



## Intramural Sports Rules and Eligibility

Rice University Recreation and Intramural Sports assume no responsibility for accidents or injuries, as all participants enter the activity voluntarily. It is recommended that each participant have health insurance coverage and a medical examination prior to participation.

All Intramural Sports participants are **REQUIRED** to sign a waiver before playing in their first game which is done when each person creates and signs up for a team at <http://www.imleagues.com/Rice/Registration>

**All Intramural Sports participants must check-in with the Intramural Supervisor using their Rice ID prior to participation** (this does not apply to play-by-date leagues).

### *Student Eligibility*

All students currently enrolled and attending Rice University are eligible to participate in intramural and college sports. Undergraduate students may participate in *college* sports for their college only. For freshman leagues, students must be classified as a freshman/first year student by the Registrar's office. Additionally, students who are new to higher education are permitted to participate in freshman leagues. Transfer students from other institutions not classified as a freshman are not permitted. If an undergraduate student has already played in the freshmen leagues at Rice University, they are not eligible to play in them again. Graduate students must play for GSA (Graduate Student Association) in college sports and events (Exception: Resident Associates who are graduate students will play for their college). *Graduate students who attended Rice as undergraduates may play for their former college **only** if they are associates of that college. If they are not associates of their former college, they will only be eligible to play for GSA.* Graduate students must also pay a \$25 annual fee as well as be a Recreation Center member. Memberships and fees can be paid [online](#) or at the Recreation Center administrative offices. Students with disabilities, where the disability may impact their participation in any team/individual sport, should contact our office to determine if reasonable accommodations can be provided.

### *Faculty/Staff and Associate Eligibility*



All members of the Rice University faculty and staff are invited to participate in *recreational* league sports without restriction. Faculty and staff members are also eligible to play in college events if they are a current faculty or university associate of a college. Alumni associates of the colleges are eligible to play *recreational* sports, but not *college* sports (with a Recreation Center membership). Community members or community associates are not eligible for participation in the Intramural Sports program.

### *Spouse Eligibility*

Spouses of a college magister or college resident associates are eligible for both recreational and college events. Other spouses are welcome to play in all recreational leagues for a \$25 annual fee (paid online or at the Recreation Center administration offices). Spouses must make the Intramural Sports office aware that they will be playing as well as signing an IMS waiver.

### *Varsity Athletes Eligibility*

The eligibility of a student who has participated in a college or university varsity sport shall be determined under the following rules:

- An athletic scholarship student who has received a letter in a sport cannot participate in that same sport\* for one full academic year after the last day listed on the official team roster. **Last year on varsity team must be 2016-2017 or earlier to play in 2018-2019 school year.**
- A student who has been a scholarship member of a varsity squad, but has not received a letter may play after one full academic year of non-participation in that sport. **Last year on varsity team must be 2016-2017 or earlier to play in 2018-2019 school year.**
- A non-athletic scholarship student who has received a letter in a varsity sport will be eligible to participate in that sport after one full academic year of non-participation. **Last year on varsity team must be 2016-2017 or earlier to play in 2018-2019 school year.**
- A non-athletic scholarship student who participated in a varsity sport and did not letter, will be eligible to participate in that sport the following academic year. **Last year on varsity team must be 2017-2018 or earlier to play in 2018-2019 school year.**
- \*Or variations of the sport (i.e. Flag Football, Free Throw and 3-Point Contest, Softball and Volleyball.)



- Ex- varsity athletes who have sat out the required academic year are eligible to participate in Intramural Sports, see Faculty/Staff, Athletes and Club Players in the Game section for the number of ex-varsity athletes allowed on the field/court at a given time.
  - If you have current or former student athletes on your team, it is recommended to check with the Intramural Sports office before they play in their first match.

### *Club Sports Eligibility*

All club players are eligible to participate in college sports without restrictions for their college only. For recreational sports, see Section I for the number of club players allowed on the court/field at a given time for any intramural sport that is similar to their club sport. Official club rosters will be determined at the beginning of each semester. Each roster will include those who have practiced and/or played for that club.

