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1. Intramural Sports Overview

**University Recreation Mission Statement**
Through sport, fitness, instructional, and outdoor programs, University Recreation inspires, educates, and empowers the Seattle University community to live happier, healthier, and more successful lives.

**Intramural Sports Purpose Statement**
The Seattle University Intramural Sports Program provides SU students, faculty, and staff the opportunity to participate in a variety of fun, friendly, and organized competitive activities throughout each academic year. Activities are organized on both a team and individual basis to promote a sense of development for the social, mental, physical, and spiritual self.

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**Seattle University Non-Discrimination Policy**
UREC Competitive Sports abides by the Seattle University Non-Discrimination Policy. The policy can be found here [https://www.seattleu.edu/policies/nondiscrimination/](https://www.seattleu.edu/policies/nondiscrimination/)

2. Assumption of Risk, Waiver, and Release from Liability

Before participating in any Intramural Sports activities or contests, every participant must complete a University Recreation assumption of risk, waiver, and release from liability. The language of this document is as follows:

In consideration for participating in and using Seattle University’s athletic and recreation activities, services, equipment and/or facilities, including, but not limited to club and intramural sports, fitness programs, outdoor recreation, using the Connolly Center or participating in sports activities, I acknowledge and agree as follows:

1) **Voluntary Participation**- My involvement or participation is voluntary and is not requested or required by Seattle University.

2) **Risk Factors**- I understand and acknowledge that participation in athletic or recreation activities or services or the use of equipment and facilities involves risks including, but not limited to the following: risk of property damage; bodily injury including but not limited to temporary or permanent muscle soreness; sprains; strains; cuts; bone fractures; abrasions; bruises; ligament and/or cartilage damage; head, neck or spinal injuries; paralysis; eye damage; disfigurement;
drowning; and possibly death. These risks may result from the use of the equipment or facilities, from the activity itself, from the acts of others or from the unavailability of emergency medical care.

3) **Assumption of Risk**- I voluntarily and personally assume all risks that may arise out of or result from participation in athletic or recreational activities or the use of equipment, facilities and/or services, regardless of whether such risks are known or unknown, foreseen or unforeseen, disclosed or undisclosed, including but not limited to those risks described above.

4) **Compliance with Policies and Procedures**- I agree to comply with and abide by all rules, policies and procedures of the Department of Recreational Sports, Connolly Center and Seattle University. I understand that the safe and proper use of equipment, facilities or participation in the activity is dependent upon carefully following such rules, policies and procedures. The Recreational Sports staff has the right to revoke or terminate my privileges for any violation of such rules and policies.

5) **Zackery Lystedt Law**- I agree to comply with mandated policies for the management of concussions and head injuries as prescribed by the Zackery Lystedt Law (RCW 28A.600.190).

6) **Release of Liability**- I hereby release, waive, and discharge Seattle University, and all of its trustees, officers, employees and agents from any and all claims, injuries, causes of action, suits, liability, losses or expenses (including attorney’s fees) arising from or in connection with my participation in or use of Seattle University athletic and recreation activities, services, equipment and facilities.

7) **Indemnification**- I also agree to indemnify, defend and hold harmless Seattle University, and all of its trustees, officers, employees and agents from any and all claims, injuries, causes of action, suits, liability, losses or expenses (including attorney’s fees) arising from or in connection with my participation in and use of the University’s athletic and recreation activities, services, equipment and facilities.

8) **Skill, Ability and Fitness**- I acknowledge that I have the requisite skills, qualifications, physical fitness and ability, and training necessary to properly and safely use the equipment, facilities, and to participate in the athletic and recreation activities. I agree that if I have any questions as to what skills, qualifications or training is necessary to properly use the equipment, facilities or participate in athletic and recreation activities itself, then I will ask the appropriate Staff Member on site. Furthermore, I certify that I have consulted with a physician to determine any potential conditions that may adversely affect my participation.

9) **Medical Costs**- I am solely responsible for any and all medical, health, or personal injury or illness costs relating to my participation in or use of Seattle University athletic and recreation activities, services, equipment and facilities.

10) **Undergraduate Student Insurance**- I acknowledge that all full-time Seattle University undergraduate students are required to have a medical insurance policy that will cover injury or illness that may occur due to participation in or use of University athletic and recreation activities, services, equipment and facilities.

11) **Part-time, Graduate and Law Student Insurance**- I acknowledge that all part-time, graduate and law students are strongly recommended to have a medical insurance policy described in Section 9 above.

12) **Alumni, Spouses and Partners Insurance**- I acknowledge that all alumni, and spouses and partners of students, faculty, staff and alumni are strongly recommended to have a medical insurance policy described in Section 9 above.

13) **Jurisdiction**- This Agreement shall be governed in all respects by the laws of the State of Washington. The parties agree to use the State of Washington for Jurisdiction and King County as Venue for any disputes between the parties.

