Thank you for being a part of one of the best intramural programs in the nation. We are proud to offer a variety of quality intramural activities. Good luck and we hope you have a fun and exciting season!

If you have questions throughout the season, please feel free to contact us by calling our office (540-231-8297), emailing imsports@vt.edu, stopping by our office in 135 War Memorial Hall, or consulting our Participant Policy and Procedure Manual. Those policies highlighted in gray are new for the 2019-2020 academic year.

**Key Dates (tentative and subject to change)**

- **Memberships available for purchase on Fusion**
  - Annually on July 1st

- **Fall – first sport registration opens**
  - August 26th, 2019

- **Fall – 9v9 Soccer & 5v5 Basketball Officials’ Training**
  - August 28th, 2019

- **Fall – Dodgeball Officials’ Training**
  - October 13, 2019

- **Fall – Volleyball & Flag Football Officials’ Training**
  - October 21st, 2019

- **Spring – first sport registration opens**
  - January 20th, 2020

- **Spring – 5v5 Basketball and Innertube Water Polo Officials’ Training**
  - January 22nd, 2020

- **Spring – 4v4 Flag Football Officials’ Training**
  - March 20th, 2020

- **Spring – Indoor Soccer Officials’ Training**
  - March 23rd, 2020

- **Spring – Softball Umpires’ Training**
  - March 24th, 2020

**League Structure**

1. All team sports activities (exception: those sports designated specifically as a tournament) consist of a regular season followed by a playoff tournament. Team sport activities allow participants to play in either a competitive or a recreational level. Team sports offer the following league classifications: Men’s (men only), Women’s (women only), CoRec (mix of genders with rule requirements on gender ratios), Open (mixed genders, no specific rule on ratio).

2. Competitive division teams play the regular season in a round robin format. Following the regular season (typically, three weeks), these teams are placed into a single-elimination bracket. Recreational teams play the entire season in a round robin format with no playoff tournament.

**Playoff Structure**

1. All competitive-level teams are automatically playoff eligible as long as the team does not: 1) have an outstanding forfeit reinstatement fee or 2) a documented sportsmanship incident that warrants team removal from the league. Any team that does not maintain an “average” sportsmanship rating for each game in the season is subject to removal from the league and/or ineligibility for the playoff tournament.

2. During the playoffs, the brackets are updated daily. Teams should check the brackets after 1:00pm.

3. “Intramural Champion” Shirts are awarded to the champions of the competitive bracket (teams are given a limited number of shirts based on the sport; see the sport rules sheet for the total number of shirts given to champions for each activity).
Eligibility

1. The following persons are eligible for intramural activities, if the individual has purchased an intramural membership (*all memberships may be purchased on line at the Recreational Sports Portal*):
   a. Any current Virginia Tech student or employee that has purchased an intramural membership.
   b. This includes, but is not limited to, individuals associated with Campus Ministry, VCOM, Vet Med, Visiting Scholars, CRC Employees, and Long Term Guests (except Dependents). Such persons are eligible until they withdraw from the university or fail to comply with eligibility guidelines.
   **Note: Alumni are not eligible to purchase an Intramural Membership unless they fall into one of the previously mentioned categories.**

2. All players must show a valid form of identification to participate (see Team Rosters below). No ID, No Play!

3. Participants may play for only one single-sex team and one CoRec/Open team.
   a. Intramural activities offer the following division options: Men’s, Women’s, CoRec, or Open. Every player must comply with participant eligibility policies; however, an individual is encouraged to participate in the appropriate league based on the individual’s expressed gender identity.

4. Current varsity athletes may not participate in their sport/allied sport during the academic year. Former varsity athletes must sit out for one semester following their last varsity game before participating in their sport or allied sport. No more than three varsity athletes (any combination of current or former athletes) may play on one intramural team.
   a. Varsity athletes include anyone who is on a varsity athletic team roster during the academic year, anyone participating with a varsity squad in an attempt to make a roster, red-shirts, Proposition 48 students, and any scholarship player with eligibility remaining.
   b. Former varsity athletes include anyone who was a varsity athlete (as defined above) at any time within the past five years beginning the semester following their last varsity game.

5. Sport Club members may participate in their sport/allied sport with a maximum of three total players per team roster (sport specific). For example, an intramural soccer team may only have three club soccer players but may have six members of the field hockey club. Sport club members are defined as anyone whose name appears on the current year’s roster.