Similar club sports to intramural sports include:

- Baseball Club = Intramural Softball
- Water Polo Club = Intramural Innertube Water Polo
- Men's/Women's Soccer Club = Intramural Indoor/Outdoor Soccer
- Men's/Women's Volleyball Club = Intramural Volleyball/ Sand Volleyball
- Men's/Women's Basketball Club = Intramural Basketball
- Men's Rugby Club = Intramural Flag Football

### *Contract Employee Eligibility*

Contract employees are not eligible to participate in recreational or college sports. To be eligible you must be a Rice University employee registered through the Human Resources department.

### *Professional Athletes Eligibility*

Any athlete, who has played at the professional level in any sport, must be five years removed to be eligible for that sport. (For example if one wanted to participate in the 18-19 intramural season, the last time they could have played professionally would have to been in the 13-14 season).



\* Professional athletes are defined as any athlete who has received compensation for playing a particular sport. This includes but is not limited to: Players who have participated in leagues outside of the U.S, players who have participated in tournaments with other professionals, players who have participated in a “Semi – professional” league, or players that have been sponsored.

### *Rosters and Score Sheets*

All team rosters are due during the listed entry period. ***Team names must be no more than 20 spaces long and must be clean (not profane or offensive).*** New players may be added at any time during the regular season.

**Recreational Sports Leagues-** In order to be eligible for the playoffs a player must play in at least one regular season game.

**College Sports Leagues-** All (gender exception) college members are eligible for the playoffs even if they did not play in any regular season games. However, teams cannot add players to their roster for any final game in that sport.

A player is eligible for only one team roster per sport (regardless of the various levels of play). A player may be deleted from a team and added to another team provided that they have not played for the original team. If a participant is found to be playing for two or more teams, all involved teams will forfeit all games in which the ineligible player participated. Teams may have an unlimited number of varsity athletes, club players and faculty/staff on their rosters (see Faculty/Staff, Athletes and Club Players in the Game section for limits on the number of these players actually in the game). All score sheets must be checked before each game. The team captains are responsible for player eligibility and recording their respective players' names and jersey numbers before each contest.

### *Faculty/Staff, Athletes, and Club Players in the Game*

These groups are allowed a limited number of players on the field/court at any one time as follows:

#### **For Recreational Sports:**

- **Team size of 7 players** – 1 varsity athlete, or 2 club players of that sport and unlimited faculty/staff, or 2 ex-varsity



- **Team size of 8 players or more** – 2 varsity athletes, or 2 club players of that sport and unlimited faculty/staff, or 2 ex-varsity
- **Team size of 6 players or less** – 1 varsity athlete, or 1 club player of that sport and unlimited faculty/staff

#### **For College Team Sports – Undergraduate teams:**

- **Team size of 7 players or less** – 1 varsity athlete & 1 associate (faculty or university) or 1 ex-varsity athlete
- **Team size of 8 players or more** – 2 varsity athletes & 2 associates (faculty or university) or 2 ex-varsity athletes

#### **For College Team Sports – Graduate teams:**

- **Team size of 7 players or less** – 1 faculty/staff, or 1 ex-varsity athlete
- **Team size of 8 players or more** – 2 faculty/staff, or 2 ex-varsity athletes

#### **For College Billiards, Tennis, and Table Tennis:**

- **Undergraduate teams** – 1 associate (faculty or university), can participate in only two matches
- **Graduate teams** – 1 associate (faculty or university), can participate in only two matches

#### **For College Special Events (Cross Country and Swim Meet):**

- **Undergraduate teams** – Associates are no longer allowed to participate in these special events
- **Graduate teams** – Associates are no longer allowed to participate in these special events

**Note:** Any faculty/staff member who is an associate at a residential college is ineligible to compete for the GSA

#### *Women Participating in Men's Leagues & Vice Versa*

Women may participate in a men's league if the same sport is not offered to them through the Intramural Sports program. Men may not participate in women's sports.

