Recreation and Wellness Services
MISSION STATEMENT

To provide equitable recreational experiences through a culture of learning, growth, and well-being in a supportive, welcoming environment.

PHILOSOPHY
Intramural Sports aids in the promotion of lifelong healthy and active lifestyles of all participants by creating positive experiences in recreational sports competition through structured use of leisure time, which additionally creates opportunities for growth and development of all participants. The Intramural Sports Program supports the department, division, and university mission by providing high quality programs to enhance the quality of life for students, faculty and staff.

PROGRAM OVERVIEW

As we are sure you will soon discover the Intramural Sports Program attempts to offer something for everyone on the Kent campus. Annually, over 9,000 students, faculty, staff, and spouses participate in some form of team or individual sports activity. By participating in these team and individual activities, we hope to provide you with the following:

✔ To develop skills through organized recreational sports activities
✔ To establish and maintain a lifelong commitment to health, fitness and wellness
✔ To enhance socialization by meeting and playing with and against others
✔ To release negative stress through vigorous activity
✔ To promote sportsmanship, cooperation, and team spirit
✔ To provide friendly competition in a safe and structured environment
✔ Have Fun!

WHO WE ARE

We are members of Recreation and Wellness Services, and we are here to serve you. We hope that you will have an exciting, safe experience and we will do everything possible to achieve the goals of the University and Recreation and Wellness Services. We encourage constructive comments and want to hear from you. If we can be of service, please feel free to contact us. One of our friendly staff members will be glad to be of assistance.

PROFESSIONAL STAFF

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KENT STATE UNIVERSITY
INTRAMURAL SPORTS
Policies & Procedures

Highlighted text denotes revisions/changes from the previous year

SECTION 1: Program Administration

Article 1: Staff
The Competitive Sports Coordinator is responsible for the overall administration of the Kent State University Intramural Sports Program. The student staff shall function with the Coordinator and Competitive Sports Assistant Director in the organization and administration of the Intramural Sports Program. The Coordinator or Assistant Director of Competitive Sports reserve the right to change, modify, add, or remove at any time any policy or procedure in the Intramural Sports Handbook whether explicitly printed or implied. It is the responsibility of the participant and team captain to be aware of and abide by all Intramural Sports Program Policies & Procedures and sport rules.

SECTION 2: Eligibility & Participation

Article 1: Eligibility
Listed below are the categories of individuals who are eligible to participate in intramural sports until they no longer meet the rules of eligibility*:

- Currently enrolled students (full-time or part-time) on the Kent State University – Kent Campus
- Current faculty and staff on the Kent State University – Kent Campus
- Spouses of the aforementioned categories**
- Currently enrolled students and faculty/staff of Kent State University Regional Campuses*

*All participants must have a membership to the Student Recreation and Wellness Center (SRWC) or pay the daily guest fee (each visit) to participate in Intramural Sports Programs that are conducted in the Student Recreation and Wellness Center (SRWC). Kent State University identification cards (Flash Cards) will be checked before every intramural contest and are required for entry into the SRWC. Individuals who are not assigned FlashCards (ex. spouses) must present a valid government issued photo ID (drivers’ license) at every intramural contest and/or for entry into the SRWC.

**The term spouses will include married and unmarried couples (i.e., domestic partnerships, civil unions, engaged couples, co-habiting couples, etc.) who live at the same address. Individuals in this category must contact the Competitive Sports Coordinator to be added to the list of eligible participants in IMLeagues. Proof of co-habitation must be presented if requested (i.e., mail/bills with the same address, etc.) to avoid abuse of this policy.

CLARIFICATION: Students who are not registered for summer classes, but either completed classes in the spring (semester immediately preceding) or are registered for fall classes (semester immediately following) may participate in the summer intramural programs. University faculty and staff members must be “officially” recognized employees of the university in at least a part-time capacity.

Article 2: Player Identification
All participants must present either a valid Kent State University issued FlashCard or any non-expired Government ID to the Recreation and Wellness Services staff and/or Intramural Sports Staff prior to participation. If the name or the picture is not legible, the ID will not be accepted, and that participant will not be permitted to play. Misuse of identification (transferring, lending, borrowing, or altering university identification) is a violation of the student code of conduct and will result in ejection from the game and individuals may be referred to Judicial Affairs. Participants must not play under an assumed name or identity. Names which appear on the roster should match or closely match that of the name on the participant’s FlashCard or Government ID. In the event the ID does not match the participant using it, the Intramural Sports staff may confiscate the ID.

Article 3: Intramural Participation
The Intramural Sports Program recognizes that, for many, coming to know one’s gender identity is not something that happens in an instant; it is a complex process that can occur over an extended period of time. The Intramural Sports Program expects participation to be based on one’s self-identified gender and that it is done in good faith and is consistent with a player’s expressed gender identity. A participant’s gender identity will be applied when there are gender specific...
rules or player ratio requirements for co-rec divisions. Transgender or gender nonconforming individuals may participate based on the gender that best matches their expressed gender identity. When signing up on IMLeagues, individuals should indicate their gender based on the participant’s self-identification and expressed gender identity, not purely on the sex indicated in official school records. Player eligibility will be based on the gender identified on the official team roster.

Article 4: Non-Discrimination Policy
Standing against bigotry by holding fast to the basic principle of respect for human rights, in all matters both public and private, the Intramural Sports Program strives to promote civil society and social justice. The Intramural Sports Program strives to uphold the mission of Recreation and Wellness Services by promoting ethical standards. Accordingly, the Intramural Sports Program does not tolerate discrimination against persons on the basis of race, gender, religious affiliation, age, marital or civil union status, sexual orientation, gender identity, national origin, ancestry, intellectual development, or physical ability.

Article 5: Club Sport Athletes
An intramural sports team may have no more than TWO members of a related sport club on its roster. An intramural sports team may have an unlimited number of members from an unrelated club sport. For example, an Intramural Sports indoor soccer team may have no more than TWO members of the Club Sport soccer team(s). A sport club member is anyone who has participated in a sport club during the current academic year. A person who withdrew from a club during the academic year is still considered as a “club sport member” for the purpose of this rule.

Article 6: Varsity / Junior College Athletes
Any individual who receives athletic financial aid, is a red-shirt, participates in practices or games, appears on the roster, and/or receives advantages or incentives by their participation on a university represented sport at the NCAA, NAIA, or NJCAA level is considered a “Varsity Athlete” or “Student Athlete.” In all of these classifications, the student will be ineligible to participate in their identical, or related intramural sport for the duration of 1 full year from the date of that sport’s national championship game. (Example- The 2022 NCAA Women’s Basketball Championship was played on April 3rd 2022, that means any person who meets the above classifications and played women’s basketball at the university level, would be ineligible for intramural basketball until April 3rd, 2023.)

Article 7: Professional Athlete
A person who has received professional playing status in a particular sport may not compete in that sport or a related sport at the intramural level, until they have been removed from professional competition for a minimum of 5 years.

NOTE: For the policies described in Articles 5, 6, and 7, similar or related Intramural Sports ineligibility shall apply to any leagues, tournaments, or special events under the following categories:
- Baseball/Softball = Intramural Softball or Intramural Wiffleball
- Basketball = Intramural Basketball or March Madness Brackets (does not apply to club athletes)
- Cornhole = Intramural Cornhole Events
- Dodgeball = Intramural Dodgeball
- eSports specific Games
- Football = Intramural Flag Football
- Soccer = Intramural Indoor Soccer
- Volleyball = Intramural Volleyball
- Others will be noted as new Club or Intramural Sports are added to our offerings

Article 8: Number of Teams
An intramural sports participant may legally play on ONE team per league. A league is best described as the gender which that sport is offered to. Common leagues include Men’s, Women’s, Co-Rec, Sorority, Fraternity, and Open. Each participant may play on one team in a single gendered league (men’s or women’s), and one co-rec team, as those will be the leagues offered in every single sport. In the event that an Open League (no specific gender restrictions or required) is offered, any participant may play on one team in the Open League, on top of any additional leagues they are eligible for. If a participant is an active, or potential new member of a Greek organization, they may also compete with the members of their same organization on one team in either a fraternity or sorority league.

