



Rochester Institute of Technology Intramurals Handbook

CONTACT INFORMATION

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RIT PUBLIC SAFETY

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MISSION STATEMENT

The mission of Recreation and Wellness Programs is to promote and develop healthy lifestyles, social interaction, leadership skills, and sportsmanship by providing innovative recreational programs, services, facilities, and employment opportunities that are outcomes-based, comprehensive, inclusive, and of the highest quality.

ELIGIBILITY

STUDENTS

All RIT students who are currently enrolled in classes, either part-time or full-time, are eligible to participate in intramurals. RIT students participating in club or varsity sports may be restricted from participating in similar intramural sports. Students from other universities are not permitted to participate in intramural sports at RIT.

CLUB SPORTS ATHLETES

Club players are defined as those paying dues to a club and/or are listed as a member of the club on the official sport club roster during the current academic year. Students participating in a competitive club sport may participate in intramural sports similar to their respective club sport(s) with a few restrictions:

- Club Sports athletes may not participate in beginner intramural leagues.
- A maximum of one club sport athlete may be active on the roster of an intermediate team.
- A maximum of three club sports athletes may be active on the roster of an advanced team.

The above are general guidelines used for intramural leagues. However, some sports may have exceptions noted on the main page for said sport on IMLeagues.

VARSITY ATHLETES

Students participating in varsity athletics are not eligible to participate in an intramural sport that is the same, or similar to, their respective varsity sport(s). Varsity athletes may participate in all other intramural sports without restriction. This restriction is lifted in the instance a varsity athlete is absent from the roster for a minimum of one academic year.

Persons classified as a red shirt, or those working out with the varsity team, shall be treated as varsity members. Varsity players are considered those participating in either practice or any type of competition. Intercollegiate athletes are ineligible to participate in the sport, or related sport, for one full academic year after varsity status ceases. Afterwards, former varsity athletes will follow the same league restrictions as noted for club players above.

NON-REGISTERED STUDENTS

RIT students who are not currently enrolled in classes may participate in intramural sports with an active SLC membership. Non-registered students will need to purchase an SLC membership from the Main Office.

STUDENTS ON CO-OP

Any student that is on co-op may continue to participate in intramurals without restriction. However, due to the registration process for co-ops, students on co-op may experience a delay in active SLC membership at the beginning of the semester, preventing students on co-op from registering for intramurals. If you are on co-op and are having trouble registering for intramurals, please contact the Intramural Office at intramurals@rit.edu.

ALUMNI

Alumni may participate in intramurals with an active SLC Membership. You may purchase a membership at the SLC Main Office.

FACULTY/STAFF

Current Faculty/Staff may participate in intramurals without restriction. Faculty/Staff automatically are granted an SLC Membership upon hiring and will be able to access intramural registration without additional action required.

RETIREEES

Retirees may participate in intramurals with an active membership. Complimentary memberships are provided for retirees.

COMMUNITY MEMBERS

Any member of the SLC who does not have any other affiliation with RIT. Individuals with a membership to the Student Life Center who do not fall within the above criteria are not eligible to participate in intramurals. No exceptions.

INELIGIBLE PLAYERS

Anyone who does not meet the above eligibility requirements are unable to participate in any intramural events. Participants or spectators ejected from an intramural contest are ineligible to participate in any intramural activity until reinstated by Intramural Administration.

Teams may not play ineligible players even by mutual agreement of both team captains and other players in the contest. Such players shall be ineligible for all competition. If teams have a question about the eligibility of a player, they should check with the intramural sports professional staff before allowing the player in question to participate.

If intramural staff discover any ineligible participants(s) on a team, they may forfeit any contest immediately. A team who was previously informed of an ineligible player by intramural staff, but continues to use such player(s), may be dropped from further competition. All contests in which an ineligible player participated shall be recorded as a forfeit.

PROGRAM STRUCTURE

Intramurals offers both leagues and single-day tournaments throughout the semester. Leagues for most sports begin the third week of class and run for a 10-week season. The last two weeks of the season consist of a single-elimination playoff tournament where the top teams compete for championship t-shirts. Leagues for the largest sports offer three different skill levels:

- **Beginner leagues** are designed for participants with little to no playing experience, or for students seeking a more recreational experience.
- **Intermediate leagues** are defined by the average skill level of a team, rather than the skill level of specific players. Intermediate teams will have a combination of beginner and advanced players on the roster.
- **Advanced leagues** are the most competitive leagues and are structured for players with significant experience with the sport, typically with high school varsity teams and travel leagues.