6. Current or former professional athletes are ineligible to participate in their sport or allied sport.

7. Team captains are responsible for checking teammate eligibility and communicating eligibility concerns with the Intramural Sports Staff. The Intramural Sports Staff reserves the right to impose disciplinary action for players/teams discovered to have ineligible players.

8. Teams found to have one or more ineligible players, will forfeit all games in which the player(s) played.

9. As long as a game is ready to begin by game time, any participant who arrives after that time may participate provided they properly check in (see Team Rosters below).

Team Rosters

1. Players must check in with the Intramural Sports Staff at their game site for all team contests.

2. In order to participate, a player must present 1) purchase the Full Intramural Membership and 2) present a valid form of photo identification when checking-in for a game.
   a. If already on the roster – the player may show any form of government-issued identification (e.g., driver’s license or Hokie Passport).
   b. If not already on the roster – the player must show their Hokie Passport (used to ensure the person has purchase the Full Intramural Membership).

3. Rosters
   a. Recreational teams may add/remove players throughout the entire season with no restrictions. All players must have their Full Membership and valid ID to check-in for a game.
   b. Competitive teams may add/remove players throughout the regular season with no restrictions. All players are locked on rosters following the last night of regular season games. “New” players (i.e., those
players not associated with a team roster) can still join during the playoffs but players may not leave a team following the regular season. All players must have their Full Membership and valid ID to check-in for a game.

c. Players on a team which is removed from the league due to sportsmanship issues are not eligible to join other teams within the same division.

d. Practice games do not influence team rosters – roster additions begin with regular season contests.

4. There is no limit to the number of players a team can on the roster, but teams winning a championship in their division will receive a maximum number of shirts.

a. If a team has fewer players on the roster, the team will only receive shirts for the players on their roster.

b. Extra shirts are available for purchase ($8.00/shirt) in the Intramural Sports Office.

**Sportsmanship**

1. Sportsmanship policies exist in order to encourage proper sporting behavior during all intramural contests.

2. Throughout the regular season, teams must display “average” or better sportsmanship in each game to be eligible for the playoffs. Teams that display below-average sportsmanship for any game during the regular season may be required to meet with the Intramural Sports Staff to resolve the issue. During playoffs, teams must display “average” or better sportsmanship in each game to advance; if a team displays below-average sportsmanship in any game, that team is subject to review and possible removal from the sport league.

The following categories are designed to be a guideline for determining sportsmanship levels:

a. **Excellent Sportsmanship**: Players cooperate fully with opponents and officials; captain calmly converses with officials and has full control of teammates.

b. **Above Average Sportsmanship**: Team members display minor disagreement or unsporting behavior; “good sportsmanship” is the best possible category a team can have if a player on that team commits an unsportsmanlike penalty/foul.

c. **Average Sportsmanship**: Team members display disagreement and unsporting behavior toward officials and/or opponents; “average sportsmanship” is the best a team can have if that team has 2+ unsportsmanlike penalties/fouls.

d. **Poor Sportsmanship**: Team members display a serious lack of control and continuously show unsporting behavior to officials and/or opponents from the field/sidelines; captain has little or no control of team; team must have received at least one unsportsmanlike penalty/foul to have “poor sportsmanship”; teams with an unsportsmanlike ejection are considered to have “poor sportsmanship” in that game.

e. **Unacceptable Sportsmanship**: Captain has no control over team; at least one player ejection; team is completely uncooperative; team causes a game to be forfeited due to “unacceptable sportsmanship”.

f. **Team Disqualification/Forfeiture of the Game**: Player(s) or coach(s) ejected for abuse against a staff member or opponents; a team is disqualified for unsportsmanlike acts before, during, or after the game.
**Ejections**

1. Players, coaches, or fans ejected from intramural contests must **immediately** leave the playing area if requested to do so by Intramural Staff – failure to leave may result in forfeiture of the game.

2. Any individual ejected from intramurals must contact the Intramural Sports Staff to resolve the incident within 14 days of the ejection.
   a. Failure to do so may result in referral to Virginia Tech’s Office of Student Conduct.
   b. Ejected participants are suspended from participating in all intramural programs and from the use of recreational sports facilities until having met with the Intramural Sports Staff.
   c. If an ejected individual participates on another intramural team prior to meeting with the Intramural Sports Staff, it will result in loss of intramural privileges and additionally, the team will forfeit the game.
   d. Self-imposed punishment is **not** accepted.