14) **Severability**- Should any of the provisions of this Agreement, or portions thereof, be found to be invalid by a court of competent jurisdiction, the remainder of this Agreement shall nonetheless remain in full force and effect.

15) **Acknowledgment**- I have read and fully understand this Agreement and realize it relates to surrendering and releasing valuable legal rights and do so freely and voluntarily.
3. Eligibility Requirements & Verification
The goal of the IM Sports program is to provide competition and recreation during the academic year for currently enrolled Seattle University students, faculty, and staff who do not have the benefit of professional coaching, scheduling, equipment and facility use. Some eligibility restrictions are necessary to provide fair opportunities for participation. During league or tournament play, the following eligibility restrictions apply:

1) Eligible Participants:
   a) Seattle University students currently enrolled in one (1) credit or more
   b) Non-enrolled, matriculating Seattle University students who have active, paid University Recreation memberships
   c) Seattle University benefits eligible faculty and staff employed
   d) Part-time staff, adjunct faculty, and non-benefits eligible employees who have active, paid University Recreation memberships
   e) Long-term contracted employees of Seattle University, who have active, paid University Recreation memberships

2) Check-in Requirements & Procedures
   a) All participants must provide a Seattle University issued photo identification card (Campus Card or University Recreation ID) before being eligible to play. If a participant does not bring their SU ID card, the participant must show proof of current eligible status by logging onto their IMleagues account as well as provide an alternative form of picture ID (i.e. Driver’s License or State ID)
   b) Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) will result in confiscation of the card, and the individual will not be allowed to play. Confiscated cards can be retrieved from the Assistant Director of UREC, Competitive Sports, and both the individual who attempted to utilize the card as well as the owner of the card may face further disciplinary action.
   c) Game time is start time. See Section 22 ‘Forfeits, Fees, and Account Holds’ for more information.
   d) All participants should register online for the appropriate team on imleagues.com prior to participation. Registration will be offered onsite and can take up to five (5) minutes to complete. See Section 13, ‘Registering for an Intramural Event’ for more details.

3) Playing on more than one team:
   a) An individual is allowed to play on one team in the applicable Open, Women’s division and also play on one team in the Co-Rec division in the same sport.
   b) An individual is not allowed to play on more than one team in the same division (Co-Rec, Open, and Women’s) even if they are in different competition levels.
      i) Once an individual has signed in as a participant in a scheduled competition, that person is not allowed to switch to another team in the same division.
   c) Participants are eligible to play in the Co-Rec and Women’s Division based upon their gender identity as on record with the Office of the Registrar. Gender identity status will not be verified unless a protest is filed.

4) Seattle University Sport Club Members:
   a) Seattle University Sport Club Members are allowed to participate in all intramural sports.
      i) Teams are allowed up to 50% of their roster to be Sport Club members who are participating in their sport club or similar sport (Example Intramural Volleyball and Club Volleyball or Intramural Softball and Club Baseball).
ii) Teams with Sport Club members on their roster must participate in the competitive division (if offered).

iii) Sport Club members are allowed to participate in similar individual and dual events (Example Tennis Club member may participate in Tennis Singles Tournament), but they must compete in the competitive division if offered. In dual events, both participants may be sport club members.

iv) There will be a maximum number of sport club members allowed to be on the court/field playing at a time. See specific sport rules for details.

5) Intercollegiate Squad Members:
   a) Any individual who is or has been a member of a varsity, junior varsity, or redshirt squad or is on an athletic scholarship at Seattle University or other higher education institution is not eligible to compete in that intramural sport or allied sport during the academic year they are/were listed as an active member in that sport. Active membership is defined as being on the official game or practice roster filed with the compliance officer during that academic year. For example, if an individual is on the official practice roster for men’s basketball during the 2016 – 2017 academic year filed with the compliance officer on October 16, but he quits the team on October 17, the individual is not eligible to participate in basketball or allied sports during the 2016 – 2017 academic year.

b) Current varsity athletes or former athletes as described above are allowed to participate in activities outside of their varsity sport, but we strongly recommend they discuss participation with their coach in advance.

6) Limit of Former Varsity Athletes:
   a) In an individual or dual event, former intercollegiate squad members may participate in their sport or in an allied sport they played, but must compete in the Competitive Division (if offered).

b) In a dual event, only one former intercollegiate squad member may participate in the sport or in an allied sport they played, but must compete in the Competitive Division (if offered).

c) In a team event, only two former intercollegiate squad members may participate in their sport or in an allied sport they played, but must compete in the Competitive Division (if offered).

7) Professional Athlete:
   a) Professional athletes may not participate in their respective or allied intramural sport, activity, or event for a period of five calendar years after their last professional game and/or date of compensation. A professional athlete is defined as a person who has been paid/compenated in any way to participate in a sport, is under contract with a professional team, is included on a professional team roster, practiced with a professional team, and/or has been compensated for trying out for a team.

b) After five calendar years, a professional athlete must compete in the Competitive Division (if offered) if in their same or allied sport. For team and dual events, they will be treated as former intercollegiate athletes (see above).