Example: A female individual who is in a sorority may play on one team in the Women’s league, one team in the Sorority league, and one team in the Co-Rec league.
Any participant found to have played for two teams in the same league will be declared an ineligible participant and shall be ineligible for the remainder of that sport’s season and/or the academic year. It shall be the responsibility of the team captain to know who is eligible to participate on their team (see Section 3 for captain responsibilities).

NOTES: A woman may play in a men’s division provided that a co-recreational or women’s league was not offered or the co-recreational or women’s division was cancelled during that season. Additionally, although they may be originally offered, if Greek leagues fail to fill up their registrations, they will be combined with the single gender league they apply to. In this case, a player would only be eligible to play on 2 teams max- one Co-Rec, and one in the newly combined league (Men’s/Fraternity or Women’s/Sorority).

Article 9: Transfer/Release of Participant
The first team a participant plays for is their team, for that activity season. A participant may not quit the first team in which they competed with, to transfer to another team. Participants who are on a team roster, but have not yet played for that team may remove themselves from that teams’ roster to join another team. Any situations not covered in this section need to be communicated with the Competitive Sports Coordinator.

Article 10: Team Rosters & Post-Season/Tournament Participation
For each team sport there is a minimum number of players required to play, as well as a maximum number of players allowed per team. The roster minimum is typically the number of players required for a complete team in that sport, and may differ from the minimum number of players required to avoid forfeit and start a game. Please refer to the individual sport rules for the minimum number of players, including required gender ratio minimums, to avoid forfeit. Team Captains are responsible for ensuring the corresponding roster minimum is reached prior to their team’s first game.

Team sports will also have an imposed roster maximum, in order to limit team sizes and encourage creation of multiple/separate teams by groups of participants and to allow for appropriate playing time for all players involved.

Coaches: While we officially don’t recognize coaches for intramural sports teams, we understand some teams have historically needed and/or use coaches for their teams. This is typically done with our Greek teams, but we are providing this option to every team. Teams may have 1 designated coach on their roster. These individuals will be allowed on the sidelines, in the dugout and on the bench during their team’s contest. Coaches must be communicated to the Competitive Sports Coordinator, so they can be manually added to a team’s roster. Coaches will be held to the same standards, and at times even higher standards, than the Intramural Participants. We will not tolerate negative comments, or distracting behaviors from any individual portraying a coach. These individual’s actions will also impact their team’s sportsmanship rating. *Please note that these individuals need to be coaching and not just hanging out with the team. If they aren’t coaching, they will be removed from using this privilege.

Spectators: Spectators must find an appropriate area to view the intramural contests where they will not interfere with any participants or staff. Spectators are not permitted on team benches, dugouts, or in team sideline areas. This is to ensure their safety, as well as allowing the participants and staff members to properly focus on, and/or participate in the competition.

All players must follow all roster rules and regulations and properly sign in as outlined below:
A. Once a participant is listed on the team roster and has “checked-in” for any game; that spot on the roster is “locked” and the spot may not be replaced for any reason.
B. Each participant is required to create an IMLeagues.com account using their Kent State University email address and accept the terms and conditions to appear on a roster. The Kent State University Intramural Sports staff may periodically send emails to participants regarding pertinent league information. Names which appear on IMLeagues.com and subsequently on the roster should match or closely match that of the name on the participant’s student ID.
C. All participants must be listed on the official team roster on IMLeagues.com prior to participation in any Intramural Sports activity. Players are not considered to be on a team’s roster until either the player has accepted the team captain’s invite or the team captain has accepted the player’s request to join.
   a. Players may join the team at the game site. If accepted via IMLeagues at the game site, the participant must confirm their addition on the roster via their phone with an intramural sports supervisor.
D. Roster additions may be made throughout the regular season until the maximum roster size is reached.
E. Once the last night of games in the regular season of that sport has ended, roster additions will close, and no new players may be added to any teams. Once they are closed, only players on their roster may play in the playoffs.
F. Any participant who is listed on a teams’ roster must present either a valid Kent State University FlashCard or any non-expired Government ID to the intramural sports supervisor staff to check-in for their contest.
   a. If intramural sports contests are in the Student Recreation & Wellness Center, all participants must have valid identification to enter the building at the Welcome Desk
G. A valid Kent State University FlashCard are also required for equipment checkout, if necessary.
H. For tournaments without a regular season, all participants for a team must on the roster by the start of the events.

Article 11: Illegal Participation
If a team uses an ineligible player in league play, all games or contests in which the ineligible player participated will be forfeited to the opponents, regardless of the outcome. In tournament play, the team will be disqualified from the respective position in the bracket at the time the legal protest is upheld. Participation in its simplest term is defined as the participant’s name being checked-in on the scoresheet.

A. A participant may not play under an assumed name or with the use of another person’s identification card. In this case, the student will become ineligible for the remainder of that sport’s season, and the team shall forfeit any games in which the individual participated. If the intramural staff discovers that a participant is using another person’s identification card, that card will be confiscated. The Coordinator, or Assistant Director of Intramural Sports may impose further penalties, pending the seriousness of the offense, and may refer the individual(s) involved to the Office of Student Conduct.
B. Any person who is not listed on a teams’ roster and plays for the team, is an ineligible player. Participation in an event without being on the roster will result in forfeiture of the game in which the ineligible person played.
   a. If this participant can be added legally at the time of the issue, they must be removed from the playing surface and added to that roster in-order for the contest to continue.
C. Eligibility protests must be made prior to the start of a contest or when the participant in-question arrives to participate.

SECTION 3: Team Captain’s Responsibilities

Article 1: Team Captain
Students, faculty, staff or spouses form their own teams by registering their team on IMLeagues.com. The person who creates the team will be designated as the Team Captain. The team captain must complete the team creation process on IMLeagues and pay the required fees during the appropriate dates of registration. Paying the fee will lock your team into that specific division in that sport.

Article 2: Responsibilities of the Team Captain
The team captain shall be the link between the participants of their team and the Intramural Sports staff, and is expected to assume the following responsibilities:

A. Registering their team(s) during the registration period by completing the following:
   1. Complete registration via the Pro Shop or Online
   2. Pay the appropriate entry fee for each activity at the time of registration in the Pro Shop or online.
   3. Create their team(s) on IMLeagues.com in the same section the team registered for in the Pro Shop.
   4. Ensure that all players are listed on the IMleagues.com team roster prior to the first contest.
B. Attend any/all required meetings, and/or successfully complete the online captains’ quiz on IMLeagues.com when creating the team. If the team captain cannot attend a required meeting, a representative of the team should be present.
C. Become familiar with all rules, policies & procedures, schedules and any additional information communicated by the intramural sports staff. The team captain is also responsible for communicating this information to their team members.
D. Make sure that all members of the team are eligible to participate according to Intramural Sports Policies & Procedures.
E. Notify team members that they can find scheduled games, date(s), location(s), and time OR game cancellations via IMLeagues.com; and remind players that their Kent State University FlashCard or any non-expired Government ID is required for participation.
F. Make sure that team members know and abide by the playing rules for the sport.
G. Assist the Intramural Sports staff with ensuring that those individuals representing their team conduct themselves in a sportsmanlike manner. This includes educating team members of the ramifications of poor sportsmanship for the individual and the team.
H. In case of inclement weather, captains are responsible for obtaining information regarding schedule changes and communicating the information to their team members.
I. Act as a sole team representative in discussions with officials before, during, or after the contest and when filing protests.
J. Notify the Intramural Sports Office whenever their team has a scheduling issue with a contest.
K. Act as sole team representative in receiving information from the Intramural Sports Office concerning rule changes, tournament brackets and schedules.
L. Maintain current contact information (KSU email address, phone number, etc.) on IMLeagues.com or elsewhere, and notify the Intramural Sports Office immediately of changes to contact information.
M. Attend the post-season tournament scheduling meeting or designate a team representative to attend.
N. Assist the Intramural Sports staff with completing periodic evaluations of the Intramural Sports Program, and seeing that their teammates complete evaluations as well.

