

## **Intramural Rules and Policies**

### **Eligibility**

1. All current Brandeis students, faculty, and staff are eligible to participate in intramural sports. Participants must bring a valid Brandeis ID card to all intramural events.
2. Current varsity athletes are not allowed to play the same or similar intramural sport (e.g., varsity basketball players cannot play intramural basketball; varsity baseball players cannot play intramural softball).
3. Certain divisions have limits on the number of former professional and/or intercollegiate athletes allowed per intramural team. Those restrictions will be included in the information sheets available during each sport's sign-up period.
4. Players may only participate on one intramural team per sport (e.g., a player may not play games for two intramural basketball teams). Once a person plays for a team, that is the team he/she is on for the season. No switching teams! For certain sports, a coed league will be offered and players may play for one male or female team AND one coed team.
5. Women are eligible to play in the men's league.
6. All players must be added to the team roster before they can participate in an intramural game. Players may be added to the roster any time during the regular season. No new players may be added during the playoffs.
7. Any team found to have used an ineligible player will forfeit all games in which that player participated.

### **Captain's Responsibilities**

Team captains must have an active email account, phone number, and voicemail. The captain serves as the link between the players and the intramural staff. Captains are responsible for notifying teammates about rules, game times, scheduling changes, etc. It is the captain's responsibility to verify the eligibility of each player on his/her team.

A captain's meeting is held for each sport before the start of the season. It is the captain's responsibility to make sure someone from the team attends if he/she cannot make it. League schedules, rules, and other important information will be discussed at the meeting. Any team absent from the meeting is still held responsible for knowing all the information covered.

Captains must control their own behavior, and also must assert some control over the behaviors of their teammates, coaches, and fans. Captains represent

the team with the intramural staff and are the only players allowed to formally protest calls. Judgment calls cannot be protested, only rule interpretations.

### **Forfeit Policy**

The availability of gym and field space is very limited. Failing to show up for games is unfair to opponents and intramural staff and negatively affects the program. Teams will have ten minutes after scheduled game time to field the minimum number of players or a forfeit will be declared. Teams forfeiting two games will be dropped from the league. Any team that knows ahead of time that it will be unable to play a scheduled game can notify the Asst. AD ahead of time to avoid a forfeit. Whenever possible these games will be rescheduled, but there are no guarantees. If the games cannot be rescheduled, the team that cancelled will receive the "loss".

### **Sportsmanship and Conduct Ratings**

Poor sportsmanship will not be tolerated. In an effort to ensure this, each team's sportsmanship will be evaluated each game. Following every intramural game, the officials give each team a grade based on their conduct. The grades range from "A" (excellent) to "F" (poor). Player ejections, foul language, taunting opponents, and constant complaining are all examples of behavior that will warrant low conduct ratings. Team fans and coaches can also influence the team's conduct rating. In order to be eligible for the playoffs, a team must end the season with at least a "B" (3.0) conduct rating average. Conduct rating averages are calculated similar to grade point averages.

### **Ejection Policy**

Any player ejected from an intramural event is ineligible to participate in any future intramural events until the player meets with the Asst. AD for Recreation, Intramural & Club Sports. All ejections come with a minimum 1 game suspension, but players may be suspended for as long as a full year or more depending on the severity of the incident and prior conduct of the individual. Grounds for ejection include, but are not limited to:

- Using foul language.
- Disruptive, abusive, or unsportsmanlike behavior.
- Threatening or disrespecting another player or intramural employee.
- Intentionally shoving or striking another player or intramural employee.
- Leaving the bench area to join an altercation.
- Playing while under the influence of drugs or alcohol.
- Mistreating or vandalizing Brandeis facilities or equipment.

### **Safety Issues**

#### Assumption of Risk

All individuals who participate in intramural sports will be doing so at their own risk. Brandeis University is not responsible for any injury that may occur during participation in intramurals, nor responsible for any damage to personal belongings. Individuals are strongly encouraged to have a physical examination and obtain adequate health insurance prior to participating in intramural sports.

### Attire

All participants must wear proper athletic clothing and footwear. Playing “shirts and skins” will not be allowed. Teams are encouraged to wear like-colored shirts, but pinnies will be provided. For indoor sports, all participants must wear non-marking sneakers. For outdoor sports, plastic cleats are allowed. Metal spikes are never allowed!

Jewelry is not allowed to be worn during intramural sports. This includes rings, watches, earrings, necklaces, etc. Certain types of jewelry may be worn if taped down (e.g., medical bracelets), but in most instances jewelry must be removed before playing.

Certain sports will have additional restrictions on attire.

### Blood Rule

Any participant who is bleeding must leave the game and cannot return until the bleeding has stopped and the wound has been covered. Any piece of clothing with excessive blood on it cannot be worn.

### **Awards**

Intramural Champion t-shirts are awarded to winning teams and individuals for each sport or event.