8) Illegal Participation:
   a) Teams found to have participants not following the above eligibility requirements may have their games forfeited to their opponent regardless of the actual outcome. The participants in question may be suspended from that specific team or all intramural activities for any length of time deemed appropriate by the Assistant Director of University Recreation – Competitive Sports.

b) Participation is defined as a player listed on the score-sheet who has checked in with the IM Sports staff prior to participation. Actual participation in game play is not taken into consideration. If you signed in on the score sheet, you played.

c) The Competitive Sports Office reserves the right to investigate the eligibility of any participant at any time. Teams who question the eligibility of an opposing player(s) must submit a written
9) Petition for Eligibility
   a) Individuals deemed ineligible to participate on a team or in an individual or dual sport may seek reconsideration by written petition via email to the Assistant Director of UREC, Competitive Sports. This must be done prior to any participation in IM Sports activities to be considered.

4. Injuries, Safety, Health, and Insurance

Injury
The possibility of injury exists in all sports. University Recreation/Intramural Sports assumes no responsibility for injuries. University Recreation has taken reasonable measures to mitigate and prevent foreseeable risks to participants in IM Sports Activities. The IM Sports program will provide basic initial emergency care, such as the provision of bandages, ice, or immobilization to any participant injured during a contest if properly notified. IM staff should be notified of ALL INJURIES sustained during intramural competition and observation, and an incident report will be completed for all injuries and will remain on file with University Recreation.

Health Insurance
The IM Sports Program DOES NOT carry health or accident insurance for participants. All full-time undergraduate students at Seattle University must hold health insurance. For part-time undergraduate, graduate, and law school students, a health insurance program is offered by Seattle University for purchase. All participants in IM Sports are strongly encouraged to obtain health insurance before participating in any activity, but it is not required.

Physical Condition
Participation in IM Sports is purely voluntary. It is the responsibility of every person participating in IM Sports to ascertain whether they have any prior or continuing health conditions, which make it inadvisable to participate in IM Sports. Persons who are uncertain if their physical condition will allow them to safely participate in IM Sports should consult their physician. It is not the responsibility of Seattle University or IM Sports to advise on participant’s physical condition. If a University Recreation employee determines a person unfit to play at any point before, during, or after a competition that player will not be allowed to participate until medically cleared or all physical conditions have been cared for in a manner deemed appropriate by the onsite Competitive Sports staff.

Concussions and Traumatic Brain Injuries
University Recreation takes concussions very seriously as more studies indicate extensive brain damage can occur from concussions, participating in activities with a concussion, or ignoring signs of a concussion. All participants should be aware concussions may have impacts lasting a lifetime, and if a participant suspects a concussion has occurred on him/herself, teammates, or opponents, proper precautions should be taken.

If a participant is suspected of having a concussion, competitive sports managers have the right to remove the participant from the activity immediately. Participants diagnosed and/or suspected of having a concussion must provide a written doctor’s note clearing them to participate prior to any continued Intramural Sports participation.
Major Injury
An ambulance may be dispatched to assess an injury (particularly in the event of head, neck, back, and/or major joint trauma). Any cost for assessment, treatment, and/or transportation is the participant’s responsibility. Conscious participants have the right to refuse transport. University Recreation staff cannot provide transport, but Public Safety can upon request. Competitive Sports reserves the right to refuse participation to any individual who is injured or is deemed to possibly cause him/herself further injury.

Blood Rule
Any person who is bleeding will be removed from the contest immediately by an IM staff member or game official. If substitutes are available, another player may enter the game for the bleeding player. The participant removed from play will not be able to reenter the contest until all bleeding is stopped, the open wound or laceration is covered, and the approval of IM staff or game official is granted. If a participant’s clothing has blood on it, the participant will be removed from the contest and is ineligible to reenter the contest until the saturated clothing is removed and/or replaced and properly disposed.

Jewelry
All Intramural activities require the removal of all jewelry including, but not limited to watches, rings, earrings, ankle bracelets, chains, bracelets, bands, necklaces, and piercings. Only a medical alert chain or bracelet or religious jewelry may be worn. Medical alert bracelets must be secured with tape so no sharp edges or chains are exposed while still leaving the medical alert visible. Religious jewelry must be taped securely to the body and be covered by legal clothing. Rulings by the intramural staff regarding jewelry are final. If IM Sports staff suspects a piece of tape is covering up a piece of jewelry, the participant will not be allowed to participate (exception of medical alert or religious jewelry).

5. Conduct and Discipline
When students enroll at Seattle University, they assume an obligation to conduct themselves in a manner consistent with the University’s function as an educational institution. In a community of learning, willful disruption of the educational process, dishonesty, violation of the laws of the state, and interference with the rights of others cannot be tolerated. Seattle University retains the right and the power to maintain order within the University community and to exclude those who are disruptive to the educational process. To that end, the University community has established the following rules, regulations, and policies which apply to all students and student organizations.