Article 3: Entry Procedures
A. Teams and individuals can view the registration deadlines for all activities via IMLeagues.com. Registration can either begin in the Pro Shop or Online.
B. An entry fee will be required for each team sport and most special events. This non-refundable fee will be paid when registration is completed online or in the Pro Shop. Payment can be made in the form of cash, check, credit card, Flash Cash, or IDC. Exception: Entry fees will only be refunded if the event that you registered for is cancelled by the Intramural Sports staff.
C. Most league sports utilize “instant scheduling,” which means that the teams have the option to choose a division, with the days and times that best fit their respective schedules. Team captains may choose an available time slot at the time of registration. However, there may be times when a division doesn’t fill. When this occurs, we will make every effort to try to allow participation by moving teams to alternate divisions, in-order to fill another division or overfill a division. This accommodation may result in changes to the day/time the section is offered. These changes will be made at the discretion of the Competitive Sports Coordinator.
D. Once an open slot is selected and the team is completely registered, the team may not change their playing days and times. Exception: Occasionally a division may not fill and teams may be needed to fill an open slot, divisions may need to be combined, or the day/time of the divisions may be changed, these changes will be made at the discretion of the Competitive Sports Coordinator.
E. After the team captain has registered their team(s) in the SRWC Pro Shop or online, the team captain must then create their team on IMLeagues.com prior to the registration deadline. The team captain must create their team in the same section that they registered for. Upon creating the team in the correct section, the team captain must add受邀/accept ALL of their team players to the team’s roster on IMLeagues. Every participant must have an IMLeagues account. Instructions for creating teams and rosters on IMLeagues.com are included in the Appendix of this document and are also available on the intramural sports website.

Article 4: Team Manager Agreement
The following agreement statement appears on the team registration form which must be signed by the team manager/team captain at the time of registration.

I agree that I will abide by, and communicate to the members of my team; all rules, regulations and policies set forth in writing and/or verbally expressed by the Intramural Sports Coordinator, the Intramural Sports staff, and Recreation and Wellness Services. The rules and regulations are not limited to league and tournament rules but the Kent State University Intramural Sports Handbook of Policies & Procedures, the Recreation and Wellness Services Policies & Procedures and the Kent State University Policy Register as well. I also agree that as the team manager I am solely responsible for payment of all league fees and any additional fees that may be incurred which are due and payable to Kent State University. Failure to pay the fees in the designated time frame to Recreation and Wellness Services may result in my team being removed from the league and possible future suspension for me and my teammates from all future leagues as well as my student account (Bursar's Account) being billed for the fees due which may place a “Hold” on my student record. I also agree that failure to abide by said rules may result in my team being suspended and/or permanently banned from all leagues and events offered by Kent State University Recreation and Wellness Services depending upon the nature of the violation.

I also agree that I have read the Kent State University Intramural Sports Handbook, and the rules for the specific event for which I am registering (listed below). I also agree that it is my responsibility to verify that the members of my team are also familiar with all policies and rules regarding participation in said event (listed below); and that the members of my team are eligible to participate in Kent State University Intramural Sports Program. Failure to abide by all program policies and procedures may result in my (as well as my team members) probation/suspension from the intramural sports program.
SECTION 4: Participant/Spectator Health and Safety

Article 1: Assumption of Risk
There are inherent risks with all sports activities, and all participants acknowledge an assumption of risk by their voluntary participation in an Intramural Sports activity. The Intramural Sports staff, Recreation and Wellness Services, or Kent State University, or the agents thereof will NOT assume any responsibility for incident, injuries, or loss of or damage to personal property resulting from participation in intramural sports. Participation is at the individual’s own risk. Participants should be careful to follow doctor’s instructions concerning physical disabilities, injuries, illness, and the involvement in any activity.

Article 2: Hold Harmless Agreement
All participants in the Kent State University Intramural Sports Program must sign the Hold Harmless Agreement before they may participate in any intramural activity. There shall be NO EXCEPTIONS to this rule. All participants are required to be listed on the official IMLeagues team roster for each team on which they participate; upon signing up for each team the participant must electronically sign the Hold Harmless Agreement.

Kent State University Hold Harmless Agreement:

In consideration of being permitted to enter Kent State University’s Student Recreation and Wellness Center (SRWC) or any facility or field maintained by Recreation and Wellness Services or any other University-owned property, for any purpose, including but not limited to observation, use of facilities or equipment, participation in instructional or fitness classes or sessions, club sports, or participation in any way related, the undersigned hereby acknowledges and agrees to the following:

That they have inspected, or immediately upon entering, will inspect such premises and facilities and any such use or observation constitutes an acknowledgement that such premises and all facilities and equipment thereon have been inspected and that the undersigned finds and accepts same as being safe and reasonably suited for use.

I understand and recognize that I am responsible for my own well-being and fully understand all risks involved before participating in any activity through Recreation and Wellness Services. I declare that I recognize that it is in my best interest, as well as that of the other participants, to follow the suggestions, guidelines, and/or rules of the activity supervisors, and/or coordinators and that, as an elective, my participation in this activity is entirely voluntary. I fully understand and appreciate the potential dangers, hazards and/or risks, directly and/or indirectly inherent in participating in this activity, as well as engaging in fitness and physical activities in general, which could include the loss of life, serious loss of limb, or loss of property. I agree to utilize all available safety measures including following any safety training provided, and wearing all necessary protective gear if required. Also, I understand that the consumption of alcohol and/or use of drugs is strictly prohibited and could result in my dismissal from further participation in the activity.

I understand that any University personnel or agents also participating in this activity are not necessarily medically trained to care for any physical or medical problems that may occur during this activity. I further understand that the University does not carry medical or liability insurance for me while I am participating in this activity. By placing my signature below, I acknowledge to the University that I have adequate medical and hospitalization insurance for any injuries that I may incur as a result of participating in this activity. Recreation and Wellness Services strongly recommends that each member have an annual physical examination and personal medical and accident insurance.

NOW, THEREFORE, in consideration for being allowed to participate in this activity, I agree to indemnify and hold the supervisor(s) and coordinator(s) of this activity, Kent State University, its Board of Trustees, agents, officers, and employees, and student volunteers harmless for any and all direct, indirect, special or consequential damages, or costs, legal and otherwise, which I may incur as a result of my participation in this activity, even if due to the negligence of Kent State University or any person serving in the above-identified capacities. I also agree that I assume full responsibility for and risk of bodily injury, death, or property damage due to the negligence of the releasers or otherwise, while the undersigned is in, upon, or about the premises of the SRWC and or while using the premises or any facilities or equipment hereon.

I have read the above terms of this Agreement/Release, and I understand and voluntarily agree to the terms and conditions and that I am giving up substantial rights including my right to sue. This Agreement/Release is the entire agreement between the parties and shall be binding upon the heirs, administrators, executors, and assigns of the undersigned. I further expressly agree that the forgoing release, waiver, and indemnity agreement is intended to be as broad and inclusive as permitted by the laws of the State of Ohio, and that if any portion thereof is held to be invalid, it is agreed that the remaining language shall, notwithstanding, continue in full legal force and effect. I acknowledge that I am signing the agreement freely and intend by my signature to be a complete and unconditional release of all liability to the greatest extent allowed by law.
**Article 3: Insurance**
Recreation and Wellness Services does not provide individual insurance coverage. Students not adequately insured through personal or parental health insurance policies should secure the health and accident policy offered through the university on a nine-month or twelve-month basis.