Activities can be broken down into leagues and divisions. The league is the overall skill level for a sport, and the division is the specific time(s) the activity is taking place. For example, Beginner Soccer is a league, and Monday 7:00-11:00pm is a division of Beginner Soccer. Participants of the Monday night division are competing against one another, but are not competing against teams in other divisions of the beginner league.

Tournaments are offered throughout the semester as single-day events and are open to participants of all skill levels. Tournaments are hosted for smaller sports that do not have an intramural league, with the aim of hosting one new tournament each month throughout the semester. Depending on the sport and the number of teams, participants may compete in either a single or double elimination tournament bracket for a prize.

TEAM AND PLAYER REGISTRATION

IMLEAGUES REGISTRATION

To participate in intramural leagues and tournaments, participants must be registered as a team or individual on IMLeagues prior to participation. Please see below for information on registration. For questions and/or help with the registration process, please contact the Intramurals Office.

1. Go to recwell.rit.edu and select login. Please select the "RIT Intramurals" icon once you are signed in. You will be asked to click on the IMLeagues image, which will redirect you to the IMLeagues page.
2. Once you are logged in on the IMLeagues page, all the sports/events offered for the semester will be listed along with their registration period and start dates. Each individual sport/event will also list the leagues offered (beginner, intermediate, advanced, etc.)
3. Click on the league you would like to create a team for, and it will take you to that league's page. The league home page will then show all the divisions available for that league, including the pre-registration/waitlist.
4. Click on the waitlist division and follow the instructions to create a team. When creating a team, we highly recommend opting into day of game reminders.
 - a. **Quiz:** Participants will be required to complete a mandatory quiz during the team registration process. The quiz questions will be generated from the Policies and Procedures, and many include sport-specific rules. All participants must score a 100% on the quiz to complete registration.
 - b. **Team Names:** Team names are subject to the approval of intramural staff and they reserve the right to change a team name at any time. Any names deemed inappropriate will not be permitted.
 - c. **Note:** To move a team out of the waitlist, it must be done during the registration period for that sport/event AND the team must have the minimum number of required players on the roster. Captains are responsible for inviting members to the team to meet the minimum number of required players before the registration deadline.
5. Each league/division has a set number of teams that are allowed. Once that league/division is full, no more teams will be allowed to join. It is recommended to register your team early to have the best selection of times/days.
6. After the team is created and moved into a division, it is the captain's responsibility to ensure everyone who will be playing on the team is added to the roster on IMLeagues.com BEFORE the scheduled game. Please be aware that emails from IMLeagues.com may go into the junk folder.
 - a. All teams are encouraged to pick up free agents if they do not yet already have a full roster. Similarly, if you do not have a team to join, you may register as a free agent and request to join existing teams.

CAPTAIN RESPONSIBILITIES

Each intramural team should have a team captain. The method by which this captain is selected is entirely up to the team. This individual should serve as a liaison between the team and intramural sports staff. Some duties of the captain include:

- For each team sport, complete the online registration to register the team in the league. They must also create the team in IMLeagues prior to the registration deadline.
- Be responsible for updating the team roster on IMLeagues.
- Be responsible for the eligibility of the members of their team. This includes ensuring that they are registered on IMLeagues and fit one of the eligibility criteria to participate in their division.
- Ensure that team members are wearing the proper protective equipment as defined in the sport specific rules and regulations.
- Be responsible for informing the players of the source of the rules for that sport and any revisions or clarifications issued by intramural staff.
- Ensure that team members are aware of the schedule and update them of any schedule changes that occur during the season.
- Be responsible for having the team on the field of play ready to start at the scheduled time.

SCHEDULES

Registration for intramurals always begins on the first day of class. Registration closes on the Wednesday of the second week of class. Intramurals begin the third week of class. Most sports will be scheduled for an eight-week regular season, followed by a two week single-elimination playoff tournament. This is subject to change each semester depending on university events and facility availability.

When registering for a sport, it is important to note that preferred game times for each team will be considered, but cannot be guaranteed. Teams should be prepared to play at any time within the provided window for a sport. If a team is not available for most of the timeframe provided for their chosen sport, it is recommended the team registers for another division or activity.

RESCHEDULE POLICY

If your team knows in advance that you will be unable to attend a game, the team captain can either forfeit, default, or request a reschedule. The team requesting the reschedule then needs to reach out to the opposing team's captain and mutually agree on a new time and day for the contest.

Please keep in mind that you may choose to reschedule outside of normal league hours, however intramurals will not provide officials. If you choose to reschedule outside of normal league hours, you may check the [online reservation system](#) and reserve space for the competition. While it is not required to reserve space in the SLC, it is recommended in order to guarantee that a facility is available. After the contest is complete, you may submit scores to the Intramurals Office.