Sportspersonship: The development of team and individual sportspersonship is of fundamental importance in all University Recreation activities. Behavior before, during, and after any contest reflects on the individual players, team, the Intramural Sports Program, University Recreation, and Seattle University. A team is collectively responsible for the actions of the individual team members and spectators related to their team. All team members are responsible to calm difficult situations and to restrain troubled teammates. All teams and individuals are expected to maintain the highest level of sportspersonship during all contests and activities.

It is important to:
- Let the officials officiate the game without interference or harassment.
- Honor all commitments for games
- If you have a legitimate grievance, please voice it at the appropriate time and to the appropriate people.
- Be proud you are a Redhawk and be honorable in representing Seattle University.
Sportspersonship related issues are taken very seriously by the Intramural Program and any unsportsmanlike or inappropriate behavior is grounds for possible disciplinary action.

**Alcohol, Drugs, and Tobacco:**
In accordance with Seattle University policy, alcohol consumption and drug use prior to or during an intramural contest is not only unsafe, but also a violation of university rules. The Competitive Sports staff strictly enforces a zero tolerance policy regarding alcohol and drugs during all intramural sports contests for both participants and spectators. Individual(s)/team(s) will not be allowed to play after consuming or are under the suspicion of consuming alcohol/drugs. If the contest has begun, player(s) will be ejected, see Section 10 ‘Player Ejections’. Consequences for the violation may include, but are not limited to being prohibited to continue participating in IM events, referral to Public Safety and/or the Office of the Dean of Students, and in egregious situations, arrest.

The use of tobacco products by participants, spectators, and staff at Intramural events is prohibited. This is in align with the Tobacco-Free policy of Seattle University.

If a participant is using a physician prescribed medication, it is strongly recommended the individual be aware of any potential side-affects the medication may cause while competing in Intramural Events and obey all physician recommendations and orders.

Teams are collectively responsible for individual members of their team. Ignorance is not an excuse and any participant or team failing to abide by established policies and procedures and the SU Code of Student Conduct may result in disciplinary sanctions.

A copy of the SU Code of Student Conduct may be found at: [http://www.seattleu.edu/studentdevelopment/Inner.aspx?id=11456](http://www.seattleu.edu/studentdevelopment/Inner.aspx?id=11456)

The following actions will be subject to disciplinary action:

- Violating any federal, state, or local laws; SU Code of Student Conduct; or University Recreation policies
- Causing, attempting to cause, or threatening to cause personal injury to another participant, official, spectator, administrator, University employee or coach
- Verbally abusing another participant, official, spectator, administrator, University employee or coach
- Causing damage to facilities or equipment
- Intentionally engaging in or inciting participants and/or spectators to engage in abusive or violent actions
- Using obscene gestures, profanity, or disrespectful language

### 6. Sportspersonship

The development of team and individual sportspersonship is of fundamental importance in all intramural sports activities. The sportspersonship rating system is intended to provide an objective score in which teams are judged on attitude and behavior throughout intramural sports contests. Behavior before, during, and after an intramural contest will be included in the rating. **The actions of spectator(s) can affect the team’s sportspersonship rating.** In order to encourage acceptable conduct before, during, and after an intramural contest, Competitive Sports Staff including Sports Officials shall make decisions whether to warn, penalize, or eject individuals/teams/spectators for poor sportspersonship.

Intramural Staff will determine team ratings. Sportspersonship ratings cannot be appealed.

1) Seattle University’s Intramural Sports Sportspersonship Rating system is as follows:
   a) ‘A’ Sportspersonship Rating = 4 points
   b) ‘B’ Sportspersonship Rating = 3 points
c) ‘C’ Sportspersonship Rating = 2 points  
d) ‘D’ Sportspersonship Rating = 1 point  
e) ‘F’ Sportspersonship Rating = 0 points

2) Each team will start each contest with an ‘A’ Sportspersonship Rating.  
a) Based on any sportspersonship penalties or actions, the sportspersonship rating will decrease by one letter grade.  
i) ‘A’ Sportspersonship ratings are what teams should be striving to achieve during their participation and will be awarded to model participants.  
b) Reasons a sportspersonship rating can decrease include, but are not limited to lack of cooperation with officials, fighting, verbal harassment, unsportsmanlike penalties, flagrant penalties, and any other infractions regarding the rules of fair play.  
i) If a player gets ejected from a contest for behavior reasons, the highest rating a team may receive is a ‘C’.  
c) If a team achieves a ‘D’ sportspersonship rating or lower for any one contest, the game captain must meet with the Assistant Director of UREC, Competitive Sports prior to the next contest or face expulsion from the league or tournament.  
d) The minimum average sportspersonship rating to be eligible for postseason playoffs is 2.5.  
e) The minimum average sportspersonship ratings requirement throughout the postseason playoffs is a 2.5.  
i) Teams who fall below this designated minimum rating will default from the postseason tournament.  
ii) Sportspersonship Ratings will carry over from league play.

