in a diverse array of activities including basketball, flag football, tennis, golf, volleyball and softball just to name a few. Each event is presented under the simple philosophy that an Intramural program should be fun, fair and safe.

The Intramural staff serves the University of Kentucky community. Questions and comments may be directed to the Intramural Office located in the Bernard M. Johnson Student Recreation Center.

1) ELIGIBILITY

a) STUDENTS

- i) All officially enrolled UK and Bluegrass Community and Technical College (BCTC) students are eligible to participate.
- ii) Currently enrolled UK students are automatically eligible for Intramural participation.
- iii) Currently enrolled BCTC students who have chosen the option and paid the recreation fee through the UK eStore which covers all Campus Recreation programs such as Intramurals, entry to the Bernard M. Johnson Student Recreation Center, etc. are eligible for Intramural participation.
- iv) **NOTE TO BCTC STUDENTS:** BCTC students are **NOT** automatically eligible for participation in UK Intramural activities and other Campus Recreation programs.
 - (1) To become eligible for Intramural and other campus rec program participation, BCTC students must pay the “Campus Recreation Fee.”
 - (2) The “Campus Recreation Fee” can be paid by eligible BCTC students at www.uky.edu/UK-eStore along with fees for other UK programs. There is a processing

fee through the eStore so students will want to explore all of the UK programs and services and register for them at one time to avoid multiple service fees through the website.

- (3) For information about paying the "Recreation Fee," becoming eligible for Campus Recreation programs and joining the Campus Rec programs, please call the Campus Recreation main office at 859-257-3928 or stop by Monday through Friday between 7am and 6pm to the main office located in the Bernard M. Johnson Student Recreation Center.

b) FACULTY/STAFF

- i) All currently employed regular faculty and staff members of the University of Kentucky are eligible to participate.
- ii) All currently employed regular faculty and staff members of BCTC and the VA hospital are eligible to participate in UK Intramural programs provided they have become member of UK Campus Recreation and the Bernard M. Johnson Student Recreation Center
- iii) **NOTE:** Seasonal employees of UK, BCTC or the VA are not eligible for UK Intramural participation.

c) SPOUSES

- i) Spouses of eligible UK, BCTC or VA participants are eligible to participate in UK Intramural Co-Rec events only.
- ii) The spouses must, however, be on the same roster as their eligible husband or wife and may not stand alone on the roster.
- iii) For the spouses, a valid driver's license is required to check into these Co-Rec contests.

d) PROFESSIONAL ATHLETES

- i) Current and former professional athletes are ineligible to participate in the same or a related Intramural sport in which he/she was a professional.
- ii) These athletes are eligible, however, for participation in any sport unrelated to their professional sport.
- iii) For Intramural Sports purposes, a professional athlete is defined as an individual who has received compensation for playing the particular sport, including appearances, for money and is recognized by the sport's governing body as a professional.
- iv) Please refer to the upcoming Related Sports List to address eligibility concerns.

e) VARSITY ATHLETES

- i) A varsity athlete is defined either as a currently listed member of a university varsity team or as a former member of a university varsity team who actually played in a varsity contest.
- ii) Members of University of Kentucky varsity teams are ineligible to participate in a related Intramural sport for at least two full semesters, not counting summer sessions, from the last semester they competed.
- iii) As with former UK athletes, students who have competed on the college (2- or 4-year institution) varsity level with other institutions are ineligible to participate in a related Intramural sport for at least two full semesters, not counting summer sessions, from the last semester they competed.
- iv) To be eligible for a UK Intramural event that is related to the participant's varsity sport for the fall of 2011, a former varsity athlete may last have participated in the spring of 2010.
- v) To be eligible for the spring of 2012, that athlete may have last participated in the fall of 2010.
- vi) All members of in-season varsity teams are ineligible for the same or similar Intramural sports. Also, students who are "Trying Out" or who are "Working Out" with a team are ineligible for participation in that sport until they voluntarily withdraw or are cut from the team prior to the first scheduled varsity match.
- vii) Varsity athletes are eligible for all other Intramural sports outside of that which they play at the collegiate level. All athletes are encouraged to check with coaches and administrators of their sports for athletic department guidelines.

f) **CLUB SPORT ATHLETES**

- i) Each intramural team shall be permitted to have a maximum of two (2) current sport club members on its roster for the same or related sport.
- ii) These club players must be noted on the roster card.

g) **GREEK ORGANIZATION ATHLETES**

- i) Students representing Greek organizations in Intramural competition must be active members of those organizations.
- ii) For the purpose of intramural eligibility the Intramural Office will use the Dean of Students to determine eligible members of these organizations.

h) **PARTICIPANTS MAY PLAY ON ONLY ONE TEAM**

- i) No eligible participant may play on more than one single-sex team or more than one Co-Rec team in the same sport.
 - (1) A student may not play on a Greek team and Independent team during the same sport or activity.
 - (2) A player may not play on a Co-Rec "A" Division team and a Co-Rec "B" Division team during the same sport or activity.
- ii) Exception: Eligible participants may, however, play on one single sex team **AND** one Co-Rec team during the same event or activity.
- iii) A person may not change teams after checking in and/or playing in one game with a team.
 - (1) **NOTE:** The first team a player plays for is considered his/her legal team.
- iv) New players may be added to the roster per the rules of that particular sport long as they have not previously played on another team.

i) **RELATED SPORTS LIST**

The following is a list of University of Kentucky Intramural related sports:

Varsity Sport	Intramural Related Sport	Intramural Related Sport
Cross Country	Track Meet	Turkey Trot Run
Baseball	Softball	Whiffleball
Basketball	All Basketball Events	
Football	All Flag Football Events	
Golf	All Golf Events	
Soccer	Soccer	
Softball	Softball	Whiffleball
Swimming	Swim Meet	
Tennis	All Tennis Events	
Track	Track Meet	Turkey Trot Run
Volleyball	All Volleyball Events	

NOTE: The Intramural Department reserves the right to rule on player eligibility for Intramural events not specifically listed in the Related Sports List

2) OFFICIAL UNIVERSITY IDENTIFICATION

a) **VALID UNIVERSITY IDs ARE REQUIRED**

- i) All participants are required to present their valid UK Student, Faculty and Staff IDs or BCTC student IDs to enter and participate in all UK Intramural events, for every contest. IDs that will be accepted are as follows:
- ii) Current and valid UK and BCTC student photo IDs.
- iii) Any valid UK, BCTC or VA photo Faculty/Staff IDs.
 - (1) This includes all UK Medical Center ID badges with photo ID.
 - (2) **NOTE:** Bernard M. Johnson Student Recreation Center photo IDs are not accepted as faculty/staff photo ID but may be used as a form of photo I.D. with a F/S ID card.

- iv) Any valid UK Faculty/Staff ID cards or badges without photos, such as the UK “Blue/White Card” Faculty/Staff ID card, along with another form of photo ID such as a valid driver’s license.
- v) Religious Advisor ID badges along with a photo ID such as a driver’s license.
- vi) For Co-Rec events only, spouses of eligible UK and BCTC participants must present a valid driver’s license.

3) ENTERING INTRAMURAL EVENTS

a) GUIDELINES TO ENTERING UK Intramural EVENTS:

- i) Check Intramural calendar for events and their entry deadlines.
- ii) The list of Intramural events can be found at the following:
 - (1) @ <http://www.uky.edu/StudentAffairs/CampusRec/intramurals/index.html>
 - (2) @ www.imleagues.com (Must register to access information)
 - (3) In the Bernard M. Johnson Student Recreation Center
 - (4) Intramural Event Poster displayed in resident halls, in the student center, at BCTC and more campus locations.
- iii) Obtain and complete the correct entry form including sport; team name; division of play; and the team captain and co-captains’ names, telephone numbers and email addresses. Entry forms may be found in the Intramural hallway or Intramural office, Room 172-A of the Bernard M. Johnson Student Recreation Center.
- iv) Turn in the Official UK Intramural Event entry form by the close of the Bernard M. Johnson Student Recreation Center on the deadline day. Roster may also be turned in to the Intramural office before the deadline day for most Intramural events.
- v) Have a representative of the team attend any required Team Representative or Captain’s Meetings for the event. These meetings inform team members about event rules, policies and procedures and other event requirements.
- vi) Check posted schedules online @ www.imleagues.com or in the intramural hallway in the Bernard M. Johnson Student Recreation Center to be sure of the dates, times, and locations of your team’s games.
- vii) Become familiar with these UK Intramural “Policies and Procedures.”
- viii) Bring a valid UK student, faculty or staff ID or BCTC student ID to the event site, check-in and play.

b) ENTRY FORMS

- i) All entries, team and individual, must be on the official Intramural Entry Forms.
 - (1) Official UK Intramural Entry Forms may be obtained at the Intramural office.
 - (2) UK Intramural Entry Forms are color coded: PINK for women’s events, BLUE for men’s events, and GREEN for Co-Rec events
- ii) Entries must be submitted at the Intramural office before the close of Bernard M. Johnson Student Recreation Center on the deadline day.
 - (1) The Bernard M. Johnson Student Recreation Center closes at midnight Monday through Thursday during the school year and most INTRAMURAL entry deadline dates are Tuesdays.
 - (2) In the event that the close of the Bernard M. Johnson Student Recreation Center is at an unusual time, the deadline shall still be the close of the Bernard M. Johnson Student Recreation Center whether it be 12 midnight, 10pm, 8pm, etc on that day.
- iii) All completed entry forms shall be submitted to the UK Intramural Office, Room 172-A of the Bernard M. Johnson Student Recreation Center, unless otherwise instructed.
- iv) A completed entry form includes the captain/manager’s name, home and/or cell phone number, email address, home address
- v) Team Names
 - (1) The team may choose a team name for competition
 - (2) If a team name is not given, the captain’s last name shall be used by the Intramural office

- (3) Team names created by the team and team captain must be within the bounds of good taste
- (4) The Intramural office reserves the right to alter any team name found to be of a vulgar, tasteless or offensive nature. When in doubt, the Intramural office will alter a team's name appropriately.