It is possible to reschedule a game to take place during normal league hours, however this is situational and cannot be guaranteed. This will depend on if there are open time slots for that league. You may request to swap time slots with another pair of teams. In order to do so, the team captain must contact their opponent, as well as the two teams playing at the preferred time. If all teams agree, game times may be swapped.

Example: Your team is unavailable to play at 8:00pm due to exams, but can play at 10:00pm. The team captain can contact their opponent playing at 8:00pm and request to play at 10:00pm. If the opponent agrees, the team captain can reach out to both teams playing at 10:00pm and see if their teams would be willing to play at 8:00pm instead.

Once a mutual decision has been made, the team requesting the reschedule should send an email to the Intramural Office, with the captain of the opposing team copied onto the email, no later than 12:00 PM the day of their scheduled contest. For a contest on Sunday, the email needs to be sent no later than 4:00 PM on the Friday before the scheduled contest. The opposing team reserves the right to refuse any reschedule request.

DEFAULTS AND FORFEITS

A **default** occurs when a team provides a minimum of twenty-four hours notice that the team will be unable to attend a game. For games taking place on weekends, the default must be submitted by 4:00pm on Friday. When a team defaults, the default is recorded as a loss on league standings and the number of defaults is denoted separately. A defaulting team will automatically receive a sportsmanship rating of 2.0.

A **forfeit** occurs in the following situations:

- The team is absent from the game without advance notice, or less than twenty-four hours notice.
- The team is present for the game, but cannot field the minimum required number of players.
- The team is more than ten minutes late for the game.
- The supervisor cancels the game due to team behavior.

Teams that forfeit a game automatically receive a sportsmanship rating of 1.0. If a team accumulates two or more forfeits and/or defaults, the team may be removed from the league at the discretion of Intramural Administration. If a team forfeits or defaults a game within the first two weeks of the regular season, the team will be removed from the league. In both scenarios, the team will be replaced with a team on the waitlist if a waitlisted team is available and ready to play.

Teams must be checked in and ready to play at the time of the scheduled contest to avoid penalties. Therefore, it is suggested that teams arrive at least 15 minutes before game time to allow for parking, signing in, and warming up. If neither team is present and ready to play, a double forfeit will be issued. If 1 team has at least the minimum number to play, they will have the option of taking the win, or allowing up to a 10-minute grace period for the other team to arrive. The play clock will begin at game time. After 10 minutes, a forfeit will be declared if one or both teams are not ready to play.

LATE ARRIVAL SCORES

The scores listed below are awarded to the “ready” team if the second team arrives within the designated time frame and play commences. The team that arrived and was ready to play on time for the game will be awarded extra points at the start of the match if the opposing team is up to ten minutes late for the game. This includes if the opposing team was present, but was not ready to play at the designated game time.

Sports	Starting Score if Opponent Arrives Within 0-9:59 Minutes of Game Time
Basketball	10-0
Soccer	2-0
Volleyball	6-0
Pickleball	2-0
Flag Football	6-0
Softball	4-0
Ice Hockey	2-0
Ultimate Frisbee	2-0
Tennis	30-0
Badminton	5-0
Cricket	4-0
Dodgeball	1-0 (Matches)

SPORTSMANSHIP

To promote good sportsmanship, RIT Intramurals has adopted a sportsmanship policy. It is the responsibility of the team and players to make sure the game atmosphere is friendly and fun to both staff and fellow participants. The sportsmanship rating will be determined by game officials and supervisor and will include behavior before, during and after each contest. Each team will earn a rating after each game. Ejections occur when an individual earns 2 minor infractions or 1 major infraction.

- Minor infractions include, but are not limited to:
 - Verbal and non-verbal dissent towards officials
 - Taunting opponents or staff
 - Actions detrimental to the spirit of the game
 - Unnecessary contact with opponent
- Major infractions include, but are not limited to:
 - Excessive verbal and non-verbal dissent towards officials
 - Threats towards staff or opponents
 - Fighting
 - Second minor infraction on the same player

SPORTSMANSHIP RATING SCALE

-Teams must maintain an average sportsmanship rating of 2.75 or higher in order to be eligible for playoffs.

-Teams with an average rating of 2.0 or lower halfway through the season (4 weeks in) will be removed from the league. Please note, this rule only applies to leagues running for a full 8 weeks. For leagues with 4-week regular seasons, teams with a 2.0 or lower average rating simply will not be eligible for playoffs.