7. Conduct Resulting in a Forfeit
Behaviors that can warrant a team to be forfeited from a contest include, but are not limited to:
1) Excessive repetition of unsportsmanlike behavior such as technical fouls, trash-talking, cursing, etc.  
2) Any player and/or spectator other than the designated game captain, leaving the team area/bench to join a situation in the game. A person’s intentions are irrelevant.  
3) The team is confirmed to be using an ineligible player.  
4) Failure of ejected participant(s) and/or spectator(s) to leave the vicinity immediately or returning to the vicinity during or after the game.  
a) An ejected individual cannot return to play any Intramural sport until they have met with the Assistant Director of UREC, Competitive Sports and complete the conduct review process.  
5) Fighting, overly aggressive fouls and/or rough play  
6) Continual failure to comply with sport specific rules.

8. Player Ejections
An ejection from any intramural contest for inappropriate behavior carries a minimum one game suspension to be served in that team’s next contest immediately following the ejection.

The following behavior results in ejection from an Intramural Sports contest and may result in referral to Public Safety and/or the Office of the Dean of Students:
1) Verbal or physical abuse and/or threat of, by participant(s)/spectator(s) in the form of fighting, baiting, and/or wrestling with any person before, during, or after an Intramural contest.  
2) Any threatening behavior (verbal and/or non-verbal) towards any Intramural Staff before, during, or after an Intramural contest.  
3) Any unwanted and/or unininvited physical contact with any Intramural staff.  
4) Technical fouls for unsportspersonlike conduct, multiple unsportspersonlike penalties and/or any excessive celebration.  
5) Failure to cooperate by providing information requested by intramural staff.  
6) Persistent infringement of the spirit and intent of the game rules.
7) Public indecency or obscenity. This includes, but is not limited to urination in public, cursing, or use of language of bias.
8) Individual playing after the consumption or suspicion of consumption of alcohol and/or drugs. If the contest has begun, player will immediately be removed from the contest.
9) Damage/destruction of facilities/equipment
10) Any violation of Seattle University’s policies and procedures governing the conduct of students
11) A previously ejected player participating in another intramural event before satisfactorily completing the conduct review process.
   a) Individual(s) playing while under suspension will receive a minimum sanction of suspension for one academic term and will be referred to the Office of the Dean of Students.
12) The Assistant Director of UREC, Competitive Sports reserves the right to suspend any participant or team from intramural events for conduct, behavior, or attitudes perceived as interfering with the orderly conduct of activities and/or safety of the individuals participating in the Intramural Sports program.

9. Conduct Process and Sanctions
Participant and team behavior before, during and after any Intramural Event hosted by University Recreation and/or concerning University Recreation is subject to sanctions if deemed to be unsportspersonlike in nature, regardless if they were penalized during the event or not.

The Assistant Director of UREC, Competitive Sports will review all reports of unsportspersonship behavior. If an individual is reasonably believed to have acted in such a manner, they will be subject to the conduct process. Individuals undergoing the conduct process will not be able to participate in intramural events until it is completed.

Conduct Process:
Individuals violating any of the policies set forth in this handbook or the SU Code of Student Conduct or University Recreation policies will be subject to the following conduct process:

- Individuals will receive notification from the Assistant Director of UREC, Competitive Sports of an alleged violation as well as any immediate sanctions.
- Assistant Director of UREC, Competitive Sports will notify the Office of the Dean of Students of the alleged incident and depending upon the severity of the violation, the individual may be remanded to the Seattle University Conduct Process or be subject to the internal University Recreation process, which is as follows:
  - The individual must schedule a meeting with the Assistant Director of UREC, Competitive Sports. They will be unable to participate in intramural activities until this initial meeting occurs (or longer depending upon further sanctions).
  - In the initial meeting, the Assistant Director of UREC, Competitive Sports will review and discuss the incident, alleged violations, possible sanctions and ways to avoid the incident in the future.
  - Assistant Director of UREC, Competitive Sports will review incident with information provided from participant (and perform any further investigations) and render a decision in the form of a formal sanctions letter to the participant.
  - If the participant wishes to appeal the sanctions, they should follow the appeals process outlined in Section 12 ‘Appeals of Sanctions.’
  - Once all sanctions are satisfied, the individual will be able to fully participate in intramural events, but may be on probation depending upon the severity of the actions.

Conduct sanctions can include, but are not limited to the following:
- Probation
- Intramural Suspension (one game to lifetime)
- Creative discipline (Example: community service hours, research, informational interview, etc.)
• Letter of reflection
• Formal written apology
• Referral to the Seattle University Conduct Review Board
• Referral to local, state, or federal authorities

10. Registering for Intramural Sports (Creating/Joining a Team)
Seattle University’s Intramural Program utilizes IMleagues.com for all aspects of Intramural Sports. All individuals wishing to participate in IM Sports will be required to create an account on IMleagues.com and use this software to create/join a team or sign up as a free agent.

