

## University of California, Merced Intramural Guidelines

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### Department Program Mission Statement

The department's mission is to offer a wide range of high-quality athletics and recreation programs to enhance and enrich students' educational experiences.

Intramural sports strive to provide structured and organized programs while assisting in the fulfillment of such basic human needs as relaxation, socialization, achievement, and physical wellness while promoting teamwork and mutual respect. It is the goal of the intramural sports program to provide the University of California, Merced community the opportunity to participate in the sport of their choice in a fun, friendly, and safe environment.

### Important Contact Information

<b>Intramural Office SAAC Admin Area</b> <b>Office Hrs. M-F 8:30am- 5:30pm</b>	(209) 228-7246	<a href="mailto:imsports@ucmerced.edu">imsports@ucmerced.edu</a>
<b>Demont Oliver</b> <b>Competitive Sports Coordinator</b>	(209) 228-7246	<a href="mailto:Doliver3@ucmerced.edu">Doliver3@ucmerced.edu</a>
<b>Matthew Pelfini</b> <b>Intramural Student Coordinator</b>		<a href="mailto:imsports@ucmerced.edu">imsports@ucmerced.edu</a>

### Registration

#### To create an IMLeagues account

1. Go to [www.imleagues.com](http://www.imleagues.com) and click Create Account or
2. Enter your information, using your UC Merced email (@ucmerced.edu). Search for UC Merced as the school. **(Do not use Facebook login)**
3. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account.
4. You should be automatically joined to UC Merced— If not you can search for UC Merced by clicking the Schools link

#### **How to sign up for an intramural sport:**

Log in to your IMLeagues.com account.

#### **You can join the sport in one of three ways:**

1. Create a team
  - 1) Select the create a team button at the top right of your user homepage page or

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2) Click on the University of California, Merced tab to go to the school's homepage on IMLeagues.

3) The current sports will be displayed; click on the sport you wish to join.

4) Choose the league you wish to play in (men's, women's, fraternity, sorority, etc.)

5) Choose the division you'd like to play in (Monday 7, Tuesday 9, etc.)

- Captains can invite members to join their team by clicking the Invite Members link on the team page. Any invited members must accept the invitation to be added to the team roster.
- If they have already registered on IMLeagues: search for their name and invite them
- If they have not yet registered on IMLeagues: scroll down to the Invite by Email Address box and input their email address.

2. Join a team

- An individual may join a team by:
- Use the Create/Join Team button at the top right of every page
- Accepting a request from the captain to join his/her team
- Finding the team and captain name on the division/league page and requesting to join
- Going to the captain's player card page, viewing his/her team, and requesting to join

3. Join as a Free Agent

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 post information about yourself so teams can request to add you to their team.

Note: The Intramural Department will assist in attempting to get Free Agents added on a team for the semester

Note: IMLeagues offers a live support button in the top right corner of all pages, please use this button if you encounter any difficulties.

### Eligibility

#### Sport Club Members

Current sport club members may participate in Intramural Sports leagues and tournaments. However, a maximum of three (3) sport club members are allowed to play on each team in related sports. Related Sport:

#### Intercollegiate Athletes (ICA)

Current ICA members **may not** participate in Intramural Sports leagues and tournaments that they are playing collegiately. However, ICA members are able to play in their non-colligate sports.

(This includes red-shirt athletes and Proposition 48 athletes). A student shall be considered a member of an athletic team, until eligibility expires or officially released by the coach of the sport.

#### Former Student Athletes

A student who has been a member of a ICA team at a four-year or a two-year college or university in a particular sport is eligible for Intramural Sports competition in a related sport after one academic year from their expiration of eligibility or release from the team. Graduates or transfers from community colleges are also affected by this rule.

#### Professional Athletes

Anyone who is or has been a professional athlete in a particular sport is ineligible to participate in their professional sport or a related sport for two academic years following their professional career.

### Event sign-in/Team Rosters

All participants should arrive at the playing field/court at least 20 minutes prior to their scheduled game time. Participants can check in with the on-site intramural supervisor/Sports Official). The supervisor will then

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direct the team to their designated field/court.

Participants should seek out the Intramural Supervisor/Student Official to check-in for their game. The scorecard for that set of games will be located within a binder or on a clipboard, which should be available at the field/court's assistant's table. If the scorecard is not there, the team/participant should locate the Intramural Supervisor for that playing area. Prior to the beginning of the game, all participants must be completely signed in on the game's scorecard. This is the official team roster for the contest and will be used in determining a team's participation. Each individual must be on the roster through IMLeagues.com before the start of play. In order to be on the roster, players must be added and approved by the team's captain by **12:00pm (noon) of that day's game!** For week ended programming, all players must add and be approved by **3pm the Friday before contest**. At every game the participants **must** have a UC Merced Student ID to be able to check in to play.