**Article 4: Health and Safety**
The health and safety of all participants is the highest priority and therefore may take precedence over normal rules, regulations, and procedures. It may become necessary to close facilities or apparatus, modify rules, or even to declare forfeits or cancel games. Such drastic measures would occur when the well-being of one or more participants is at stake and the continuation of the game would further endanger the participants or staff members. All injuries should be immediately reported to an Intramural Sports staff member immediately. Staff members will assess an injury, and recommend further care or assistance if needed; the staff member will fill out a Matter of Record Form. If a participant is injured and does not have transportation, Campus Security and/or EMS may be called to assist.

**Article 5: Significant Injuries & Return to Play Guidelines**
Any Recreation and Wellness Services employees, including Intramural Sports staff members, or other health care professionals, may remove a participant from activity, and/or prohibit a participant from returning to activity if they deem it necessary. This decision will be at the discretion of the staff members and is intended to protect the health and safety of the participant(s). A participant who is suspected to have sustained a significant injury that meets any of the following criteria will not be permitted to continue participation. Significant injuries may include, but are not limited to, injuries to the head, neck, or spine; injuries resulting in discoloration, angulation, deformation, or swelling; and injuries resulting in signs and/or symptoms of a concussion.

Any participant, who sustains a significant injury, as determined by the Recreation and Wellness Services staff, the Coordinator, or Assistant Director of Intramural Sports, may be unable to participate in future activities, until cleared by a licensed medical professional. The participant may be suspended on IMLeagues, due to injury, and will be ineligible to participate. Once documentation of medical clearance has been received by the Coordinator, or Assistant Director of Intramural Sports, the suspension will be removed. It is recommended to get medical clearance to the Coordinator, or Assistant Director of Intramural Sports well in advance of the participant’s next intramural participation to ensure participant eligibility, as day of requests for suspension removal will not be guaranteed.

**Article 6: Blood Policy**
If and when an Intramural Sports staff member or official observes that a participant is bleeding, has an open wound, or has blood on their clothing, the participant will be directed to leave the game. The participant shall not return until the bleeding has stopped, the open wound is sufficiently covered and not soiled, and any article of clothing with blood on it is changed. The participant must have approval from the on-site Intramural Sports staff to re-enter the game.

**Article 7: Alcohol Use**
Alcohol is not allowed on, or in, any Kent State University recreation facilities, including all intramural playing fields, before, during or after intramural activities. If alcohol is found, it will be disposed of immediately and appropriate action will be taken. If further action is needed Kent State University Police may be called to assist with situations involving individuals playing under the influence. Participants and/or spectators that bring alcohol or play under the influence may be subject to penalties at the discretion of the Coordinator, or Assistant Director of Intramural Sports, and may be referred to the Office of Student Conduct.

**Article 8: Illegal Drug Use**
Illegal drugs are not allowed on, or in, any Kent State University recreation facilities, including all intramural playing fields, before, during or after intramural activities. Participants and/or spectators that bring or play under the influence of illegal drugs may be subject to penalties at the discretion of the Coordinator, or Assistant Director of Intramural Sports and may be referred to the Office of Student Conduct. If further action is needed Kent State University Police may be called to assist with situations involving individuals playing under the influence.

**Article 9: Tobacco Use**
Kent State University is a Tobacco Free University which include “vaping” and e-cigarettes. Anyone with tobacco products or e-cigarettes or vaping products will be asked to leave the area and not permitted to participate.
SECTION 5: Team Sport Leagues

Article 1: Program Offerings
All league offerings have a registration fee to minimize the associated expenses (staffing, equipment/supply purchases and replacement, awards, etc.) for running the league. The league fee is minimally priced so as to not place an extreme financial burden on the participants of the programs. Participants should view the expense as a value for service when compared to alternative competitive recreational sports programs.

Article 2: Playoffs
All teams that are eligible to compete in the playoffs for each league sport will be invited to a tournament scheduling meeting. Playoff Eligibility information can be found below. These meetings are generally scheduled at the conclusion of league play. Team captains are given the opportunity to choose from the day/time(s) available, of their first tournament game at the tournament scheduling meeting with the intent to help eliminate first round forfeits in tournament play.

A. Teams will be “seeded” for tournament selection and allowed to choose their first game position based upon their seed.
B. Teams not represented at the tournament scheduling meeting (but are eligible) will be randomly assigned to the tournament bracket after all other teams represented have had the opportunity to select their first game time.
C. Once a team has picked their placement in the bracket, that position is “locked” and no changes will be allowed.
D. In some cases, the structure of the bracket, or the seed of a team, may eliminate the choice of bracket placement.

Due to the nature of a single elimination tournament, playoff schedules will vary from regular season scheduling days/times. Playoff games may be scheduled on multiple days of the week, on days and times that differ from the team’s regular season games. Teams may be scheduled to play more than one game in a day or on back-to-back days during the tournament. Captains and teams should check the entire bracket to know when their team will play again if they move on to the next round of playoffs.

Article 3: Playoff Eligibility
In order to be permitted to compete in the playoffs for their sport, a team must end the season with the following criteria:

• Receive an average sportsmanship rating of 2.5 or better.
  - Teams must receive at least a 2.0 or better in each game of the playoffs to advance. If a team automatically drops below a 2.0 during competition, the match will be forfeited and the other team will advance, regardless of the current score. If the team is given a 2.0 rating after the game has concluded, they will have until 12:00 PM of the following day to protest that rating. If a protest is accepted it does not mean that the rating will necessarily be changed. If changed to a higher rating, they will advance. If it remains a 2.0 or lower rating, neither team from that competition will advance, and the subsequent game will be forfeited.
  - Forfeit one or zero games.
    - If both games of a doubleheader are forfeited, they will still be counted as 2 losses for that team’s record, but only 1 forfeit for the season in regards to playoff consideration.
• There is no minimum winning percentage or win/loss record restrictions to get into the playoffs.
*Adjustments may be made to the eligibility of specific divisions based off their size or amount of divisions per league.

Article 4: Standings
Playoff ranking or “Seeding” will be decided by the tiebreakers seen below. Teams will be ranked according to the following statistics, in order to break any ties that may exist following the regular season:

1. Number of games won
2. Average Sportsmanship Rating
3. Least amount of games forfeited
4. Head-to-Head competition results
5. Point Differential
  - If teams remain tied through all these tiebreakers, we will use a Random Number Generator and do a best-of-5 to break the tie
SECTION 6: Individual/Dual Sports & eSports Leagues and Tournaments

Article 1: Program Offerings
Some individual/dual program offerings have a registration fee to minimize the associated expenses (staffing, rentals, facility usage, equipment purchases and replacement, awards, etc.) for running the league or tournament. The fee is minimally priced so as to not place an extreme financial burden on the participants of the programs. Participants should view the expense as a value for service when compared to alternative competitive recreational sports programs.

Article 2: eSports Playoff Eligibility
- The Top 2 from each division will qualify for the Championship Bracket
- The remaining teams will qualify for the Consolation Bracket
  - Teams must complete all their division matches in-order to qualify for the playoffs

Article 3: Additional Programs
The Intramural Sports staff is always trying to provide programs that meet the needs of the entire Kent State University student body, faculty and staff members. If there is a program that we do not offer, and you would like to have that particular program offered in the future, please feel free to contact the Coordinator, or Assistant Director of Competitive Sports to discuss the desired program.

SECTION 7: Forfeits

Article 1: Grace Period
Teams and players are encouraged to arrive at the activity site early enough to allow for players to check-in, submit line-ups, warm-up, etc.; however, occasions may occur in which a team or players may be running late due to seen or unforeseen circumstances. Therefore, teams are permitted a grace period (5 minutes) to have the minimum number of players to compete ready to play before a forfeit shall be declared.