For a step-by-step process of creating an IMleagues.com account and how to create/join a team please see the appendix.

11. Players Without a Team (Free Agents)
Seattle University offers a ‘Free Agent’ program for students who wish to participate in an Intramural event and do not have a team with which to play. Teams may add free agents to their roster throughout the season, provided that those players have not played (signed in on the score sheet) for another team in the same sport and division (Co-Rec, Open, Women’s). In addition, teams may be created solely of free agents in the event enough players sign up to be a Free Agent for a specific sport and division.

Below are some suggestions on how Free Agents can find a team or create a team if there are enough free agents.
• IMleagues.com allows teams to post if they are looking for players. To see if teams are looking for players, select the division in which you are interested playing, and you will see an icon indicating the team is looking for players. Contact the team captain to see if you can join.
• Attend the different day(s) games are played, teams are always looking for additional players.
• If you notice there are enough free agents to create a complete team, contact the other free agents about forming a team.

12. Divisions and Competition Levels

Divisions:
Intramural are offered in four different types of divisions (Open, Co-Rec, Men’s and Women’s). Participants may compete as whichever gender they identify with. Participation should be based on one’s self-identified gender and that it is done in good faith and is consistent with a player’s expressed gender identity. If a participant does not identify with a binary gender they will not be required to choose one to compete. The breakdown for each league is as follows:

• Open League: Open leagues allow all participants to compete against each other. There are no restrictions, all participants are eligible. Open leagues do not have any specific gender rules or roster requirements.
• Co-Rec: Co-Rec leagues allow participants who identify as males and participants who identify as females to compete on the same team. All participants are eligible but each team must have a minimum number of participants that identify with the binary genders. Co-Rec divisions typically have specific gender rules or roster requirements to encourage equitable participation.
• Men’s: Men’s leagues allow participants who identify as males to compete against each other. All participants who identify as male are eligible.
• Women’s: Women’s leagues allow participants who identify as females to compete against each other. All participants who identify as female are eligible.

Competition Levels:
In sports and divisions where demand warrants, the following competition levels will be offered:
1) Competitive – The Competitive level is designed to be more competitive and is for players with more
talent and experience in the sport. Most players in this level have generally competed at the high
school level and remain active in the sport.
2) Recreational – The Recreational level is designed for teams whose primary objective is to enjoy the
sport and to have fun. Most players in this level have not competed at the high school level, and
may be slightly active in the sport. Participants in this level are often new to the sport.

Each player and/or team is highly encouraged to select the level best suiting the player’s/team’s ability.
IM Sports reserves the right to deny entrance to the Recreational level to any individual or team that, in
the opinion of the IM Sports staff, should not be participating in the Recreational level due to a
competitive advantage of talent and/or skill. Teams may be moved up a skill level for post-season play
by Intramural Sports if deemed necessary or can request this move before the start of post-season play.

13. Sport Scheduling
Intramural Sports Contests are identified as a league, series, or tournament. Leagues last over a period
of weeks and begin with several weeks of “regular season” play followed by “post-season” play.
Tournaments are much shorter in length and last no more than 3 consecutive days. Tournaments often
consist of pool play immediately followed by bracket play. Series are tournaments broken into set
weekday competition days over three weeks to make time commitments easier.

League “regular season” schedules will be posted to IMleagues.com within 3 business days of
registration closing. Once schedules have been posted it is rare for changes to be made. Any changes
made by the Competitive Sports Staff will be sent out to all affected teams.

Post-season schedules will be posted to IMleagues.com within 3 business days of the last day of regular
season play for all teams. To be eligible for the post-season, teams/individuals will have to qualify with a
sportspersonship grade. See sport specific rules for win/loss records and sportspersonship qualifications
needed for postseason. The post-season is an optional portion of the league.

Tournament pool play schedules will be made on site after determining the actual number of teams
participating. Bracket play may be made on site immediately following the conclusion of pool play.
Teams will need be available for the full period of the tournament because of the time constraints for
scheduling teams.

Week one of a series will include pool play games, who’s schedules will be set the week of play. Week
two will start tournament play where each team will receive at least one additional game. Week three
will include the semi-final and final games.

14. IM Team Captains’ Responsibilities
Team captains serve as the contact between the Intramural Sports Office and their team(s). Matters
affecting the team are communicated to each team captain, and in turn, the captain is responsible for
conveying the information to the team’s members.

1) General Duties of Team Manager/Captain:
   a) Create a team on IMLeagues.com. Please see the appendix for more information.
      i) During the registration process, the team manager/captain must complete an online quiz
         regarding sport specific rules and general Intramural policies.
   b) See that all players sign up for the team on IMLeagues.com prior to participating in a contest.
      i) Eligible players can be added throughout the league season; however, once an individual
         has signed in as a participant in a scheduled competition, that person is not allowed to
         switch to another team in the same division.
   c) Informing all team players of the date, place, and time of each contest in which the individual
      and/or team plays.
   d) Be knowledgeable in the procedures governing participation in the program and the rules
governing the sport (see sport specific rules).
e) Ensure team members/spectators are aware of sport and sportspersonship rules
f) Contact the Competitive Sports Staff in event of a default, cancellation, or protest.