4.0 – Excellent

- The team was ready to play at the designated game start time.
- Players conversed calmly and rationally with officials regarding the interpretation of rules. Players did not disrupt the flow of the game to argue the rules.
- Players respected calls made by officials.
- Players were civil and respectful towards members of the opposing team.
- There were not any major infractions.

3.0 – Average

- A team that was present for the game, but was not ready to play at the designated game start time, may receive no higher than a 3.0 rating.
- Players may exhibit dissent regarding some calls, but remain calm and respectful.
- Players are not physically or verbally aggressive towards officials or opposing team members.
- A team that received one or more major infractions may not receive higher than a 3.0 rating.

2.0- Below Average

- Players use excessive profanity or make inappropriate comments towards officials, opposing team members, or spectators.
- Persistent complaints regarding officials and calls made during the game.
- Teams that default a game will receive a 2.0 rating.

1.0- Poor

- Teams that forfeit a game will receive a 1.0 rating.
- Teams that have a player ejected may not receive higher than a 1.0 rating.

PLAYOFF REGULATIONS

For *most* sports, a single-elimination tournament will be held at the conclusion of the regular season for all divisions. The parameters for each playoff bracket will be at the discretion of intramural administration.

Playoffs run for a period of two weeks. The first week is used to determine semifinalists. The second week is when the championship game will take place. Division champions will receive a championship t-shirt!

Playoff brackets are generated at the end of the regular season based on league standings. Each division will have a separate playoff bracket. For most sports, the top 6 teams will advance to playoffs. For racquet sports (pickleball, badminton, tennis, etc.), the top 12 teams will advance to playoffs.

Please note, this is subject to change based on facility availability and the above numbers may be adjusted according to the amount of time each division has to play. Teams with a total of two or more forfeits and/or defaults are not eligible for playoffs.

TIE-BREAKERS

If teams are tied in league standings, the following methods will be used to rank the teams in order:

1. **Forfeits/Defaults:** In the instance teams have an equal record, a team with a forfeit or default will always be ranked lower than the other team.
 - a. **Example)**
 - i. Team 1: 3 Wins, 5 Losses, 0 Ties
 - ii. Team 2: 3 Wins, 5 Losses, 0 Ties, 1 Loss is a forfeit
 - iii. Team 1 will be ranked higher.
2. **Head-to-head matchup results:** If the teams faced one another, the team that won the match will be ranked higher. If the teams faced each other multiple times, the team with the most wins would be ranked higher.
 - a. If there is a tie involving three or more teams, the team with the most wins amongst the tied teams will be ranked the highest.
 - i. Occasionally, teams in this situation will have an equal number of wins and losses against other tied teams. If possible, the tie will be broken using another method. If not, intramurals administration will attempt to include all of the tied teams in playoffs.

3. **Total Score:** Scores from each game over the course of the season will be tallied and the team with the highest total will be ranked higher.

All sports hosted by RIT Intramurals will follow the structure described above regardless of playoff standards established by other institutions or professional associations.

CONDUCT

GENERAL DISCIPLINARY GUIDELINES

All intramural teams and team members represent RIT and the intramural program. There will be a zero-tolerance policy in effect for all matters regarding conduct while participating in intramurals:

- Any team may be removed from participation at the sole discretion of the Intramural Office.
- Any individual or team who instigates or participates in a fight, regardless of cause, will be immediately removed from the premises and suspended. If necessary, the incident will be reported to Public Safety.
- Any individual or team who argues with the call of our student officials will receive a penalty.
- Any individual or team that verbally or physically threatens an official or any Institute staff member in any way, student or otherwise, will receive a penalty, be removed from the premises, and suspended. The incident will be reported to Public Safety, and if necessary, outside authorities.
- Team captains are responsible for the conduct of their players as well as their fans. The possession and consumption of alcohol or drugs is prohibited in all athletic facilities. Any individual found to be in possession of, or under the influence of alcohol or drugs at any time during an intramural contest, will be removed from the premises and suspended. The incident will be reported to Public Safety.

INTENT OF DISCIPLINARY ACTION

Disciplinary guidelines have been established to discourage and penalize behavior which would interfere with the basic purposes of the intramural program, specifically:

- Enjoyment of intramural programs
- Increase in participation in intramural programs
- Safety of intramural programs
- Consideration for the well-being of all participants

DEFINITION OF TERMS

EJECTION

An ejection occurs when a player and or team is removed from the game at the discretion of intramural staff. This is typically in response to a red card, technical foul, or to an equivalent severe infraction in a given sport. Other reasons for an ejection can include, but are not limited to, disorderly conduct, unsportsmanlike conduct, threats of violence, and participating in intramural leagues while under the influence of drugs and/or alcohol.