Article 2: What is a Forfeit?
A. A forfeit is defined as when a team or individual fails to appear, check-in, or is not prepared to begin play with the minimum number of required players at the end of the 5-minute grace period.
B. A team with the minimum amount of players present at the end of the grace period may opt to play or accept the forfeit. If they play, other team members may participate upon arrival (subject to the rules of the sport and sign-up rules). If they accept the forfeit, they lose the right to play should the other team members suddenly appear.
C. A double forfeit is declared when neither team, nor individuals, appear or are prepared to begin play with the minimum number of required players when the grace period expires.

Article 3: Excessive Forfeits
Due to the number of games played during a season or tournament the following rules shall apply:
A. Any team that obtains two forfeits (on different days) in a league, during regular season play, for any reason will be eliminated from the league, and therefore will not be eligible for playoffs.
B. If a team forfeits any game in a double elimination tournament, they will be disqualified from the tournament.

Article 4: Forfeits and Sportsmanship
Any team that forfeits during regular season play shall receive a 0, for their sportsmanship rating for that contest. The sportsmanship rating of the team that receives the win by forfeit (4.0) will not be negatively affected as long as the team meets the necessary criteria to accept the win by forfeit. Teams that receive a forfeit win imposed due to ineligible players and/or unsportsmanlike conduct shall receive a sportsmanship grade for the game played up to the point where the game was cancelled. *If teams forfeit prior to their scheduled game, they must communicate that forfeit to the Competitive Sports Staff. The staff will then communicate that information to their opponent and inform them that they received the win and don’t need to show up for their contest. If a team doesn’t show-up because their opponent said they were forfeiting and the Competitive Sports Staff doesn’t know, the contest will be recorded as a double-forfeit.

Article 5: Forfeit Scores
When a team is awarded a win by forfeit, the score will be recorded as 1-0, and they will receive a 4.0 Sportsmanship.
SECTION 8: Defaults

Article 1: What is a Default?
A default is similar to a forfeit, in the sense that a team intentionally is not showing up for their scheduled game time, the major difference is that they notify the intramural sports staff ahead of time.

Article 2: Default Restrictions
In order to successfully default their game, the team captain must contact the Coordinator or Assistant Director of Competitive Sports prior to 3:00 PM on the day of their game. They may contact them before this deadline, in fact it is preferred.

Article 3: How to Default
An email from the Team Captain stating that they are unable to attend their game, with at least one proposed reschedule time is sufficient for a default. A phone call is also an option, although there is less of a guarantee it will be seen, and/or granted unless they can verify they are the captain of their team.

Article 4: What Happens when you Default?
The team that declares a default will lose their game by a score of 0-1, but receive a 3.0 sportsmanship rating. The winning team will be contacted that they will not be having a game, and be granted a 4.0 sportsmanship rating along with their win. An attempt to reschedule will be made, but if the non-defaulting team is unable to change to a newly proposed time, they will be credited with the win, since they are still able to play at the originally scheduled time slot.

Article 5: Why to Default?
A default is appreciated, as this gives us the option to notify the other team, and our staff that there will not be a game occurring in your time slot. We understand that conflicts arise and adjustments need to be made at a moment’s notice. Intramural sports are meant to be a fun, relaxing, competitive, stress reliever. This is our way of being flexible, and attempting our best to get you as many games as you signed up for.

SECTION 9: Sportsmanship

Article 1: What is Sportsmanship?
Sportsmanship is defined as conduct and attitude considered appropriate in sports, especially fair play, courtesy, striving spirit, and grace in losing. Sportsmanship in all intramural sports activities is an essential component of the Intramural Sports philosophy. Sportsmanship includes positive or negative actions or comments toward opponents/teammates, intramural staff, and spectators. Team captains are responsible for the conduct of team members and should maintain control of any associated personnel, including spectators, during all games.

Article 2: Team Names and Uniforms
Recreation and Wellness Services is committed to assuring that its programs are free from discriminatory, inappropriate, and disrespectful conduct or communication. Our goal is to provide a pleasant, fun, welcoming, and inclusive atmosphere for everyone who participates in intramural sports. The Intramural Sports program, therefore, reserves the right to disallow any team name that we feel may be unacceptable.

When choosing a team name, please ensure it is in good taste and is not offensive to individuals or groups on the basis of race, ethnicity, religion, disability, age, gender identity, sexual orientation, socioeconomic status, culture, and social or political beliefs. We ask that all team names not contain profanity, racial slurs, sexual innuendos, references to drugs or alcohol, reference to body parts or other words/topics/phrases that may be offensive or otherwise demeaning, degrading, or derogatory in nature. This also applies to images on team uniforms or team pages on IMLeagues.

The Intramural Sports program reserves the right to reject or change team names at the discretion of the Intramural Sports staff. In the event we need to change a team name, we will simply change the team name to something fun/silly and the team will be unable to change this name. Your team will use that team name for the duration of the season. If you are unsure if a team name is acceptable, contact the Coordinator, or Assistant Director of Intramural Sports for clarification.
Article 3: Web Etiquette
We will be monitoring content on the IMLeagues.com website, other websites and/or social media platforms. Any comments, pictures, postings, or anything thereto deemed inappropriate by the administration of Kent State University, Recreation and Wellness Services, and/or the Intramural Sports Program are subject to the following:

- Deletion of posted materials
- Removal of the offending player or team from the league
- Deletion of the offending individual’s IMLeagues.com account
- Referral to the Office of Student Conduct

There will be a zero-tolerance policy for anything that is demeaning, degrading, derogatory or sexually explicit in nature. This includes, but is not limited to, posted materials referring to topics such as race, ethnicity, religion, disability, age, gender identity, sexual orientation, socioeconomic status, culture, and social or political beliefs.

Article 4: eSports Etiquette
We will be monitoring content reports, scene or experienced during all eSports competitions. Any comments, pictures, postings, or anything thereto deemed inappropriate by the administration of Kent State University, Recreation and Wellness Services, and/or the Intramural Sports Program are subject to the following:

- Deletion of posted materials
- Removal of the offending player(s) or team from the league
- Deletion of the offending individual’s IMLeagues.com account
- Referral to the Office of Student Conduct

There will be a zero-tolerance policy for anything that is demeaning, degrading, derogatory or sexually explicit in nature. This includes, but is not limited to, posted materials referring to topics such as race, ethnicity, religion, disability, age, gender identity, sexual orientation, socioeconomic status, culture, and social or political beliefs.

Article 5: Captains
The team captain is ultimately responsible for all the actions of their team. Captains should exhibit exemplary sportsmanship and assist the Intramural Sports staff in controlling the actions, behavior, and sportsmanship of their teammates. Additionally, the captain will ensure that their team is familiar with the rules of play and Intramural Policies and Procedures contained in this document. Copies of the rules are available on the Kent State University Intramural Sports web page and IMLeagues.com.

Article 6: Unsportsmanlike Conduct
The Intramural Sports Program believes good sportsmanship is an integral component of competition. We wholeheartedly embrace the position that, in order for sportsmanship to prevail, participants and spectators must display respect, fairness, civility, honesty, and responsibility before, during, and after all contests. We encourage spectators to enthusiastically support their team, recognize the outstanding performance of opponents, and always exhibit good sportsmanship in their words and actions. The Intramural Sports Program encourages and promotes sportsmanship by all participants and spectators. Recreation and Wellness Services and the Intramural Sports Program are committed to holding programs in a safe environment free from bullying. Offensive language including profanity, derogatory remarks about an individual’s race, ethnicity, culture, age, gender, sexual orientation, gender identity, ability, national origin, veteran status, social economic class, religion, or professional status, or other intimidating actions directed at officials, staff, participants, spectators, or others will not be tolerated and are grounds for removal from the site and disciplinary action which could include referral to Judicial Affairs.