c) LATE ENTRIES --- SECOND CHANCE RULES

- i) Entry deadlines are clearly stated in Intramural advertisements. Late entries are not accepted for play but second chances are available for entries that miss the advertised event deadlines under the following situations:
 - (1) Team Events for League Play
 - (a) Late rosters for teams in league play events will be accepted for teams that can complete league pools and fill open spots in those pools
 - (b) Teams entering under second chance rules are responsible for any fees involved as well as all Intramural rules.
 - (c) League play events include only Flag Football in the fall semester and 5-on-5 Basketball in the spring semester
 - (2) Team Events for Tournament Play
 - (a) Team event late entries, if wished, will be numbered and kept on file in the event of withdrawals from competition and the need to replace teams. In these cases, teams will be offered inclusion to the team event according to their late entry number and according to the division of play needing the replacement team. For example, an independent team could not be placed into a Greek division or a men's team could not be placed in a Co-Rec division
 - (b) Teams entering under second chance rules are responsible for any fees involved as well as all Intramural rules.
 - (c) Events falling under the team event second chance rule include the following: Tug-O-War, Soccer, Wiffleball, 3-on-3 Flag Football, Women's and Men's Volleyball, 3-on-3 Basketball, Team Handball, Inner-Tube H2O Polo, Dodgeball, Co-Rec Volleyball, Co-Rec Basketball, Ultimate Frisbee, and Softball.
 - (d) Due to green fees involved, the Golf Singles and Doubles tournaments also fall under the team event second chance rule.
 - (3) Individual/Dual Events
 - (a) Individual and dual event late entries will not be kept and numbered.
 - (b) In these instances of late entries, the individual participants have the option of attending the 30-minute check-in period for the event.
 - (c) If there is a forfeit during the opening round of an individual or dual event, the late entry participants may take the place of the forfeiting participant and enter the event.
 - (d) Late entry people must register themselves during the 30-minute check-in period with the event supervisor who will then offer the forfeit spots on a first come-first served basis.
 - (e) For the late entry participants, all Intramural rules apply.
 - (f) Events falling under the individual/dual sport second chance rule include the following: Disc Golf Singles, Individual and Team Triathlon, Cornhole Doubles, Tennis Singles and Doubles, Racquetball Singles, and Table Tennis Singles.
- ii) The UK Intramural Swim Meet is the only event that does not have a second chance opportunity.
- iii) There is no guarantee that any team will be included in the league or tournament schedule via the second chance rules. Please sign up during the registration period to ensure your spot on the schedule or tournament bracket. The Intramural program reserves the right to designate events not listed under a second chance rule as necessary.

d) EVENTS WITHOUT DEADLINE DATES

- i) For events such as the Intramural Track Meet, the Intramural Turkey Trot Run, 2-Man Shoot-Out, and Team 3-Point Contest, there are not deadline dates.

- ii) Registration will take place on-site on the event day.
- iii) For these events, there will be an on-site **check-in period** beginning approximately 30 minutes prior to the start of the event.
- iv) For the Track Meet and its individual events and the Turkey Trot Run, check-in will be closed for individual Track events and the Turkey Trot and then the start of the event will occur shortly after.
- v) For the 2-Man Shoot-Out, and Team 3-Point Contest, the events are held over blocks of time, so check-in will be held throughout the event and will end approximately 30 minutes from the end of the scheduled block of time with all checked-in participants being permitted to complete the event.
- vi) The basic premise for these events is show up, sign up and compete.

e) DIVISIONS OF PLAY

- i) Greek
 - (1) Social Fraternities/Sororities Only
 - (2) Only active members and pledges of a fraternity/sorority are eligible to represent the fraternity/sorority in Intramural Activities.
 - (3) For the purpose of Intramural Eligibility, the Dean of Students Office will determine active members.
- ii) Independent
 - (1) Any eligible student or faculty/staff member may participate in the Independent division.
- iii) Co-Rec
 - (1) All eligible students, faculty and staff may participate in the Co Rec. division.
 - (2) In addition, spouses of eligible students, faculty and staff are permitted to play on the same Co-Rec team with their UK or BCTC husband or wife.
- iv) Residence Hall
 - (1) To be eligible in the Residence Hall division, a student must reside in one of the University of Kentucky Residence Halls (including University Apartments).
 - (2) A student may play on any one-residence hall team as long as he/she resides in the residence hall system.
 - (3) NOTE: The Residence Hall division is currently suspended until interest is renewed through the resident halls themselves.
- v) Each of the four divisions will be further broken into "A" and "B" levels of play as interests dictates.
 - (1) "A" levels should be for the more competitive teams.
 - (2) "B" levels could be classified as more recreational.
 - (3) If there are few entries in the "B" level, all event entries will be designated as a single level of play.

4) TEAM CAPTAIN/REPRESENTATIVE MEETINGS

- a) Team Captain/Representative Meetings are intended to provide teams with a familiarity of rules, rule changes, UK Intramural policies and procedures and team schedules or brackets for the event in question.
- b) These meetings are provided to enhance the quality and safety of the program and to offer teams and opportunity to ask questions concerning the event.
- c) Team Representative Meeting dates and times shall be announced during registration.
- d) Teams in attendance at Rep Meetings will receive two (+2) bonus quality points toward their sportsmanship quality points accumulated. Their total points will then be divided by the games played for a sportsmanship average for the event.
- e) Teams failing to provide a representative for a Rep Meeting will have a quality point (-1) deducted from their sportsmanship quality points accumulated. Their total points will then be divided by the games played for a sportsmanship average for the event.
- f) Rep Meetings provide an overview of event rules, etc.

- g) Representatives should, either before or after the meeting, carefully read the specific event rules as well as the UK Intramural Policies and Procedures to provide the team with the best possible preparation for the event.