#### *Conduct of Students, Players and Coaches*



Any student, player, or coach displaying unsportsmanlike conduct (profane or abusive language, threatening actions, or fighting) to an opposing player, coach, official, or supervisor in an intramural contest shall be required to immediately leave the premises on which the contest is being held. The official in charge shall be responsible for enforcing the ejection penalty. Any action(s) that the Assistant Director deems excessive will be turned over to the Disciplinary Board and/or University Judiciaries. **FIGHTING AND ALCOHOL USE IS NOT TOLERATED.**

### *Sportsmanship Rating System*

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the Intramural season. Behavior before, during, and after an Intramural contest is included in the rating. **The team captain is responsible** for educating and informing all players and spectators affiliated with his/her team about the system.

Each team in each contest shall be rated by the officials. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet, and will be updated online.

In all cases, Intramural Supervisors or Administrative Staff may provide input which may raise or lower the rating. Officials have been instructed not to comment to teams about ratings. Teams may inquire with an Intramural Supervisor at the game site to view their sportsmanship rating or view it online. A team captain may appeal his or her team's sportsmanship rating by submitting an appeal to the Intramural Office by 5:00PM of the next business day following the contest.

Team sportsmanship is graded according to the following scale and criteria:

**Outstanding Sportsmanship – 4:** All players cooperate fully with staff, officials, and opposing team throughout the competition. The captain respectfully converses with staff and officials when needed and has full control of his/her team.

**Good Sportsmanship – 3:** Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team does not show any aggressive dissent towards staff or opposing team except for one or two minor incidents which may or may not merit a warning from the officials or manager. Highest grade a team may receive if issued an unsportsmanlike behavior penalty.



**Average Sportsmanship – 2.5:** Team members are in control most of the contest. Team had one major incident or multiple minor incidents which may or may not merit a warning from the officials or manager. Highest grade a team may receive if one player was ejected for unsportsmanlike conduct.

**Below Average Sportsmanship – 2:** Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators.

**Poor Sportsmanship – 1:** Team members continually exhibit dissent towards officials and opponents. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Highest grade a team may receive if two players were ejected for unsportsmanlike conduct.

**Season Ending Sportsmanship – 0:** The team is completely uncooperative, out of control, or shows no respect for staff and/or opponents. The team has multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors. Teams that receive this rating are subject to immediate dismissal from league or tournament play or suspension from all Rec Center programs and facilities.

### *Individual Sportsmanship*

Individual unsportsmanlike penalties will carry over from sport to sport. Once a participant receives a 3rd unsportsmanlike penalty during the course of the school year, they will automatically be ineligible from all intramural sports competition for one week. If a participant receives a 4th unsportsmanlike penalty during the course of the school year, they will automatically be ineligible from all intramural sports competition for three weeks. If a participant receives a 5th unsportsmanlike penalty during the course of the school year, they will be automatically ineligible from all intramural competition for the remainder of the school year.

### Alcohol and Improper Behavior Policy:

1. A person under the influence of alcohol CANNOT play in Intramural Sports activities.
2. A person altered by any other drug CANNOT participate in Intramural Sports activities.
3. The Competitive Sports Staff (Intramural Officials, Supervisors, Coordinator or Assistant Director) have the right to keep anyone from play or take anyone out of play who is harmful to



other participants due to alcohol/drugs, abusive unsportsmanlike behavior, unnecessary roughness, bleeding, harmful equipment, and any other situations deemed harmful.

4. Anyone failing to comply with the staff and policies/procedures will have to explain themselves to the Campus Police.
5. Being ejected from the field/court results in suspension from future participation and possible judicial intervention. The length of suspension is contingent on the severity of the incident(s).

If a player is ejected from a game he/she will be required to:

1. Set up a meeting with the Assistant Director for Intramural Sports regarding their ejection;
2. Sit out the next scheduled game involving their team, or other IM event
3. Pay a \$25 fine
4. Not participate in any other IM activities until the suspension has been served.