Participants shall not commit acts of unsportsmanlike conduct. Before, during or after a contest, no player, captain, team, or spectator shall:

A. Use verbal or non-verbal profanity, disrespectful language, obscene gestures or behavior, bullying, homophobic, transphobic, or insensitive expressions of any kind
B. Use derogatory language, threaten, or verbally abuse any other participant or Intramural Sports employee, this includes taunting
C. Participate in a game for which they are ineligible
D. Engage in arguments, or disrespectfully address the officials, staff, players, or spectators. Only the captain may, in a courteous manner, address the official and Intramural Sports staff
E. Intentionally strike, push, trip or flagrantly foul another player
F. Mistreat the facility, equipment or supplies of Kent State University
Article 7: Disqualified (Ejected) Players
A player disqualified (ejected) from the game for any unsportsmanlike conduct must leave the area/facility/complex immediately for the remainder of the night and will be declared ineligible for participation in all Intramural Sports events until they have met with the Coordinator, or Assistant Director of Intramural Sports. The player shall be suspended for a minimum of one game. Failure to leave the area/facility/complex may result in disqualification of the captain, or forfeiture of the game. It should be noted that the Intramural Sports Program and Intramural Sports staff reserve the right to immediately disqualify/eject a participant or end an intramural contest at any time if it is deemed necessary to maintain the safety of participants and staff. It is not necessary for a player or team to be issued the maximum sport specific unsportsmanlike-conduct related penalty to be disqualified/ejected from a contest or to end a contest; the participant may be disqualified/ejected and/or the contest may be ended without warning if the behavior warrants such action. Players will be automatically disqualified/ejected for unsportsmanlike conduct that results in the following:

- Soccer (Outdoor & Indoor): 2 Yellow Cards or 1 Red Card
- Volleyball (Indoor & Sand): 2 Yellow Cards or 1 Red Card
- Basketball: 2 Technical Fouls
- Flag Football: 2 Unsportsmanlike Conduct Penalties

Further information on player and team ejections can be found in Section 10. Players should consult the individual sport rules for unsportsmanlike-conduct related penalty information and specific disqualification guidelines.

Article 8: Sportsmanship Ratings
A numeric Sportsmanship Rating will be determined at the conclusion of each contest. Teams will be rated 0 (the worst) through 4 (the best). The rating may be subject to change, both up and down, at the discretion of the Coordinator, or Assistant Director of Intramural Sports. The rating can also be negatively affected because of the behavior of a team’s spectators. In addition to qualifying playoff criteria, each team must maintain a 2.5 or better average Sportsmanship Rating during league play to participate in the playoffs. During playoffs, each team must be rated 2 or above to have the chance to continue in the playoffs. Intramural Sports will remove teams from playoffs if it feels are displaying poor sportsmanship.

Ratings may be adjusted for any conduct deemed inappropriate by the Intramural Sports staff before, during, and after a contest.

4.0 - Outstanding Sportsmanship & Conduct: All players cooperate fully with staff, officials and the opposing team throughout the course of competition. The captain respectfully converses with staff and officials when needed and has full control of their team. The winning team of a forfeit or default will always receive a 4.

3.0 - Good Sportsmanship and Conduct: Team members are in control throughout the contest. Sportsmanship and actions of team members are at acceptable levels. Team might show minor dissent towards staff or opposing team. If a team Defaults, they will lose their match, but receive a 3.

2.0 - Unsporting Conduct: The following behaviors warrant a sportsmanship rating no higher than a 2.0:
- Unsporting Technical Foul, Yellow Card, Unsportsmanlike Conduct Penalty, "Official Warning" (Softball only)
- Failure to pick up trash at site

1.0 - Unsporting Conduct: The following behaviors warrant a sportsmanship rating no higher than a 1.0:
- Ejection
  - Any form of ejection

0.0 - Unacceptable Conduct: The following behaviors warrant a sportsmanship rating of 0.0:
- Forfeit
- Multiple Ejections
- 3 or more Unsportsmanlike Penalties
  - This contest will be forfeited immediately!

Article 9: Unsportsmanlike Conduct and Forfeiture of Games
Any team that receives three (3) unsportsmanlike-conduct related penalties during a single contest will forfeit the contest to its opponent. Repeated display of “poor sportsmanship” will result in the team being ruled ineligible for participation and possible referral to Judicial Affairs for violations of the Student Code of Conduct.
Article 10: Review of Sportmanship Ratings
It is the captain’s right and responsibility to view their team’s Sportmanship Rating after each contest. The Intramural Sports Supervisor staff will be able to provide the captain with this information immediately after the contest. A team may appeal a rating by writing an email containing all relevant information to the Coordinator, or Assistant Director of Intramural Sports. This email must be submitted to the Competitive Sports staff by 12:00 PM (Noon) the day following the game in question. No appeals will be heard after that time.

Section 10: Player and Team Ejections

Article 1: Post Ejection Procedures
Any player(s) or teams removed/ejected from an intramural activity will be ineligible for further participation in all intramural sports activities until they meet with the Coordinator, or Assistant Director of Intramural Sports.

A. It is the responsibility of the player to meet with the Coordinator, or Assistant Director of Intramural Sports at their convenience.
B. The Intramural Sports staff will gather all the facts from the incident and make a ruling on the length of the suspension, and any other course of action. The player shall be suspended for a minimum of one game. Anyone ejected from any intramural sports activity is also subject to a probation period, at minimum, for the remainder of the sports season.
C. Any person disqualified from a contest is subject to being sent to the Office of Student Conduct for a hearing based on violations of the Student Code of Conduct. However, the Coordinator, or Assistant Director of Intramural Sports will make the final ruling whether to pursue this course of action or not, based on the severity of the infractions.
D. If a player is disqualified from competition (i.e. receiving 5 common fouls in basketball), they are not considered “ejected,” and therefore are permitted to compete in future contests without meeting with the coordinator.

Article 2: Physical Violence
Any person involved in physical violence (“fighting”) will be suspended for a length of time, pending the act. This suspension can range from the activity season, a semester or an entire academic year from all intramural sports. That person will also meet with the Coordinator, or Assistant Director of Intramural Sports to discuss if any further action will be taken, which may include referral to the Office of Student Conduct for violations of the Student Code of Conduct.

Article 3: Repeat Offenders
Any participant who repeatedly exhibit poor attitude and sportsmanship will lose their right to participate in the Intramural Sports program and may be referred to the Office of Student Conduct.

SECTION 11: Protests

Article 1: On-Site Protests
Protests will be disallowed if it fails to conform to any of the following specifications:

- Protests may be made on the eligibility of a player and rule interpretations only, never on judgment calls.
  - Rule protests must be made before the next play
  - Eligibility protests must be made before the contest begins or when the participant(s) in-question arrives to play in their contest
- Only the team captain may file a protest. (The co-captain, or another team member, may represent the team in the team captain’s absence.)
- Rule and procedure protests must be filed at the time of the incident, and before play resumes. NOTE: this means prior to the next pitch, snap, serve, or other action depending upon the sport. Protests will not be accepted after any subsequent action.
- The on-site Intramural Sports Supervisor will first attempt to handle the protest. However, if the team captain is still in disagreement with the ruling of the on-site supervisor, then a written protest may be granted. After the written protest has been documented the contest will resume at the point of interruption and will continue until completion.
- If the protesting team wins the contest, the protest is withdrawn.
- If the protesting team loses, the protesting captain shall inform the Intramural Sports Supervisor if they wish to continue pursuing the protest. NOTE: Failure to consult with the Intramural Sports Supervisor after the game could result in a denial of the protest.
• If the Intramural Sports Supervisor cannot effectively make a judgment on the protest, a written protest will be completed and submitted to the Coordinator, or Assistant Director of Intramural Sports.