PROBATION

Preliminary action to address violations of league rules and intramural participant standards. The intent of probation is to allow the person or persons to continue to participate with the knowledge that any further violations will be dealt with more severely. Players and/or teams being placed on probation would result in removal from the league if any further incidents occur.

SUSPENSION

Suspensions will be issued in the case of more severe breaches of acceptable conduct. There are three levels of suspension:

- a. Division level suspension – technical and minor incidents may be penalized by suspending the player in question from the division in which the penalty was incurred
- b. Sport level suspension – issues that pertain to conduct in the sport where the integrity of the sport was not respected may result in a suspension from all play within that sport
- c. Full suspension – serious violations may result in all intramural participation being suspended with the maximum penalty for these offenses being life suspension in all intramural activities

DISCIPLINARY GUIDELINES

1. Physical Abuse of Officials
 - a. Suggested minimum penalty one year suspension
2. Intent to Injure
 - a. Suggested minimum penalty one year suspension
3. Verbal Abuse of Official, Player, or Staff
 - a. Suggested minimum penalty one game suspension plus probation

4. Physical altercations: (pushing, wrestling, other physical contact outside the scope of play but not defined as fighting)
 - a. Suggested minimum penalty two game suspension plus probation
5. Fighting
 - a. Suggested minimum penalty one calendar year suspension plus probation for the next calendar year.
 - b. Fighting is defined as one or more intentional strikes. Any attempted strike will be penalized, regardless of the outcome. (e.g., punch, kick)
6. Ejection under sport specific rules of censure
 - a. Suggested minimum penalty one game suspension plus probation
7. Unsportsmanlike behavior
 - a. Suggested minimum penalty probation
8. Guidelines for Disciplinary Action for Teams
 - a. Three ejections during one season of play
 - i. Minimum penalty team probation for rest of season
 - b. Four ejections during one season of play
 - i. Minimum penalty deduction of two points from the win column, and continued probation for rest of season
 - c. Five ejections during one season of play
 - i. Minimum penalty ejection from league and probation for following season

DISCIPLINARY ACTION

1. The supervisor in any game shall report any action that has been taken in penalizing a player in cases of misconduct, fighting and rough play on the appropriate supervisor report. The supervisor shall provide details of the incident and give the names and teams of players involved.
2. Depending upon the nature of the incident and the specific sport regulations, the individual could receive disciplinary action ranging from probation during future competition, to actual suspension from play. A decision will be sent to the individual by the Intramural Office after an investigation has taken place. Any person already on probation who becomes involved in another disciplinary incident will automatically be suspended from that sport and have supplemental discipline considered.
3. Each case reviewed by the Intramural Office where disciplinary action is considered must be treated solely on its merit during the investigative stage of the hearing. However, the Intramural Office may consider the player's past record when deliberating on the disciplinary action to be taken. The Office may take action as follows:
 - a. Place the individual on probation.
 - b. Suspend the player in question from further participation. There is no limit to the length of suspension that may be imposed.

STUDENT LEADERSHIP OPPORTUNITIES, ROLES AND RESPONSIBILITIES

- **Officials** - Referee weekly sport contests, set up and take down game equipment, and maintain a fun and safe atmosphere for all participants through knowledge of and experience with the game and game rules. Students with sport-specific knowledge may apply. Experience participating in intramurals is preferred, but not required.
- **Supervisors** - Assist with administration of intramural contests and supervision of officials. Internal promotion only.
- **Managers** - Assist with administration of all intramural contests on a given night and supervision of all staff. Managers are a source of information for both intramural staff and participants. Internal promotion only.

INCLEMENT WEATHER

PRIOR TO CONTEST TIME

Administrative postponements or cancellations occur when the weather or other uncontrollable factors make postponing contests necessary. If the weather is questionable, please check your email for updates, as well as the league page on IMLeagues for announcements. Contests will be rescheduled at a later date, if possible, but this cannot be guaranteed. All decisions will be made final, one hour before the first scheduled contest of the night.

CONTEST TIME

If the field conditions support safe play, all outdoor contests will be played as scheduled. Please be prepared and dress accordingly. We will play in rain and snow, but will endeavor to move indoors or cancel if weather conditions are excessive.

In the event of lightning and/or thunder, the contest will be suspended immediately. For the safety of the participants, regulations mandate that play cannot be resumed for thirty (30) minutes when lightning is seen, or thunder is heard.