Note: Depending on the severity of the incident, additional requirements (longer suspensions, etc.) may be necessary.

If the same player is ejected a second time from any sport, the player will be required to:

1. Meet with the a professional staff member of the Competitive Sports Staff regarding their ejection;
2. Sit out the next two scheduled games involving their team (Exception: If a player is ejected from two games during the same sport season, that player will not be allowed to play any future games in that particular sport for the remainder of the academic year);
3. Pay a \$50 fine; and
4. Not participate in any other IM activities until the suspension has been served.

\*\*\* In extreme cases and/or appeals to suspensions (no appeals on 1 or 2 game suspensions) the Intramural Sports Disciplinary Board will decide on rulings. Further actions may be taken to University Judiciaries.\*\*\*

Participants will receive an additional \$25 fine for:

- Failing to meet with a Competitive Sports Professional Staff member regarding their ejection
- Any ejections occurring during the last scheduled game for that player's team
- Failing to show for any assigned officiating duties
- Participating in any IM activities while under suspension (Teams will also be forfeited from league and a forfeit fee will be imposed)





## *Grace Period*

At game time, if one team (Team A) has enough players to start the game, and the other team (Team B) does not have enough to start but at least one member signed in, the supervisor will ask Team A if they would like to win by Default or wait an additional five (5) minutes for Team B to possibly have more players arrive.

- If Team A chooses to win by Default, the game will be declared a Default at that point.
- If Team A chooses to wait an additional five (5) minutes, the game clock will then start, and the teams will wait to see if additional players from Team B arrive.
  - If Team B has enough players arrive before the five (5) minute “Grace Period” expires, then the game will begin as it normally would with the game clock still running.
  - If Team B does not have enough players arrive before the five (5) minute “Grace Period” expires, then the game will be declared a Default once the five (5) minutes are up.

## *Forfeits and Defaults*

A team will receive a **DEFAULT** if they have at least one player signed-in at game time, but not enough to start a game. When a team defaults with at least one player signed-in at game time, a loss will be recorded in the standings, the team will receive a 2.0 sportsmanship rating for the game, and the team captain or College will be billed a \$35 fee. Any team that defaults will be ineligible for the post-season, **unless** the team captain informs the Intramural Sports office no less than 48 hours before the scheduled game time that they are defaulting. When this happens, a loss will be recorded in the standings, the team will receive a 2.0 sportsmanship rating for the game, but the team captain or College **will not** be billed a \$35 fee.

A team will receive a **FORFEIT** if they do not have any players signed-in at game time. When a team forfeits, a loss will be recorded in the standings, the team will receive a 0.0 sportsmanship rating for the game, and the team captain will be billed a \$35 fee. Any team that forfeits will be ineligible for the post-season.

Any team that receives a second forfeit or default (or one of each) will automatically be removed from the league and ineligible for any remaining games.

When a team defaults or forfeits, the following score will be recorded for the game:



- Basketball: 20-0
- Badminton: 2-0
- Billiards: 2-0 (Recreational); 3-0 (College)
- 4-on-4 Flag Football: 20-0
- Flag Football: 19-0 (Men's); 25-0 (Co-Ed)
- Floor Hockey: 8-0
- Innertube Water Polo: 7-0
- Soccer: 7-0
- Softball: 10-0
- Table Tennis: 2-0 (Recreational); 3-0 (College)
- Ultimate Frisbee: 9-0
- Volleyball: 2-0

### *Protests*

Judgment calls are not disputable. Eligibility and rule interpretation protests must be made on the field/court of play immediately following the incident(s) in question. At the same time the captain of the team protesting must notify the opposing captain and the official(s) that the game is under protest. The official(s) should notify the supervisor on duty, who will then try to resolve the protest along with them. If the captain who protested is found to be correct at the game site then the game will resume with the corrected interpretation of the rule(s) applied. If the captain is incorrect then his/her team will be charged with a time-out and the game will resume with the initial ruling being applied. If the protest can NOT be resolved at the game site then the officials and supervisor will fill out the **PROTEST FORM** which details the situation for the Competitive Sports staff to review. The Competitive Sports staff will contact both team captains and official(s) with the final decision in each case. Protests may be dropped by the captain who headed the protest.