Article 2: Written Protests
On such an occasion where an unusual rule interpretation (or multiple interpretations) or a player eligibility issue is in question, the Intramural Sports Supervisor may not be able to effectively rule on the protest; therefore, the following shall occur:
• For rule interpretation protests, the situation must be immediately documented in writing by the Intramural Sports Supervisor, so that the game can be resumed from the exact point if the protest is upheld. This includes ball possession, time remaining, direction of play, the count, runners on base, etc. Both captains and all officials must sign a protest form.
• All protests will be given to the Coordinator, or Assistant Director of Intramural Sports for a ruling.

Article 3: Player Eligibility Protests
• Eligibility protests must be made before the contest begins or when the participant(s) in-question arrives to play in their contest
• If a team recognizes that another team has an ineligible player, the captain should bring it to the official’s attention before play begins. The following must be included in the protest of player eligibility:
  1. Name of the participant in which eligibility is questioned
  2. The name of the team(s) in which the ineligible participant is suspected to be participating with
  3. Any other applicable information. For example, the varsity team in which the participant has played, professional teams associated with, not an enrolled student, playing with another team in the same league.

SECTION 12: Inclement Weather

Article 1: Cancellation of Activities
A. The possibility of Intramural Sports activities being cancelled due to weather always exists. In the event of inclement weather (rain, snow, etc.) the Intramural Sports Professional Staff will notify the team captain(s) and/or the teams affected via IMLeagues.com emails/text messages.
B. It is the responsibility of each team/participant to determine the status of their activity for that day. Team captains and participants should check their email or text messages on the day of the contest in question. It is the responsibility of the team captain to check for weather cancellations and then notify team members.
  a. Our administrative staff will make any decisions to cancel games by 3:00 PM. After that, it will be up to the on-site staff to decide if the conditions are playable or not.
  b. If the inclement weather doesn’t arrive until activities are underway, the decision of cancellation will be made by the staff on-site. If additional games are scheduled, in the evening, that cancellation information will be communicated via IMLeagues.com emails/text messages as soon as we have made a decision.
C. The Intramural Sports staff will contact team captains to notify them that games have been cancelled as soon as they can. However, team captains/participants should assume that their game will be played unless notified otherwise.
D. The Intramural Sports Program is not responsible for forfeits suffered by assumed rainouts or games rescheduled due to rainouts, snow days, or other inclement weather.
E. The following outlets shall generally have information regarding cancellations, based upon the location of the activity.
  1. IMLeagues email/text message from Intramural Sports Program notifying everyone of cancellations & the reschedule plan.
  2. Social media platforms
  3. Student Recreation and Wellness Center: 330-672-4732

Article 2: Cancellation of All Activities
If at any time Kent State University – Kent Campus cancels day and/or evening classes, all Intramural Sports activities will be cancelled for that day.
SECTION 13: Cancellations

Article 1: Weather Postponements
If at any time any Intramural Sports facilities become unplayable or unsafe, the Intramural Sports Staff will decide regarding postponement or cancellation of activities. Any scheduled activity cancelled by the Intramural Sports staff because of inclement weather or unsafe conditions during the regular season may or may not be rescheduled. The decision to reschedule games that have been cancelled is to the sole discretion of the Coordinator, or Assistant Director of Intramural Sports.

It is the responsibility of each team captain/participant to check IMLeagues.com and/or their email for more information regarding any reschedule process.

Special Events (one-day events) that are postponed may be rescheduled by the Intramural Sports staff when possible. Playoff Championship Tournaments will be postponed and rescheduled by the Intramural Sports staff whenever possible. It is the responsibility of the team captain/participants check IMLeagues.com to learn of the rescheduled dates and times or contact the Intramural Sports Professional staff for clarification.

Article 2: Cancellation of Activities in Progress
1. In cases when weather forces the halt of any contests in progress, the specific rules of that sport will determine if the game is considered official/complete. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.
2. In the event lightning is seen or thunder is heard, the following will occur:
   - Games in-progress are stopped and potentially cancelled
     - Lightning within 10 miles of Kent State will require all outdoor spaces to be cleared.
   - All outdoor activities are postponed for 30 minutes from the last recorded instance of lightning or thunder
   - If the inclement weather continues, the intramural staff on site will determine whether the games are cancelled for the evening
   - While outdoor activities are postponed, participants should exit the area and go to their vehicles, or seek shelter in a nearby indoor facility. Participants may not use any outdoor facilities until they are cleared to re-open by staff

SECTION 14: Equipment

Article 1: Equipment
A. Equipment that is approved for Intramural Sports activities shall be in accordance with the intramural rules of each respective sport/activity, which may supersede the governing body of each activity (e.g., softball – ASA, flag football – NIRSA, basketball – NFHS, etc.). The rules for each sports activity may be viewed on the Intramural Sports website and IMLeagues.com; related links to the governing body may also be listed on the website.
B. Game balls provided by Intramural Sports are for game use only and will NOT be available for warming up.
C. Periodically, changes may be made to equipment that is approved or unapproved based upon changes made by the sports’ governing body. This may occur prior to a season or during a season; for clarification on whether personal equipment may be used in an Intramural Sports activity please contact the Coordinator, or Assistant Director of Intramural Sports.
D. During outdoor sports activities (when in-season) some equipment may be checked out (when available) from the Intramural Sports staff. Equipment may include jerseys, flag belts, softball bats, softballs, softball gloves, etc. A Kent State University ID (FlashCard) is required to check out equipment; however, the following rules apply to any intramural sports equipment that is checked-out for use:
   a. Those using intramural equipment will be held accountable for any damage, not considered to be normal wear and tear, to that equipment.
   b. If equipment is lost, damaged, or not returned after the activity, the replacement cost of the equipment will be billed to the students’ Bursar’s Account.
   c. Reminder that when checking out equipment from Intramural Sports staff for outdoor activities, participants must leave their FlashCard with the Intramural Sports staff as collateral until the equipment is returned and checked in.
Article 2: Footwear
A. Appropriate athletic shoes must be worn at all times during intramural sports activities. EXCEPTION: Footwear is not required during sand volleyball.
B. When participating in on-court activities, athletic shoes with non-marking soles must be worn. This is for the participant’s safety and to prevent injuries.
C. Dress shoes, hiking shoes, boat shoes, boots, sandals/flip flops, minimalist shoes, and other non-athletic shoes are prohibited during all intramural sports activities.
D. Pliable rubber cleated shoes are acceptable for outdoor sports. Metal cleats are not permitted. Screw-in type cleats may be permitted in some outdoor sports (flag football) provided the screw/bolt is part of the cleat and does not protrude from the sole of the shoe.

Article 3: Jewelry Policy
A. We play most of our activities under NFHS guidelines and under those rules, jewelry is prohibited to be worn
   a. This is a safety concern, not only for you, but those you are competing with
B. NO JEWELRY (including beads, hemp necklaces, and bracelets) is to be worn at any time during an intramural sports activity. All participants are expected to remove all jewelry prior to the start of the contest.
C. Any player that refuses to remove jewelry during a contest shall be asked to leave the contest until the item is removed. If they don’t leave the contest, that contest could be forfeited.
   a. A participant may not enter the contest until the item has been removed
D. Should there be an exception to jewelry policies; it will be listed in the intramural sports rules for each event.
E. Medical Alert Bracelets/Medals: Any participant that is required to wear a medical alert bracelet or medical alert medal shall be permitted to do so; however, it must be taped to the body with medical data visible.

Article 4: Penalties
Any player wearing illegal equipment will not be allowed to compete. Any player that is found to be using illegal equipment, as defined by the rules of each activity, shall be disqualified/ejected from the game (see Section 11, Article 1). Abuse of intramural equipment is cause for disqualification/ejection from a game, as well as further disciplinary action.

SECTION 15: Awards

Article 1: Championship T-Shirts
Championship t-shirts will be awarded to the team(s) or individuals that win the championship (for each league of play – ex. men’s, women’s, co-rec) in each intramural sports activity. The Championship T-shirts will be handed out at the site of the championship contest.