2) On-Site Responsibilities of the Team Captain:
   a) Check in with the IM official(s)/staff member(s) on site prior to your scheduled game time.
      i) Verify all participants are present on the score sheet
      ii) Ensure all players have turned in their student ID to check in table.
   b) Cooperate fully with IM official(s)/staff member(s) regarding enforcement of policies and
      procedures of IM Sports and of the specific sport.
   c) Be the spokesperson for the team before, during, and after the contest.
   d) Maintain control of team members/spectators behavior (conduct, safety, and sportspersonship)
      before, during, and after the competition. If you cannot control a team member’s/spectator’s
      behavior, please inform the intramural staff on-site, and we will contact Public Safety to have
      him/her removed.
   e) In the event a player and/or spectator is ejected from the game, the captain assumes the
      responsibility for ensuring the ejected person leaves the vicinity immediately.
   f) Notify the IM staff of any safety hazards/concerns regarding equipment, facilities, etc.

15. Sport Specific Rules
All Intramural events have their own rules and adaptations. All participants should read rules thoroughly
prior to registering to participate in any IM Sports event. All rules can be found at imleagues.com under
the specific sport or competition.

16. Cancellations and Rescheduling
1) Games may be canceled due to poor field conditions or poor weather conditions.
   a) Games can be canceled at the site due to inclement weather and/or poor field conditions
      deemed to be unsafe by IM Sports staff.
2) During inclement weather, any Competitive Sports staff or University Recreation staff can cancel
   games.
   a) Intramural Sports will contact teams and captains through a notification via IMLeagues.com if
      games are canceled due to weather as early as possible.
      i) Do not assume games will be canceled, as weather is very unpredictable. Unless you are
         informed by the Competitive Sports Office or on-site staff of a cancellation, games and/or
         contests will be played.
3) Regular season games normally will not be rescheduled for any reason.
4) Playoff games that are canceled due to weather will be rescheduled as soon as possible, with regard
   to the resources available.

17. Defaults
1) Teams/Individuals that are scheduled to play and realize that they cannot field a full team or
   participate in the match will be able to default 1 game per season. If a team/individual cannot make
   more than 1 game they will be charged for a forfeit.
2) Default procedure: Notify the Assistant Director for UREC, Competitive Sports
   (CompetitiveSports@seattleu.edu) no less than 48 business hours (Mon-Fri 9-5 pm) in advance.
18. Forfeits, Fees, and Account Holds
There is no individual registration fee for Intramural Sports, unless otherwise noted during the registration process. However, a fee will be assessed in the event of a forfeit.

1) There are four situations resulting in a forfeit:
   a) Not Enough Players – see sport specific rules.
   b) Eligibility – One or more of the players participating is ineligible, and therefore, may not participate. Ineligibility may be due to the player being an unauthorized player, previously ejected, and/or ruled ineligible for sportspersonship-related issues.
   c) Defaults – If a team has defaulted once any further “defaults” will be charged as a forfeit.
2) A team/individual can be removed from an IM event due to forfeits. See sport specific rules.
3) If a forfeit has occurred, the teams involved may still use the site to practice until 15 minutes prior to the next contest.
   a) IM staff are not permitted to officiate any practice, scrimmage or contest the team(s) participate in during that time.
4) *Game time is start time.*
   a) If a team does not have enough players to start the game, a running clock will begin at the scheduled start time and will serve as the game clock.
   b) Ten (10) minutes after the scheduled start time if the team does not have enough players they will forfeit the contest.
5) Forfeited games will not be rescheduled.
6) Following a documented forfeit, a *hold* will be placed on the account of the manager/captain of the team assessed the forfeit.
   a) The manager/captain will be informed the *hold* is being placed
   b) All forfeit fees must be paid prior to the specified date for the sport. (See sport specific rules)
7) Forfeit Fees: If a team forfeits for any reason a forfeit fee of $25.00 per team per forfeit, Participants/Teams who forfeit will receive official notification via email from the Competitive Sports Office.
8) After two forfeits a team will be removed from the league

19. Protests
Protests are permitted in IM Sports in order to promote fairness. Protests are divided into two categories:

1) *Game Protests*
   a) The only acceptable reasons for a game protest are:
      i) Misinterpretation of a playing rule,
      ii) Failure of an official to apply the correct rule to a given situation, or
      iii) Failure of an official to impose the correct penalty for a given violation.
   b) The game protest must be “announced” to the opposing designated captain and official(s) at the time of the infraction when the interpretation of the rule is at fault; the official applies the incorrect rule, or imposes the wrong penalty.
   c) *Game protests will not be considered if they are based on a decision involving the accuracy of judgment on the part of an official or do not follow the procedural guidelines.*
   d) Competitive Sports Managers will address all game protests at the time of the protest. Their ruling will serve as the basis for which the rest of the game shall be played. All decisions will be considered final.
      i) For sports with timeouts, any protests deemed invalid will cost the protesting team one time-out. For sports without timeouts, each team is limited to one game protest per contest.
   e) Protests during a game shall resume play from the point of protest.

