



- **Teams who forfeit will have all of their members suspended until the forfeit fee has been paid. The forfeit fee will be \$30.**
- The captain of the team will be emailed a notification of the forfeit fee. Teams can pay the forfeit fee online ([Link](#)) or at the guest services desk at the Student Recreation Center.
- Once the fee has been paid teams will bring their receipt to the IM Sports office to be reinstated. Any team that forfeits a second time will be automatically removed from the league for the remainder of the season.
- 10-Minute Grace Period: If one team is present and ready to play, they can choose to grant their opponents a 10-minute grace period.
  - The game clock will start at the original start time.
  - If the required minimum number of players arrives within 10 minutes, the game

Center fees and are not members of the Recreation Center are not eligible to participate in Intramurals.

- Student/Faculty/Staff Spouses: Spouses of eligible undergraduate students, graduate students, faculty and/or staff members who have a valid Recreation Center Membership are eligible to participate in Intramurals.
- The minimum age to participate is 15 years old.
- Miscellaneous: All other persons who have a valid Recreation Center Membership (minimum monthly membership that is active) are eligible to participate in the Intramural Sports Program.
- [Link to Rec Membership page](#)

***\*\*All participants must present their Buff OneCard or any government-issued photo identification at every game to check-in. \*\****

### **TEAMS/ SUBSTITUTIONS**

- A team consists of four players. (Minimum 3 to start)
- In Co-Rec this team must have no fewer than two and no more than three players of a different gender on the court at a time.
- Teams with any less than this will be given a standard Forfeit.

### **UNIFORM/EQUIPMENT**

- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players must wear athletic footwear (tennis shoes, cross trainers, etc.). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes, or shoes of the like are allowed during play.
- Players may not wear hard-billed hats, watches, headphones, or any sort of jewelry.
- Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.

### **THE GAME**

#### **LENGTH OF GAME**

- A match consists of three games played to 21 points. A team must win by two points, with a cap score at 23 (i.e. 22 –22 tie and the first team to reach 23 wins (one point lead)).
- Three games are played in the regular season regardless of which team wins the first two.
- The final score is based on total games, not match points.
- In the post-season tournament, a third game will not be played unless needed. If a third game is needed, it will be played to 15 points with a cap score at 17.

#### **TIMEOUTS**

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## **SPORTING BEHAVIOR**

Intramural Sports prioritizes positive sporting behavior by all teams, spectators, and staff. The captain is responsible for the behavior of all team members and representatives. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with a Team Sports Professional Staff member.