Team rosters become "frozen" on the last day of the regular season play for that sport. Once rosters are frozen, no players can be added to the team's roster for post-season play. In order to be eligible to participate in the post-season play, a player must fit into one of the two following qualifications:

- a. Member of the original submitted/created roster (this is determined by the time stamp on IMLeagues.com of when the team was created and the date the player was added to the roster)  
**Must be added before the first season game.**
- b. Has played in at least one (1) game during the regular season

If a player does not meet one of the two qualifications, this player will not be allowed to play on a team during the playoffs. Also a player cannot be added to a playoff team roster from another team's roster within the same league. So if Team A does not make the playoffs, Team B which made the playoffs cannot add a player from Team A's roster (whether it is their best or worst player).

### Activities Schedule

Intramural activities will include, but are not limited to, flag football, ultimate frisbee, soccer, softball, basketball, volleyball, dodge ball, futsal, table tennis, and badminton.

### Captain's Meeting

Attendance at the preseason captain's meeting is mandatory. A representative from each team must be present to receive information about intramural guidelines and rules specific to the sport that they will be playing. This will also be an opportunity for team captains to ask questions of the intramural staff as well as connect with free agent that are looking to join a team.

**Failure to attend a preseason captain's meeting without notice may result in the team being removed from the league and being replaced by a waitlisted team.**

### Locations

Intramural activities take place both within the Gallo Rec Center and Lake Field (Soccer Stadium). All indoor activities Gallo Rec Center: such as basketball, volleyball, and Futsal will take place at the Gallo Rec Center on the Hostetler Courts. Outdoor activities Lake Field Stadium: such as flag football, ultimate frisbee, and soccer will take place on Lake Field.

### Sportsmanship Rating System

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Good sportsmanship is vital to the conduct of each intramural sport. All participants and spectators are expected to behave in a mature, sportsmanlike manner, regardless of the heat of competition. A captain is responsible for the actions of all individual members and spectators directly related to the team. Teams and individuals are equally responsible for insuring proper conduct before, during, and after the contest.

Unsportsmanlike conduct is defined as improper behavior that includes but is not limited to verbal abuse, physical abuse, obscene gestures/actions, vulgar language, fighting and/or striking an official, Taunting supervisor or. Actions that are dangerous or conduct detrimental to the enjoyment and safety of other participants are not tolerated and are grounds for suspension from further intramural participation.

At the end of every contest, The Intramural Staff will rate each team on their sportsmanship. The rating system is based on a five (5) point scale. To be eligible for playoffs a team must have a three (3) average in the occurrence of a three (3) or lower an explanation should be indicated on the game sheet or supervisor report. Any ratings lower than two (2) will result in a meeting between the team captain and the Competitive Sports Coordinator before play can be continued. Spectators and coaches also represent a team and can lower a team's sportsmanship rating.

. An average of three (3) points is also required to be eligible for post-season play.

All teams must maintain a 3.0 during playoffs. In the occurrence of the team receiving lower than a 3, the opposing team with advance to the next round.

Sportsmanship Ratings are based on the following guidelines:

0	Behavior meriting removal from competition
1	Unsatisfactory Sportsmanship. Examples include: fighting, abusive language toward officials or players.
2	Sportsmanship below acceptable limits. Examples include: swearing, lack of respect toward officials and opponents.
3	Sportsmanship within acceptable limits.
4	Above Average Sportsmanship, including congeniality between players, opponents, and officials.
5	Respect and civility shown toward opponents, officials, supervisors, and teammates before, during, and after the competition

Individual sportsmanship will also be monitored by the intramural game staff. Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the intramural officials or intramural supervisors. These conduct warnings or ejections are classified differently in each sport. The following are examples:

### Soccer/Futsal

- One conduct yellow card – Conduct warning
- Two conduct yellow cards or one red card – Ejection

### Basketball

- One technical foul – Conduct warning
- Two technical fouls or one flagrant foul – Ejection

### Flag Football

- One unsportsmanlike conduct penalty – Conduct warning

Two unsportsmanlike conduct penalties – Ejection

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### Player Ejection

If a player is ejected for Level 1 or 2 infractions, The player must:

1. Schedule a meeting with the Competitive Sports Coordinator prior to their next game.
2. Will be suspended from at least 1 Intramural Game.
3. Depending on the severity of the offense, the player might be subjected to a more intense punishment. i.e. Fights, Punches, Physical Altercation, etc. Will be reviewed to and decision is made.
  - The University of California Merced has a zero- tolerance policy for violence. Any form of physical violence will be documented and forwarded to Student Affairs. The member will be suspended indefinitely until a decision has been made by the University and Recreation department

**Note: All members that are ejected must meet leave the facility and meet with the Competitive Sports Coordinator before their next Intramural Contest.**

The intramural sports program reserves the right to apply any suspension deemed appropriate for each incident that occurs.