5) TEAM CAPTAIN RESPONSIBILITIES

- a) Each team entered in any Intramural activity must have a designated Team Captain or Manager who will act as the official liaison between the team and the Intramural Department. Team Captains should be interested in sports and the welfare of their organization/team
- b) Some basic Team Captain responsibilities include, but are not limited to:
 - i) Entering the team into the event which includes picking up the proper roster card and presenting the completed card to the Intramural office by the close of the Bernard M. Johnson Student Recreation Center on the deadline day.
 - ii) Attending all necessary Intramural sports Representative Meetings for event information or checking the Intramural bulletin boards for event information for those events without meetings. In the event that the Team Captain cannot attend a meeting, the Captain should designate a team representative to attend the meeting and report all pertinent event information.
 - iii) Notifying the team and contestants as to time and place of scheduled activity.
 - iv) Becoming familiar with the rules and regulations governing each sport.
 - v) Becoming familiar the UK Policies and Procedures.
 - vi) Checking eligibility of each player before and during the season.
 - vii) Organizing the team to play according to the rules of the game and to conduct themselves according to proper sportsmanship. This responsibility also extends to helping the team's fans understand game rules and proper sportsmanship.
 - viii) Organizing the team roster for play. This includes knowing who will play for the team to include them on the roster at game time.

6) TEAM ROSTER MANAGEMENT

- a) **LEAGUE PLAY**
 - i) For Intramural events featuring league play (flag football, basketball), teams may add players up to the point that:
 - (1) The roster limit for the particular event has been reached by players who have check-in to a contest and signed waivers or
 - (2) The season has ended and the playoffs are to begin.
 - ii) To be eligible for the playoffs, a player must have played in at least one regular season game.
 - iii) No player is officially on a league roster until he/she has checked-in to a contest on the official score sheet and completed a waiver of liability form.
 - iv) A player may be on only one team in a single-sex league.
 - v) A player may be on only one team in a Co-Rec league.
 - vi) A player may be on both a single-sex league team and a Co-Rec league team during the same Intramural league season.
 - vii) The first team a player has signed in for is that player's official team for the duration of league play.
 - viii) Participants who check-in to forfeited league contests are officially on the team's roster for which they checked-in.
 - ix) All Intramural participants must complete a waiver of liability form to enter and participate in all UK Intramural events or activities.
 - x) Rosters are frozen once the regular league season is over and the playoffs are to begin. New players may not be added to a playoff roster under any circumstances and regardless of roster spots available.

b) TOURNAMENT PLAY

- i) For Intramural events featuring tournament play (soccer, 3-on-3 basketball, wiffleball, team handball, etc.), rosters are frozen after the first played contest.
- ii) Forfeited contests in double elimination tournaments are not played contests.
- iii) Rosters may and should be filled to the roster limit with the names of players who will potentially play for the team but are not available for the first contest. Team Captains should know who will play for their teams.
- iv) A player may be on only one team in a single-sex event tournament.
- v) A player may be on only one team in a Co-Rec event tournament.
- vi) A player may be on both a single-sex league team and a Co-Rec league team during the same Intramural event tournament.
- vii) The first team a player has signed in for is that player's official team for the duration of tournament play.
- viii) The players in question on a team roster may check-in for the team for a game in a subsequent round of the tournament provided they have not played for another team in the event.
- ix) If the player has checked-in for another team, the player is ineligible to play for another team for the remainder of the Intramural event.
- x) Participants who check-in to forfeited tournament contests are officially on the team's roster for which they checked-in.

c) SUBSTITUTIONS

- i) Roster substitutions may be made any time prior to the start of an event, tournament or meet and the team or individual's call to play.
- ii) For example, if a team is entered in the 2-Man Shoot-Out and the scheduled Player "A" is unavailable, a new Player "A" may take his/her place provided he/she meets overall UK Intramural and event eligibility rules.
- iii) Once a player has begun play in a tournament, no substitution shall be made.

7) FREE AGENTS

- a) Eligible participants without doubles partners or teams on which to play may register themselves on the UK Intramural Free Agent List for the event(s) of their choice.
- b) These pending players need to stop by the Intramural office and record their names, phone numbers, email addresses and other pertinent information on the event free agent list.
- c) Other players or team captains will then have access to the lists to help fill rosters or create teams.
- d) When possible, a free agent team will be created to give as many participants as possible the opportunity to play.
- e) Free agent registration can be done at the Intramural Office in the Bernard M. Johnson Student Recreation Center.

8) HEALTH, LIABILITY AND SAFETY

- a) All participants are required to complete a waiver of liability form prior to entering into Intramural competition. Before entering into any Intramural event, participants should be aware of the following:
 - i) The possibility of injury exists in all sports. UK Campus Recreation/Intramurals assumes no responsibility for injuries sustained during Intramural competition. Basic first aid, however, will be made available.
 - ii) All injuries that occur during Intramural play should be reported to the Intramural staff to be properly documented.
 - iii) All participants acknowledge an assumption of risk by voluntarily entering into any Intramural sports event or activity.
 - iv) All participants must complete a waiver of liability form prior to entering into Intramural competition. There will be no exceptions.

- v) It is recommended by the Intramural Program that all participants have a physical examination prior to entering into any UK Intramural event or activity.
- vi) All participants are responsible for their own health insurance.

b) ASSUMPTION OF RISK

- i) INDIVIDUALS PARTICIPATING IN RECREATIONAL ACTIVITIES, i.e. INTRAMURALS, CLUB SPORTS, AND OPEN RECREATION MUST RECOGNIZE THAT THESE ACTIVITIES INVOLVE A CERTAIN DEGREE OF RISK. PARTICIPANTS VOLUNTARILY AGREE TO ASSUME THE RISK OF INJURY AS WELL AS ANY AND ALL MEDICAL EXPENSES RESULTING FROM SAID INJURY. THE UNIVERSITY OF KENTUCKY STRONGLY RECOMMENDS THAT ALL PARTICIPANTS OBTAIN ADEQUATE HEALTH AND ACCIDENT INSURANCE TO COVER EXPENSES INCURRED AS A RESULT OF A PERSONAL INJURY.
- c) The UK Intramural program bases event rules on NIRSA, National Federation of High School Sports, NCAA and specific event governing bodies for play and safety.
- d) The UK Intramural program also reserves the right to adjust event rules and make judgments based on the need for greater safety for event staff, participants and officials.