### *Reschedules*

If a team is requesting a schedule change for any match, a team captain must follow the protocol below:



- The captain requesting the change **MUST** notify the IMS office **AND** their opponent's captain **at least two business days** (business hours are Monday – Friday, 8:30am – 4:30pm) prior to game time. To inform all parties:
  - The captain requesting the change will email [ims@rice.edu](mailto:ims@rice.edu) and cc their opponent on the email as well, stating that their team is using their one reschedule request for that sport. Information that needs to be included is: Sport, Date, Time, Teams. Opposing captain's email can be found on IMleagues.
- The IMS Office will then send an email to both captains with 3 options they may choose to make up the game. Both captains have **48 hours** to reply to the email from the IMS Office with their preferred dates. If a captain does not reply back within 48 hours, the IMS Office has the right to reschedule the game where they see fit. *Note: Depending on how much time is left in the sport and availability of staff, 3 options may not be available all the time.*
- Teams will be allowed only ONE rescheduling request per regular season. (No reschedule requests can be made during the playoffs. Only IMS initiated reschedules can change playoff dates/times).
- Once a game has been rescheduled with our office it will **NOT** be changed a second time.

#### Notification Policy:

- **Notified less than two full business day in advance** (business hours are Monday – Friday, 8:30am – 4:30pm) – **NO CHANGE**, play or forfeit on the regularly scheduled time.
- **Notified more two business days or more in advance** (business hours are Monday – Friday, 8:30am – 4:30pm) – reschedule request will be accepted, as long as a team has not already used their one reschedule request.

\*Again, business days are Monday – Friday, from 8:30 am – 4:30pm. **ANY E-MAILS SUBMITTED DURING NON-BUSINESS HOURS WILL NOT BE CONSIDERED RECEIVED UNTIL THE FOLLOWING BUSINESS DAY.**

#### *Weather*

In case of inclement weather, a member of the Competitive Sports Staff will decide whether a scheduled contest shall be played by 3pm the day of the games. Captains will not be charged for games rescheduled due to weather unless they postpone the new game. If the game(s) are called off, the Competitive Sports office will update the website as well as email the captains to make them aware of the decision. If after 3pm, a professional staff member or a supervisor of the intramural staff shall be the judge(s) of determining whether



play will continue. Captains and participants should be mindful of weather and routinely checking emails from the Intramural Staff and IMleagues on days of play.

### *Recreational & College Playoff Procedures*

**Recreational:** all teams/players will be eligible for playoffs as long as they have not forfeited a game, or defaulted two games, and have a sportsmanship rating of 3.0 or higher.

#### **College:**

##### **Leagues with 11 or 12 teams:**

The top two teams in each division in the 12 team league; top three teams in each division in the 11 team league with a 3.0 or higher sportsmanship rating, will be notified and included in a single elimination championship playoff. If a team in the top two in their division for the 12 team league; top three in their division for the 11 team league does not have a 3.0 or higher sportsmanship rating, they will not be eligible for the playoffs. The team in their division with the next best record and 3.0 or higher sportsmanship rating will be included in the playoffs instead.

##### **Leagues with 10 or less teams:**

First and second place teams in each division with a 3.0 or higher sportsmanship rating, will be notified and included in a single elimination championship playoff. If a first or second place team in their division does not have a 3.0 or higher sportsmanship rating, they will not be eligible for the playoffs. The team in their division with the next best record and 3.0 or higher sportsmanship rating will be included in the playoffs instead.