Below is a list of level 1 & level 2 infractions:

#### Infraction Levels

**Level 1**-infractions include, but are not limited to: - Administrative technical fouls- Slide Tackling-Verbal and non-verbal dissent towards officials - Taunting opponents or staff - Actions detrimental to the spirit of the game - Unnecessary contact with opponent

These infractions usually have a less severe penalty. Normal penalties would be a single game suspension.

**Note: These Infraction are non-appealable**

**Level 2**-infractions include, but are not limited to: - Excessive verbal and non-verbal dissent towards officials - Threats towards staff or opponents - Fighting - Second yellow offense on same player

These infractions usually have a more severe penalty. Penalties could range from a single game suspension to an indefinite suspension.

**Note: These Infraction are appealable**

#### Ejections per player

Sport	Ejection
Basketball	2 Technical Fouls, Flagrant Foul
Football	2 Unsportsmanlike Conducts
Soccer/Futsal	2 yellow cards, 1 red card

**Note: A player will be ejected from contest if they receive any of the following infractions.**

### Appeal Process

If a player feels the disciplinary action taken on them was deemed unfitting, they have the right to appeal their case to the Associate Director-Recreation.

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The Associate Director-Recreation has the right to reduced, leave as is, or increase the severity of the penalty

1. Once participant is given penalty for level 2 infraction. The student has 24 hrs. to notify the Competitive Sports Coordinator they wish to appeal the penalty.
2. The Competitive Sports Coordinator will forward all reports regarding players case to the Associate Director-Recreation.
3. The Associate Director- Recreation will review all documents and give final decision.
4. Player will remain suspended until appeal process is completed. Appeal process is dependent on the availability of the Associate Director, Recreation

**Note: The Associate Director-Recreation reserves the right accept or decline any appeal request or meeting with intramural participants.**

### 1. Forfeit/Default Policy

#### Default

If a team is unable to make a regular season league game, it is asked that they default. Defaults are granted if a team cannot play at the scheduled time and the office is notified by noon of game day. A default will only affect a team's win/loss record. Defaults do not prevent teams from competing in the post-season tournament. When a team defaults, the team will receive a 3 for sportsmanship. Wining team will receive 5 The team will receive a loss & the score will be recorded as follows:

Basketball	0-21
Flag Football	0-19
Soccer/Futsal	0-5
Volleyball	0-2
Ultimate	0-5
Dodgeball	0-3

**Penalty:** 2 Default equals 1 forfeit. 3 Defaults will remove a team from the league

#### Forfeit

A forfeited game will be marked as a forfeit- loss in the league standings and count as a 0 sportsmanship for that game. A team that forfeits twice during the regular season will be removed from the league. In the occurrence of a double forfeit, both teams will receive a loss. In the occurrence of a team forfeiting, the score will be recorded as follows:

Basketball	0-21
Flag Football	0-19
Soccer/Futsal	0-5
Volleyball	0-2
Ultimate	0-5
Dodgeball	0-3

**Penalty:** 1 Forfeit equals 1 loss, 0 sportsmanship 2 Forfeits equal removal from league.

There are three situations that will result in a forfeit:

- Not enough players – Team does not have the minimum number of required players to participate 10 minutes after the scheduled start time of the intramural activity.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate.

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- Sportsmanship – Game is ended by staff for sportsmanship related issues.

Below are the number of ejections what will result in team forfeit:

### Ejection by Sport

Sport	Ejection
Basketball	3 ejections
Football	3 ejections
Soccer/Futsal	3 ejections

### EQUIPMENT AND UNIFORMS

**Provided Equipment:** The UC Merced Intramurals department will provide all balls, discs, flags, facilities, etc. We do not provide jerseys to teams. All sports are required to have team jerseys. **The Recreation & Athletic department has reversible jerseys at the front desk of the Gallo Rec Center to be purchased,**

Safety and purpose served will be the primary factors when deciding on allowable additions to the basic uniform and equipment. All recommendations and requirements of proper attire are for the safety of the participants, and the enhancement of the games. Participants are responsible for supplying warmup equipment if it is not provided or Intramural Sports. No jewelry (unless taped) or head wear (only headbands, hats without bills, and religious wear) allowed in contact sports.

**NO SHORTS WITH POCKETS.** Only non-contact sports (Eg. softball, dodgeball, tennis, and volleyball) may use shorts with pockets. Pockets may be sewn or zipped shut. No other attempts to alter pockets will be allowed. Shorts with pockets may only be flipped inside out if they are double layered and the pocket cannot be seen. Every participant must wear athletic-type shoes. For indoor sports, all shoes must be non-marking and soft-soled. No open-toed sandals or bare feet. For outdoor sports, cleats must have molded all-rubber soles. Only half-inch molded cleats will be allowed. No metal or screw-in cleats will be allowed

## 2. Scheduling

For team sports, the days and times of league play are determined before the start of the season. Choice of playing times and days are on a first come, first serve basis. League play is structured to accommodate students' schedules. Teams will play once a week within a single league (Men's A, Men's B, Women's, Coed, Open, Fraternity, or Sorority) during the regular season.