9) ILLEGAL EQUIPMENT AND ATTIRE

- a) For the safety and ease of participation, rules governing equipment and attire have been instituted.
- b) Check specific event rules for these and other instances of illegal equipment and attire.
- c) Some basic equipment requirements are as follows:
 - i) Jewelry
 - (1) Jewelry may not be worn during Intramural events or activities.
 - (2) Participants are expected to remove all jewelry prior to the start of all Intramural events.
 - (3) This includes all necklaces, earrings, finger rings (including wedding bands and rings), bracelets whether metal chains, ropes or rubber bands.
 - (4) Penalties will be assessed to those wearing jewelry and the penalized participants will be directed to leave the contests until the jewelry is removed.
 - (5) **EXCEPTION:** Participants required to wear medical bracelets or medals may do so but the metal piece must be taped to the body with the medical information clearly showing and the event supervisors must be made aware of the condition prior to play beginning.
 - ii) Clothing
 - (1) Athletic clothing shall be worn for athletic events.
 - (2) *Flag football, for example, has specific rules governing clothing.*
 - (a) *Short, sweats or other pants may not be worn that have belt loops, zippers, pockets or exposed draw strings.*
 - (b) *These violations **MAY NOT** be covered with tape.*
 - (3) The Intramural staff reserves the right to rule on proper athletic attire for all events.
 - iii) Hair adornments
 - (1) Hair pieces made of a hard or unyielding material may not be worn.
 - (2) These pieces include but are not limited to Bobbie pins, hair beads, etc.
 - (3) Hair may be held in place with soft material adornments such as rubber bands, "scrunchies," etc.
 - (4) Hats may only be worn during the spring softball tournament.
 - iv) Outdoor Footwear
 - (1) Proper athletic footwear is required for Intramural play.
 - (2) For flag football, soccer, softball and other outdoor events or activities, cleats may be worn but may not be made of metal.
 - (3) These cleats should be of molded rubber or be of the screw-in type.

- (4) Cleats may not be made of metal, ceramics or be of the screw-on type where the screw is part of the shoe itself.
- (5) No one shall participate in these activities in bare feet, socks, sandals, and other type of open-toed shoes or boots.
- v) Indoor Footwear
 - (1) Proper athletic footwear is required for Intramural play.
 - (2) For indoor court events or activities (basketball, volleyball, etc.), non-marking athletic shoes are required.
 - (3) No one shall participate in these activities in bare feet, socks, sandals, and other type of open-toed shoes or boots.
- vi) Knee Braces
 - (1) Knee braces may be worn but any metal on the brace must be covered with a soft padding to prevent injury to other participants.
- vii) Casts
 - (1) Participants will not participate while any part of their body is held in a plaster or other hard cast.
 - (2) Participants may, however, choose to play with a part of their body held in soft wrap.
- viii) Jerseys
 - (1) Intramural jerseys will be provided when necessary.
 - (2) Teams are encouraged to provide their own jerseys with numbers on the front, back or both
 - (3) Team jerseys must be of similar color.
 - (4) Intramural jerseys may be used to fill in holes in a team's jersey selection.
- ix) Softball Bats
 - (1) Only UK Intramural softball bats will be used during Intramural play.
 - (2) Any participant entering the batter's box with an illegal or non-UK bat will automatically be called out.
- x) Other forms of illegal equipment will be addressed according to specific event rules.
 - (1) Check the individual event rules for those specifics or ask a member of the Intramural staff prior to the event.

10) FORFEITS AND DEFAULTS

a) FORFEITS

a. THE 10-MINUTE RULE

- i. In an effort to avoid forfeits involving TEAM SPORTS (Flag Football, Soccer, Basketball, etc.), there is the 10-minute rule.
 - ii. If a team is not prepared to play with the required number of players signed-in on the score sheet when the appointed time arrives, that team will have 10 minutes or another variation of to become ready to play.
 - iii. During that 10 minute period, the game clock will run, the opposing team will automatically have first possession or choice of possession as the sport requires and the opposing team will receive a specified point value beginning with the start of the game clock and continuing each subsequent minute that passes.
 - iv. Once 10-minute period has elapsed, the game will be forfeit.
 - v. The specified point value during the 10-minute rule will vary.
 - vi. Check the individual event rules for the point value of that particular event.
 - vii. NOTE: If neither team is prepared, points will be awarded to both teams with the possible outcome being a double forfeit.
- b. The 10-minute rule is a general term.
- i. The time of the rule will vary from event to event but will always be between 5 and 10 minutes in length depending on the time used governing the event in question.
 - ii. Check the individual event rules for the specific time of the rule for that event.