*More information on the ejection process is available in the Participant Policy and Procedure Manual.*

**Forfeits**

1. Teams must have the minimum number of players required to start a game.
   a. If a team does not have the required number to start, a 10-minute grace period will begin. A team must have the required number of players by the end of the grace period or that team will forfeit the game.
   b. If neither team has the necessary number of players, the game will be recorded as a double forfeit.

2. Any team that forfeits a game during the week (Monday-Thursday) is required to pay the **Forfeit Reinstatement Fee** by 9am on Friday of that week. Teams that forfeit in a league game on Friday, Saturday, or Sunday are required to pay the **Forfeit Reinstatement Fee** by 9am on the following Wednesday.
   a. Failure to pay the fee by the deadline results in team removal from the league and replacement with a team from the waiting list. If there is no waiting list, teams already scheduled in the league will have the opportunity to fill the open spot(s) in the schedule. The **Forfeit Reinstatement Fee** for all sports is $20. The fee is payable by going to the Recreational Sports Portal. [The Intramural Sports Forfeit Reinstatement Fee](https://www.recathletics.vt.edu/intramural-sports) is listed under “Multi-Visit Passes”.

3. Teams that forfeit ahead of time are eligible to have the **Forfeit Reinstatement Fee** waived. For the fee to be waived, teams must submit the forfeit via IMLeagues by the following deadline:
   a. Leagues played Monday-Thursday – 9am on the Friday before the scheduled game
   b. Leagues played Friday-Sunday – 9am on the Wednesday before the scheduled game

**Protests**

1. Based on the spirit of competition, the Intramural Sports Staff believes every contest should be fairly played and thus, a protest is allowed if it involves 1) the misapplication or misinterpretation of a rule or 2) player eligibility. The Intramural Sports Program no longer requires a Protest Fee in order to process a team protest.

2. **Rule Misapplication or Misinterpretation Protests**
   a. Judgment calls **cannot be protested**.
   b. If a team wishes to protest a rule application or interpretation, the captain must notify the Intramural Supervisor immediately, before the continuation of play. **The team captain should refuse to continue play until the supervisor arrives and makes a ruling regarding the protest.**
   c. If the team captain disagrees with the Supervisor’s protest ruling, the team captain should immediately inform the Supervisor that the contest is being played under protest. In that situation, the Supervisor will record all necessary information (e.g., score, ruling, date, time, site number, time remaining in the contest) and file a report with the Intramural Sports Staff. The captain of each team will be notified of the decision the next business day.
3. Eligibility Protests  
   a. If a team wishes to protest player eligibility, the captain is responsible for notifying a Supervisor.  
   b. Following an eligibility protest, the game will be played as normal. The Intramural Sports Staff will rule on the protest the following business day and notify both teams of the outcome.

**Inclement Weather & Cancellations**
1. Decisions concerning game status are made before 4:00pm daily.
2. All decisions made after 4:00pm are made by the supervisor on duty at the activity site.
3. For the most current game status, follow us on Twitter/Facebook (@VTIntramurals)
4. Games cancelled during regular season play may not be rescheduled (unless circumstances permit). The Intramural Sports Office will notify team captains/co-captains if games are rescheduled via email once rescheduling is completed.

**Responsibilities of the Captain**
1. Know rules, schedules, and program policies... and pass information along to all team members.
2. Have team members properly check in prior to the scheduled start time with an appropriate form of ID.
3. Encourage sportsmanship with all team members.
4. Act as team representative when discussing rule interpretations and player eligibility with Intramural Staff.

**Equipment**
1. Teams are required to bring a white shirt/jersey and a dark-colored shirt/jersey to all games.  
   a. The dark-colored shirt/jersey must be a similar shade of color for all team members.  
   b. Opposing teams are not allowed to wear similar colors during the game.  
   c. If both teams show up with the same color, the captains must determine which team will wear an alternate color. If an agreement cannot be reached, both teams will forfeit the game.  
   d. Teams playing flag football, 9v9 soccer, 5v5 basketball, and softball are required to have one- or two-digit whole numbers on their shirt/jersey for administrative purposes.  
      i. Player numbers must be distinct from other team members.  
      ii. Numbers must be clearly visible from a distance of 10 yards.  
      iii. Taping numbers is not allowed.  
2. Due to safety risks, all jewelry – except medical alert items – must be removed before play.  
   a. Taping over jewelry is not an acceptable alternative to removing jewelry.  
   b. For permission to wear a religious item, you must contact the Intramural Sports Office prior to participating in your game (imsports@vt.edu).  
3. Casts (above or below the waist) and braces (above the waist) are not allowed.