All teams who competed in regular season play without more than one forfeit, .500 winning percentage or better, and has maintained a sportsmanship rating of three (3) or better are eligible for post-season play. Post-season tournaments are single elimination. For all divisions, one playoff bracket is established. The winners of each respective bracket will be crowned intramural champions. The playoffs will be seeded in the following categories

We reserve the right to move teams to their appropriate

Tournament seeding would go as follows:

1. Win-Loss Percentage
2. Point Differential: Points for- Points allowed
3. Sportsmanship

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### 4. Coin Toss

#### Playoffs

Tournament games may be played at different times and days other than a team's regular division playing time. Therefore, teams should be prepared to play at any time. The playoff schedule will be posted no later than 1 day after the final season game at 12:00 p.m. All team captains should check the tournament brackets immediately and direct any questions or game conflicts to the Intramural email [imsports@ucmerced.edu](mailto:imsports@ucmerced.edu)

#### **Rescheduling**

In league competition, rescheduling must be completed at least two days (48 hours) prior to the original scheduled time. League games are usually unable to be rescheduled due to time and court space constraints. i.e. inclement weather, university wide event, etc. The intramural office will have a complete list of times available for rescheduling. Both teams must mutually agree on the changing of game day and/or time.

If both teams are not able to agree on a rescheduled time, then the game will be play as originally scheduled

### **PROTESTS & APPEALS**

The first type of allowable protest is a rule misinterpretation. In order to protest a rule misinterpretation, the team captain must immediately notify an Intramural Sports Staff member working the game that they wish to protest. Failure to inform a staff member immediately following the play believed to be misinterpreted will result in the inability to protest the situation. **Judgment calls by an Official may not be protested.** In certain situations, once a protest is filed, an immediate judgment may be made by a staff member. In other situations, the game may continue and the protest reviewed following the game. If this occurs and the protest is upheld, the game will be replayed from the point the protest occurred.

The second type of protest allowed is due to player eligibility rules. Eligibility protests may be filed with an Intramural Sports staff member immediately before, during, or up to 24 hours after a game in which an alleged ineligible player participated. Failure to complete and return the protest form in a timely manner will result in the inability to protest the game. If the protest is upheld, the team using the ineligible player shall forfeit the game.

#### Protest Order

##### Player Eligibility

1. Team Captain will give verbal acknowledgement they want to protest.
2. The Intramural Staff will stop game at that point and fill out protest form located in Supervisor binder.
3. If protest is on player eligibility, IM supervisor will document protest. Time, period, possession, etc.
4. Opposing team captain will be notified, that player eligibility is being protested.
5. Game will resume as if player is eligible.
6. Supervisor will turn in form to Competitive Sports Coordinator.
7. After researching player eligibility,
  - a. If player is eligible, the game will be recorded as it was.

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- b. If player is ineligible, the team will receive a forfeit with corresponding forfeit game results.  
**(See Forfeit section)**

### Rule Interpretation

1. Team Captain will give verbal acknowledgement they want to protest.
2. The Intramural Staff will stop game at that point and fill out protest form located in Supervisor binder.
3. If protest is on rule interpretation, IM supervisor will document protest. Time, period, possession, etc.
  - a. The IM Supervisor will look rule up in Official rule book, and give verdict.
4. Resume play with rule-negotiated rule enforced.

**Note: Protesting eligibility in playoff games will be the same steps as regular season**

### Alcohol, Drugs, and Tobacco

No alcohol, drugs or tobacco products are allowed in university buildings or at intramural fields before, during, or after intramural sports competition. The intramural sports staff reserves the right to restrict play or eject anyone suspected of being under the influence of drugs or alcohol. Intramural spectators are also obligated to abide by these same rules and the intramural sports staff reserves the right to remove these individuals from the sidelines.

### Inclement Weather

In some cases, the on-site supervisor may cancel games if inclement weather occurs during play. In the occurrence of a game cancellation or postponement, a member of the intramural sports staff will contact the team captain or a representative to relay any game cancellations or postponements. For all sports, teams will also be notified via Imleagues.

#### **Cancellation policy-**

##### Weekday

In the occurrence of inclement weather on the weekday, an Intramural staff member will contact all captains by 4:00pm of game day. There will be a weather update every hour until contest. The game's final decision will be communicated with the captain hour before contest.

##### Weekend

In the occurrence of inclement weather on the weekend, an Intramural staff member will contact all captains by 8:00pm of game day. There will be a weather update every hour until contest. The game's final decision will be communicated with the captain 1 hour before contest.