- c. Individual and dual events (Racquetball singles, doubles and co-rec, etc), meets and other special events (Turkey Trot, etc.) do not have a 10-minute rule but will rather have a designated check-in period for either the entire event or for specific divisions.
 - i. It is the responsibility of each participant to be aware of these sign-in periods.
 - ii. These sign-in periods will be posted in the Bernard M. Johnson Student Recreation Center at least 24 hours prior to the event.
 - iii. Anyone not in attendance at the start of the event following the sign-in period will forfeit the contest as their name or doubles team is called for play.
- d. If neither teams nor individuals are ready, both will be charged with a forfeit. To obtain a contest victory by forfeit, the required number of participants must be present, signed-in on the score sheet and ready to play.
- e. In tournament play in an effort to eliminate future forfeits and promote play, the team with the most players available in a double forfeit will be advanced to the next round.
 - i. If both teams, however, have the same number of player in a double forfeit, both teams will be eliminated.
- f. Forfeited contest will not be rescheduled.
- g. After a team forfeits two games in a league sport, they will be dropped from further participation

b) DEFAULTS

- i) Any team or individual knowing in advance that they will not be able to play a regularly scheduled contest is provided the opportunity to default that contest.
- ii) In order for the contest to be considered default, the team Captain must contact Intramural Office 24-hours in advance of the contest so the opposing team may be informed.
- iii) A loss by default will not be counted as a forfeit but will count as a loss towards the team's overall record.
- iv) Teams are permitted only one default during an event or activity.
- v) No postponements will be made because of the absence of team members.

11) PROTESTS

a) GAME AND RULE PROTESTS

- i) All game and rule protests must be made at the time of the incident in question.
- ii) Rule Interpretation may be protested during an Intramural contest.
- iii) Official Judgment may not be protested
- iv) If a team believes an Intramural official has misinterpreted a rule, they may protest by calling a time-out and asking for the protest.
- v) At this time, the Intramural Director, an Intramural Graduate Assistant or an Intramural Student Supervisor will hear the protest and rule accordingly.
- vi) Should the protest be upheld, the team will be reissued the time-out and the adjustment will be made according to the rule.
- vii) Should the protest be found invalid, the team will lose the protest and the time-out and the game will continue.
- viii) **EXAMPLE OF RULE INTERPRETATION:** An example of a rule interpretation concerns flag football. A legal catch in flag football requires the receiver to land with possession of the ball with only one foot in bounds. If the official called a pass play incomplete because the receiver did not have both feet in bounds, the team could protest the rule interpretation. The official has misinterpreted the rule and, therefore, the team has a legitimate protest.
- ix) **EXAMPLE OF OFFICIAL JUDGEMENT:** Citing the above flag football example, if the official ruled that the receiver landed with possession of the football but with the first foot on the sideline, this would be the judgment of the official and, therefore, not a play to be protested.

b) ELIGIBILITY PROTESTS

- i) Eligibility protests must be submitted in writing to the Intramural office, room 172-A of Bernard M. Johnson Student Recreation Center by 12:00 p.m. (Noon) the following school day of the game or match in question.
- ii) These protests must be specific to the player(s) being protested and the nature of the protest.
- iii) Examples of eligibility protest could include
 - (1) Whether a player is a currently enrolled student at UK
 - (2) Whether a student is a member of the particular sorority for whom she played.

c) INELIGIBLE PLAYERS

- i) The Intramural staff will investigate the eligibility of any participants for whom unless questions are raised and properly addressed.
- ii) Eligibility violations that come to the attention of the staff by any means will be dealt with accordingly.
- iii) Teams may not play ineligible players even by the mutual agreement of both team managers and the other players in the contest. Such players shall be ineligible for all competition until reinstated.
- iv) Players may not participate under an assumed name. Any team that uses a player under an assumed name will be disqualified for at the remainder of the sport, and the ineligible player will be barred for the remainder of that sport and more.
- v) During playoffs, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team.

12) SPORTSMANSHIP POLICY

a) PHILOSOPHY

- i) Sportsmanship is vital to the success of each and every program offered to the university community.
- ii) Intramural Graduate Assistants, Student Supervisors and Student Officials are trained within the rules and mechanics of the sports officiated and, as such, have the authority to make decisions to warn, penalize or eject participants or teams for displaying poor sportsmanship.
- iii) The Intramural Director will rule on further penalties to be issued.
- iv) All affected participants must meet with the **Intramural Ejection Board** before their next scheduled game before they will be reinstated to play.

b) OFFICIAL RESPONSIBILITY

- i) The UK Intramural Department requires Intramural officials to enforce sportsmanship rules for participants.
- ii) Participants include players, coaches, fans and guests; basically anyone attending the Intramural event.
- iii) The officials are instructed not to issue warnings for unsportsmanlike behavior such as trash-talking or taunting of opponents.
- iv) If such unsportsmanlike comments are heard or actions seen, a penalty will be assessed immediately.

c) GRADES FOR EACH GAME

- i) The Intramural officials, supervisors and graduate assistants shall grade each team on its sportsmanship each game.
- ii) For each conduct penalty assessed to a team, the team game grade will automatically drop one letter grade.
- iii) Two conduct penalties on the same player in one game shall result in an ejection from the contest.
- iv) Three conduct penalties on a team in a single contest will result in forfeiture of the contest and an automatic "E" grade for the game.

d) TEAM SPORTSMANSHIP POLICY

- i) In order for a team to qualify for the playoffs, or to advance in a tournament, they must:
 - (1) Have finished with a .500 or better record unless another criterion has been declared for an event.
 - (2) Have, in the event of weather cancelling a night of games and limiting the number of games played, finished with 2 or less losses shall have earned playoff consideration.
 - (3) Have a "B" (3.0) sportsmanship average during the regular season, and maintain a "B" (3.0) average in the tournament.
 - (4) Have not forfeited twice during the regular season.