SECTION 16: Miscellaneous

Article 1: Phone Information
Intramural Sports policy forbids office personnel to give personal information over the phone. Information given over the phone is easily misunderstood and could lead to confusion and potentially unnecessary forfeits. League and playoff schedules are available in advance and are posted on IMLeagues.com. Captains are responsible for knowing when their team is scheduled and for accurately communicating this information to their team.

Article 2: Program Registration Fees
A. All fees are used in the program to pay student employees, provide awards, promote/publicize activities, maintain fields, and purchase equipment. These fees do not cover the costs for the staff but do help offset these expenses.
B. When considering the quality of the program and the positive experiences enjoyed by the participants, the program remains a tremendous value.
C. All efforts will be made to maximize playing opportunities. In the unfortunate event of cancellation, all efforts will be made to reschedule the contest. However, the decision of rescheduling is left solely up to the Coordinator, or Assistant Director of Intramural Sports and there will be no refund if games cannot be rescheduled.

Article 3: Evaluations
Throughout the year, the Intramural Sports staff may ask participants to fill out questionnaires/surveys about the quality of the Intramural Sports Program, please take the time to fill out the evaluations, and encourage your teammates to do so as well, so that we may better serve your needs. When these are being filled out, please give us substance and ways to make our program better for you and your fellow participants. Please don’t say the official stink, that doesn’t help us improve.
Article 4: Extramural Tournament Opportunities
Occasionally, opportunities to participate in extramural tournaments and events may arise. Extramurals refers to intramural/club level tournaments that are held off-campus at colleges and universities across the country. Many are held within the state of Ohio, while others are held at the regional level in one of the nearby states, or even at the National level. Teams can represent Kent State University against top intramural teams from other schools. Tournaments are offered in different sports, including flag football, basketball, soccer, and tennis. Extramurals typically fall under the sponsoring association known as NIRSA.

If a team is participating in an extramural opportunity, the team is expected to represent themselves, their team, the Kent State University Intramural Sports Program, Recreation and Wellness Services and Kent State University in a positive manner. The team will be subject to all rules, policies, and procedures outlined herein whether explicitly stated or implied, the Kent State University Student Code of Conduct, tournament/event governing body or sponsoring association rules and regulations, and any guidelines specific to the event in which they are participating.

Teams and individuals interested in participating in extramural opportunities should contact the Coordinator, or Assistant Director of Intramural Sports for more information on how to get involved.

Article 5: Questions, Comments or Concerns
The Coordinator of Competitive Sports is ultimately responsible for running all intramural programs. The Coordinator, or Assistant Director of Intramural Sports reserves the right to make rule modifications or decisions contrary to the policies and procedures of the Kent State University Intramural Sports Program, outlined herein, in the best interest of all intramural participants and as necessary for the positive delivery of the Intramural Sports Program to Kent State University students, faculty, staff and spouses. If you have any questions, comments or concerns, please contact the Coordinator, or Assistant Director of Intramural Sports.
APPENDIX A: IMLeagues Instructions

IMPORTANT NOTE: All intramural participants will be required to create an account on IMLeagues.com. Team Captains must first register and pay in the Student Recreation and Wellness Center Pro Shop, then captains will create their team on IMLeagues.com, in the section they registered for, and invite all team members to join their team’s roster.

Need Help? IMLeagues.com offers a live support button in the bottom right corner of all pages. After following these directions, if you encounter any difficulties, please use this button for help.

To create an IMLeagues account:
1. Go to www.imleagues.com/KentState/Registration OR Go to www.imleagues.com and click Create Account
   It is NOT recommend to use the “Create an account with Facebook” option, as that would require your Facebook account to be linked to your Kent State University school email address only.
2. Enter your information,
   a. Use your School email address (@kent.edu) ex. AFLASH10@kent.edu
   b. User ID = Flashline ID (not your Banner ID#) ex. AFLASH10
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 your school – If not you can search schools by clicking the “Schools” link
a. DON’T STOP YET – you’ve now created an account but you still need to join your team roster

How to sign up for an intramural sport:
1. Log in to your IMLeagues.com account.
2. At the top right of your User Homepage page under the “Register” drop down menu click Create/Join Team OR Click on the “Kent State University” link to go to your 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, Co-Rec, etc.)
5. Choose the division/section you registered for in the SRWC Pro Shop (M1 Mon. 5pm, C3 Tues. 8pm, etc.)
6. Click the “Register/Signup” or “Create Team” button in the top right corner.
7. You can join the sport one of three ways:
   a. Create a team (For team captains)
      i. Captains can invite members to their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to be joined to your team.
         1. If they’ve already registered on IMLeagues: search for their name, and invite them
         2. If they haven’t yet registered on IMLeagues: scroll down to the “Invite by Email Address” box, and input their email address.
   b. Join a team using one of the following options:
      i. Use the Register drop down menu Create/Join Team Buttons at top right of every page
      ii. Accepting a request from the captain to join his/her team
      iii. Finding the team and captain name on division/league page and requesting to join
      iv. Going to the captain’s player card page, viewing his/her team, and requesting to join
   c. Join as a Free Agent
      i. Follow above steps 1-6 and on the division/section page click the “Register/Sign Up” drop down menu and choose “Free Agent”.
      ii. Signing up as a free agent allows you to post a message via IMLeagues.com expressing your interest to participate in a particular sport; you may wish to include additional information about yourself including experience playing that sport or if you are simply looking to make friends and have fun. You can list yourself as a free agent in as many divisions (days/times) within a league as you’d like. You will be visible to all members of the site so captains who are seeking additional players can request for you to join their team, and you may request to join teams. NOTE: While posting as a Free Agent on IMLeagues.com is the best way to join a team, unfortunately there is no guarantee of placement on a team.
Appendix B: Leagues and Division Information

Leagues Offered
Whenever possible, a variety of leagues are offered within any given sport. Descriptions of possible leagues offered are listed below.

Independent Leagues

- **Men’s:** Men’s leagues, otherwise known as Men’s Independent, are available to any eligible participant(s) that identify as a man.

- **Women’s:** Women’s leagues, otherwise known as Women’s Independent, are available to any eligible participant(s) that identify as a woman.

- **Co-Rec:** Co-Rec leagues are available to both men and women who are eligible to participate. Each sport offering a Co-Rec league will have a set of Co-Rec modifications and men/women ratio requirements to register and play.

- **Open:** Open leagues are available to eligible men and women. Each sport offering an Open league will not require a set men/women participant ratio requirement; teams may consist of solely of men, women, or any combination thereof.

- **Faculty/Staff:** Faculty/Staff leagues are available to current “officially” recognized Kent State University employees in at least a part-time capacity. Faculty/staff members must have a membership to the Kent State University SRWC or pay the daily guest fee (each visit) to participate in Intramural Sports programs offered in the SRWC. Faculty/Staff leagues will be offered as “Open” leagues at this time.

- **Residence Hall Co-Rec:** Residence Hall Co-Rec leagues are available to eligible men and women currently residing in a Kent State University Residence Hall.

Greek Leagues

- **Fraternity:** Fraternity leagues are available to eligible men who are active members of the same fraternity, as recognized by Kent State University’s Greek Life Office. Members of a fraternity team may also play on one men’s independent team in the same sport.

- **Sorority:** Sorority leagues are available to eligible women who are active members of the same sorority, as recognized by Kent State University’s Greek Life Office. Members of a sorority team may also play on one women’s independent team in the same sport.

Divisions Offered

Divisions offered within a league (as defined above), will consist of a specific day and time(s) of play. For instance, a Men’s league may offer a “Men’s (M1) Mondays at 9:00-10:00pm” division and also a “Men’s (M2) Tuesdays at 6:00-8:00pm” division. Depending on the nature of the sport, divisions may/may not be limited to one specific day and one specific time. *All efforts will be made to offer the divisions at the advertised date/time; however sometimes situations do arise which may require a change of the day/time the division is offered.*