2) *Player Eligibility Protest*
a) A protest concerning player(s) eligibility must be “announced” prior to the completion of the contest. The team must inform the Competitive Sports Manager on-site of the protest and provide all information to them prior at the conclusion of the competition.

b) The game will continue to be played as if there were no protest.

c) The following business day, the Competitive Sports Office will investigate and determine validity of protest. If player protest is deemed valid, an automatic roster check of both teams will take place.

d) A team found in violation of any eligibility rules will cause the contest to be automatically forfeited. All parties involved will be notified within two (2) business days of the protest being filed.

20. Equipment

Footwear
In all sports, participants must wear athletic type shoes, which cover the foot completely. Sandals, boots, and open toe shoes are not allowed. Non-marking court shoes must be worn in the gym. For outdoor sports, cleats are limited to studs or projections which do not exceed ½ inch in length and can only be made with nonabrasive rubber or rubber-type synthetic material. Metal spikes or metal screws are prohibited. For soccer, footwear with front toe spikes is prohibited.

Equipment Check Out
A limited amount of equipment specific to the Intramural event in progress is available for check out at the contest site. Checkout is for the duration of an Intramural contest or one-hour. A participant may check out jerseys for her/his team with a current Seattle University photo ID. The individual who checks out the equipment is responsible for it. If equipment is not returned in the same condition in which it was received, a restriction will be placed on the participant’s student account until the assessed fee for replacement is paid.

21. Intramural Program Evaluations
At the conclusion of an Intramural league/tournament/event, participants may be randomly selected to complete a survey about their experience with Intramural Sports. The responses to these surveys will not be used for any reason other than feedback on the current program; to evaluate the needs, wants, and desires of the participants; and to determine if learning and service outcomes are being achieved.

22. Frequently Asked Questions

How do I register for Intramural Sports?
To register to play any Intramural event, participants will have to sign up on IMLeagues.com.

Does Intramural Sports cost any money?
Registering for Intramural Sports is free, unless otherwise noted during the registration process.

Why do I have to pay a forfeit fee?
Teams/individuals will be assessed forfeit fees to offset the costs of officials, supervisors, facilities rentals, and equipment. It also holds teams/individuals accountable for playing during a league or tournament.

How can I become an Intramural Official or Competitive Sports Manager?
To become an Intramural Official you will need to attend the appropriate sports officials trainings announced at the beginning of each quarter (Fall, Winter, Spring). These trainings serve as your interview for the Intramural Official and you will be notified of your hiring status upon completion of trainings. Competitive Sports Managers are hired internally from the existing pool of Intramural Officials.

Where can I find sport specific rules?
Sport specific rules and regulations can be found on the Intramural Sports website at on imleagues.com under handbooks and manuals.
HOW TO SIGN UP FOR INTRAMURAL SPORTS

1) Create an IMLeagues Account
   OPTION 1 – SIGN UP ON COMPUTER
   i. Go to urec.seattleu.edu/IMleague
   ii. You will be prompted to login. Login to the site using your Seattle U username and password
   iii. Continue to the IMleagues website by clicking the icon
   iv. You will be prompted to fill in some personal information to complete your IMleagues profile

2) Create a team OR join an existing team OR sign up as a free agent
   1) Log into your IMleagues.com account and click the Seattle University link to go to the homepage
   2) Click on the sport you wish to join, followed by the league (Men’s, Women’s, Co-Rec, Open), and then the division (Ex: Mondays 6:30-8:30pm)

Use one of the following 3 options to join/create a team:

(1) Create a Team (for team captains)
   (i) Click the green “create team” button and follow the prompts to create your team
      1. **TEAM NAMES MUST BE APPROPRIATE** – inappropriate team names will be changed
      2. You will be required to pass a quiz on Intramural Sports policies and procedures as well as the basic rules of the sport you’re signing up for.
   (ii) Invite teammates to join the team by clicking “Invite Members” on the team page
      1. If a person has an IMleagues.com account you can search for them by name
      2. If a person has not registered for an IMleagues.com account you can invite them by their email address

(2) Join a Team
   (i) You may join a team in the following ways:
      1. Use the Create/Join Team Button at top right of every page
      2. Accepting a request from the captain to join his team
      3. Finding a team and captain name on division/league page and requesting to join

(3) Join as a Free Agent
   (i) You can list yourself as a free agent in as many divisions within a league as you’d like. You will be visible to all members of the site and can request to join teams, or