e) SPORTSMANSHIP RATING CRITERIA

- i) **"A"/4.0 Excellent Conduct and Sportsmanship:**
 - (1) Players cooperate fully with the game officials about rule interpretations and calls.
 - (2) The captain has full responsibility for his/her teammates and spectators.
- ii) **"B"/3.0 Good Conduct and Sportsmanship:**
 - (1) Team members verbally complain about some decisions made by the game officials and/or minor dissension which may or may not merit an unsportsmanlike conduct foul.
- iii) **"C"/2.0 Average Conduct and Sportsmanship:**
 - (1) Teams show verbal dissent towards game officials and/or opposing team which may or may not merit an unsportsmanlike conduct foul.
- iv) **"D"/0.0 Below Average Conduct and Sportsmanship:**
 - (1) Teams constantly comment to game officials and/or opposing teams from the field and/or sidelines.
 - (2) The team captain exhibits little control or no control over teammates or himself/herself.
- v) **"E"/(-1.0) Poor Conduct and a Lack of Sportsmanship:**
 - (1) Team is unsportsmanlike toward opposition and officials.
 - (2) Team captain exhibits no control over his/her team.
 - (3) Team is ejected for receiving excessive penalties or technical fouls for unsportsmanlike conduct.

f) REPRESENTATIVE/CAPTAIN'S MEETINGS

- i) Teams in attendance at Rep Meetings will receive two (+2) bonus quality points toward their sportsmanship quality points accumulated. Their total points will then be divided by the games played for a sportsmanship average for the event.
- ii) Teams failing to provide a representative for a Rep Meeting will have a quality point (-1) deducted from their sportsmanship quality points accumulated. Their total points will then be divided by the games played for a sportsmanship average for the event.
- g) A team winning by forfeit for reasons other than sportsmanship will receive an "A"/(4.0).
- h) A team forfeiting, for reasons other than sportsmanship, shall receive a "D"/(0.0) grade.
- i) Teams forfeiting for sportsmanship reasons shall receive an "E"/(-1.0) grade.
 - i) A team which receives an "E"/(-1.0) rating must have their team captain meet with the Intramural Director prior to playing again.
 - ii) The team receiving the forfeit due to sportsmanship will receive the grade earned during the contest. There will not be an automatic "A" grade in these instances.

j) INDIVIDUAL SPORTSMANSHIP POLICY

- i) Any player who is ejected from a contest must leave the field/court immediately after being ejected or the game will be forfeit.
- ii) The ejected player must meet with the Intramural Ejection Board prior to participating again in any event and is ineligible for all Intramural competition until a meeting takes place.
- iii) **NOTE:** Participants ejected from an Intramural event will not be permitted to attend, be a spectator or participate at the court/field, during Intramural activity, until their suspension has been served.
- iv) Any unsportsmanlike acts from spectators shall be penalized to the captain.

k) REINSTATEMENT PROCEDURE

- i) Any player, coach, spectator or team representative who is ejected from an Intramural contest is automatically suspended from all Intramural activity until official reinstatement.
- ii) To be reinstated, the ejected person (s) needs to meet with the **Intramural Ejection Board** (consist of intramural staff not associated with the ejection) following the ejection. Suspensions will not begin and reinstatement will not occur until this meeting has taken place.
- iii) It is the responsibility of the ejected person (s) to schedule a meeting with the **Intramural Ejection Board**. In order to schedule a meeting, an email must be sent to the Intramural Director @ neharris1@uky.edu with their account of the game and the ejection (events in the game that lead to the ejection). Within a 24 hour period of the received email from the ejected person (s) the **Intramural Ejection Board** will be contacted and then assembled and the ejected person will receive an email indicating the date and time of the meeting.
- iv) The **Intramural Ejection Board** shall determine the period of suspension for each person who is suspended from all Intramural Activities.
 - (1) The minimum suspension for any ejection is probation to one game in the activity from which the person was ejected plus probation for a semester to an academic year.
- v) Intramural Suspension
 - (1) The individual may not participate in any formal activity, whether it be a team sport, individual event, or special event until are suspensions lifted.
 - (2) Participation includes playing a sport or coaching a sport.
 - (3) Suspended participants shall be on probation as spectators or fans.
 - (a) Incidents with suspended participants while the individual is a spectator at an event shall result in a total suspension from all UK Intramural involved events.

13) INCLEMENT WEATHER --- CALL 859-257-6584

- a) The decision to start or postpone a game will be made by the Intramural Staff as the weather conditions dictate and usually no earlier than 2pm during the week. The decision will be held off as long as possible in the hope of playing the games.
- b) In case of rain, lighting, or other threatening weather conditions, a message will be posted in the following areas:
 - i) Bernard M. Johnson Student Recreation Center near the access area and the intramural bulletin board in the intramural hallway
 - ii) www.imleagues.com a message will be sent via email/text message to registered members
 - iii) Call the Intramural Office for rainout information at 859-257-6584 after 2pm on a given day.
 - iv) If games have been postponed or canceled, the message on the Intramural Office phone will be adjusted to say as much
 - v) If games have not been postponed or canceled, the message on the Intramural Office phone will be of a general nature with no references to any particular dates or times.
- c) Once the decision is made to cancel, the UK Intramural Staff will endeavor to post the cancellation as quickly as possible via flyers in the Bernard M. Johnson Student Recreation Center, changing the message on the Intramural Office phone and employing the email contact list and Twitter accounts.
- d) Any contests or events to be rescheduled will be as quickly as possible but not all weather related cancellations will be rescheduled.
- e) As with all Intramural events, scheduling information will not be given over the phone.
- f) It is the responsibility of the team captain to check updated schedules or brackets on the UK Intramural Bulletin Boards and/or webpage for new game dates and times.

