

## Intramural Policies, Procedures and Rules

- **TEAM MANAGERS:**
  - Team managers are responsible for informing their teammates of all Intramurals rules and policies.
  - Team managers are responsible for notifying their teammates on upcoming games that are posted online.
  - Team managers are responsible for their team and fan behavior before, during and after their game.
  - Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
  - Team managers are responsible for any equipment given to them, such as team jerseys and basketball balls. (Team managers, you will be charged for the missing items)
- **PLAYERS:**
  - All players must present their JCard or Rec Center membership card to the Intramural Supervisor on duty. (Note: there will be NO exceptions)
  - All players must have a valid membership to the O'Connor Recreation Center.
  - Guest CANNOT play in any Intramural League.
  - Players may only play on one team per league (i.e. one Men's open, Frat and dorm); also players are allowed to play with a Co-Rec team. Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season.
- **ELIGIBILITY:**
  - All players must have a valid membership to the O'Connor Recreation Center.
  - Rec Center guests are NOT allowed to participate.
  - Any team caught using an illegal player will forfeit all games in which that player participated in, thus making them ineligible for playoffs.
  - An individual must compete in at least 1 game during the regular season or tournament to be eligible for the playoffs or championship game of the tournament. Teams may add/drop players to roster until last game of regular season.
- **FORMAT:**
  - Leagues will consist of a 3-5 game regular season followed by a single elimination tournament.
  - Eligibility for playoffs: "3.0" sportsmanship rating and no more than 1 forfeited game.
  - Forfeits without an email prior to 5:00pm on game day, in will receive a 0 for the sportsmanship rating. • Teams are given one default game during regular season play.
  - Any team that receives 1 or 0 sportsmanship rating in any game will NOT be eligible for the playoffs or tournament.
- **EQUIPMENT:**
  - The Intramural office will provide a game ball. However, both teams may agree to use another ball as long as it's regulation and checked by either the Intramural Supervisor or the Game Official. We DO NOT provide balls to warm up.
  - All participants must wear the proper athletic attire to participate, including proper shoes, shorts and t-shirts. Bare Feet, open toed shoes, boots, or any type of metal cleats are not allowed.
  - No hats/caps/bandanas.
  - Elastic bands and beanies are allowed as long as they cannot be tied.
  - No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.
  - No cast or splints (hard or soft) are permitted.
  - Team jerseys will be provided for each team if necessary. T-shirts must be worn underneath the provided intramural jerseys. Participants are allowed to wear their own team jerseys.
  - Please avoid wearing light blue, red and yellow jerseys, as these are the colors the staff wear.
- **GAME TIME:**
  - Before the game begins: players must check in with the Intramural Staff. If a player arrives late, they must check in during any break of play or at the half.
  - GAME TIME IS START/FORFEIT TIME. The game time provided on the intramural web site is the start of the game. If a team does not have the minimum number of players by the starting time, they will forfeit the game.
  - Two forfeited regular season games will result in elimination playoffs.

- One forfeited game during tournament play will result in elimination from the tournament, regardless if the format is double elimination.
- **SPORT SPECIFIC RULES**
  - Each sport will be provided the Hopkins Intramurals sport specific rules used for that league.
- **PROTEST:**
  - A team captain may only protest before or during the game, not after. In protesting an official's call, the team may only protest a rule interpretation or eligibility and not a judgment call. All protest during the regular season will go to the Assistant Director of Intramurals to be reviewed and decided upon. All protests during the playoffs/tournament will/can be decided by the Intramural Supervisors/Coordinators on duty.
- **SPORTSMANSHIP:**
  - The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its players as well as fans.
  - Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the rules and policies, as well as does not exhibit good sportsmanship and fair play.
  - Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next game.
  - Any team that has a player ejected for an unsportsmanlike conduct, flagrant or tech will automatically receive lower than a "3.0" in conduct.
  - A player that is ejected for any reason must first speak to the supervisor that is on the field/court and then make an appointment to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all Intramurals activities until the Assistant Director of Intramurals reinstates him/her. In addition, he/she will have to make an appointment via email, to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 10:00 a.m. - 5:00 p.m.) before they are eligible to participate again.
  - Any player who fights amongst players or touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident and a report will be sent to Student Conduct.
    - Minimum 1 game suspension for all ejections.
- **SAFETY AND LIABILITY**
  - Intramurals does involve physical contact and injuries (while mostly minor). Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and insurance coverage.
- **ALCOHOL AND DRUG POLICY**
  - Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities and a report being sent to Student Conduct.