**Exception-** teams that have not played ALL their regular season games (aside from program or weather-related cancellations) will NOT be eligible for the playoffs, unless notified by the Intramural Sports office following an accepted petition. The tiebreaker procedures are as follows:

#### Two-way tie:

- First tiebreaker – head-to-head meeting
- Second tiebreaker – point differential using all regular season games
- Third tiebreaker – points allowed using all regular season games



Three-way tie:

- First tiebreaker – head-to-head meeting
- Second tiebreaker – point differential using games in which the tied teams played each other
- Third tiebreaker – **points allowed using games in which the tied teams played each other**
- Fourth tiebreaker – **points differential using all regular season games**

Teams will be seeded for the playoffs based first on regular season win/loss record and then point differential. NOTE: teams from the same division will be placed on opposite sides of the bracket, if possible.

All playoff teams will be notified of their playoff games within 24 hours of the last completed game of the regular season. If the teams do not agree or do not show up for this predetermined date and time, the game will be declared a forfeit for both teams.

### *President's Cup & Points*

The President's Cup is awarded to the college that has the highest point tally for several categories. The winning college will display the President's Cup in their college the following school year. **The top four teams in each event will receive President's Cup points in the following manner: 1<sup>st</sup> place = four points, 2<sup>nd</sup> place = three points, 3<sup>rd</sup> place = two points, 4<sup>th</sup> place = one point. If two or more teams are tied, they will receive an equal share of the points allocated for their final positions.** President Cup points for third and fourth place will be managed in the following manner (as needed):

- First tiebreaker – head-to-head meeting
- Second tiebreaker – regular season win/loss record (ONLY if teams played the same number of regular season games)
- Third tiebreaker – outcome of finals (i.e. if Team A wins the championship, the team who lost to Team A in the semifinals will be awarded third place)
- NOTE: If a team forfeits in the semifinal round they automatically receive fourth place.

Should two colleges finish the school year tied for the President's Cup lead, the first tiebreaker shall be **President's Cup points in Intramural-Only events (i.e. All President's Cup points won in sports other than Beer Bike or Powderpuff Football.)** Should the two colleges remain tied, the second tiebreaker shall be overall record in head-to-head competition against the other tied college in *Intramural Team Sports*. The only sports that shall be considered for this tiebreaker will be Football (Men's College, Freshmen College,



Coed College), Basketball (Men's College, Women's College, Freshmen College), Soccer (Men's College, Women's College), Softball (Men's College, Women's College), Volleyball (Men's College, Women's College), Ultimate and Floor Hockey. Every meeting between the two tied colleges (regular season and playoff) in these 6 team sports shall be considered. The Intramural Sports Department reserves the right to determine third and fourth tiebreakers, as needed, at any time and without the input of the tied colleges.

**Freshmen sports (Football and Basketball) will count towards the President's Cup ONLY if GSA is not in 1st place.**

### *Recreational Sports Champions*

All champions of **RECREATIONAL** Sports events (NOT COLLEGE) will be given a championship t-shirt and are invited to attend the Champions, Sports Rep, and Staff Awards Picnic which takes place at the end of the spring semester.

### *Play-By Date Sports*

Participants that sign up for sports whose games are to be completed by a certain date ("Play-By Date" sports) must complete all games. In the event that a participant does not complete all assigned games, they will be assessed a \$5 fee. **If a participant does not complete all assigned games by the final play-by date, the fee will be assessed.** Follow the instructions outlined in your league descriptions on IMleagues upon registration for how to contact your opponent, etc.

### *Intramural Fees*

Undergraduate students automatically pay their intramural fee with other university fees. Graduate students are required to pay their \$25 intramural fee PRIOR to participation in any intramural event. Payments can be completed [online](#) or in person at the recreation center. **All Intramural Sports participants must be members of the Recreation Center.**



**Please Note: All final decisions to eligibility and game rules will be at the discretion of the Competitive Sports staff.**

## **FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:**

Chris Watkins, Assistant Director for Competitive Sports

713-348-2733

Email: [cwatkins@rice.edu](mailto:cwatkins@rice.edu)

Website: <http://recreation.rice.edu/ims>

Cara Caspersen, Coordinator for Competitive Sports

713-348-8810

Email: [ccaspersen@rice.edu](mailto:ccaspersen@rice.edu)

Website: <http://recreation.rice.edu/ims>