14) FACILITIES

- a) The Bernard M. Johnson Student Recreation Center

- i) Opened in January of 2003 and located on the south end of the UK campus, the Bernard M. Johnson Student Recreation Center serves as the work center of the Intramural program.
- ii) The Intramural offices are located in the Bernard M. Johnson Student Recreation Center providing easy access to Intramural league and tournament schedules, roster cards and other pertinent information.
- iii) Event entries are due to the Intramural offices by the close of the Bernard M. Johnson Student Recreation Center on the deadline day.
- b) The William H. Pieratt Student Recreation Field Complex
 - i) Located adjacent to the Bernard M. Johnson Student Recreation Center, the Intramural Field complex provides playing area for Intramural Flag Football, Softball, Ultimate Frisbee and Soccer.
 - ii) No pets are permitted on the fields at any time.
 - iii) Smoking is not permitted on the Intramural fields.
 - iv) Do not jump the fence of the complex. The surrounding fence does not completely encircle the area and gates have been provided for five (5) avenues of easy access. Jumping the fence of the field area will result in a game ejection.
- c) Seaton Center Gym
 - i) The Seaton Center, opened in 1972, is also located adjacent to the Bernard M. Johnson Student Recreation Center on south campus.
 - ii) Seaton Gym affords the Intramural program four basketball and volleyball courts and encompasses space enough to provide Intramural events in Wiffleball, 3-on-3 Basketball, Team Handball and more.
 - iii) There is no dunking, grabbing, hanging, etc. on the rims or nets in the Seaton Center Gym. Such actions will result in an automatic ejection from the gym.
 - iv) Smoking, pets, food or drinks are not permitted in the facility.
- d) Lancaster Aquatic Center
 - i) LAC, opened 1989, provides the backdrop for the two Intramural aquatic events, the Swim Meet and Inner-Tube H2O Polo.
 - ii) Lancaster is included in the south campus area and is attached to the Seaton Center.
- e) Seaton Outdoor Tennis Courts
 - i) The outdoor complex of 8 tennis courts is adjacent to the Bernard M. Johnson Student Recreation Center and hosts the fall Tennis Singles and spring Tennis Doubles tournaments.
- f) UK Club Sport Fields
 - i) The Club Sport Field area will provide the venue for the annual Turkey Trot 5K cross country run.
 - ii) It is located on the southern most part of campus behind Commonwealth Stadium and adjacent to the UK Athletic Soccer and Softball Complex.
- g) UK Shively Track
 - i) Shively Track is the location of the annual Intramural Track Meet.
 - ii) It is located adjacent to the Cooperstown Apartments and close to the Kirwan and Blanding Towers.
- h) Haggin Field
 - i) Haggin Field is located directly outside of Haggin Hall and next to the Young Library and the former "Fraternity Six-Pack"
 - ii) Provides the spot for the UK Tug-O-War competition.

15) INTRAMURAL STAFF WANTED

- a) Opportunities are available for employment on as Intramural Officials or scorekeepers.
- b) The UK Intramural Program strives to produce highly trained and competent staff.
- c) These challenging positions offer flexible schedules created around an individual's class requirements and availability.
- d) No experience is necessary as training clinics are held for each sport officiated with continuing education occurring throughout event schedules.

- e) To apply for a position:
 - i) Go to the UK home page at www.uky.edu
 - ii) Click on “UK Jobs” located on the left side of the page
 - iii) Click on “Online Employment for Job Seekers” located on the left side of the page
 - iv) Click on “Search Postings” located on the left side of the page
 - v) Click on the arrow to the right of the “Job Title Box” and choose the “campus recreation” listing
 - vi) Click on “Apply for posting”
 - vii) Login
 - (1) New applicants to the system will create a username and password for the new system and then fill out the application
 - (2) Existing users will need their previous username and password to enter the system to fill out a new application for the Intramural Official position
 - viii) Apply for the job of Intramural Official (when we contact you we will inquiry about scorekeeping)
 - ix) Email Natosha Harris, the Intramural Director at neharris1@uky.edu that you have completed this application process
- f) For more information, call the Intramural office at 859-257-6584, stop by the Intramural office located in the Bernard M. Johnson Student Recreation Center or email the Intramural Director, Natosha Harris at neharris@uky.edu

16) OPTIONAL PHOTO RELEASE FORM

- a) All participants have the option of signing a photo release form authorizing the UK Intramural Department to post event photographs on the webpage, in advertisements, etc.
- b) Choosing not to sign the photo release form will eliminate the entire team from photo consideration including champion photos.
- c) The photo release form will be included in the liability waiver all participants must sign in order to compete.

17) FINALLY

The UK Campus Recreation Department, Intramural Program, Intramural Director and Intramural Staff reserve the right to rule on any case not specifically covered in the rules of the game or in these policies and procedures and will do so in the spirit of the rule and in the spirit of fun, fair and safe participation. To this point, the right is also reserved to put into effect and add to these policies and procedures any new rulings pertaining to Intramural Sports, unsportsmanlike behavior, fair play and the safety of the Intramural participants that will lead to the enhancement of the event or activity and the program’s overall philosophy of fun, fair and safe.