



BUTLER

**Intramural Sports
Participant Handbook
2025-2026**

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INTRAMURAL SPORTS MISSION STATEMENT

The Intramural Sports Program is designed to provide an opportunity for experiential learning for the entire Butler University community through participation in organized activities. We strive to encourage lifelong recreation skills, to integrate participants socially in an athletic setting, and to foster a spirit of sportsmanship and fair play among participants and spectators. To accomplish this goal, the Intramural Sports Department offers a wide variety of team and individual activities. Teams and individuals participating in the Butler University Intramural Sports Program should do so with the attitude that good sportsmanship is an integral part of the activity. The rules and procedures set forth in this publication will be used as guidelines to apply toward the Intramural Sports Program. The Intramural Sports Office reserves the right to amend, alter, or dissolve any of these guidelines or rules for the enhancement of the program. All participants are expected to comply with the spirit as well as the letter of these rules.

Contact Information

OFFICE HOURS: Monday – Friday 9:00AM - 5:00PM

OFFICE PHONE: (317) 940-6130

WEB PAGE: <http://www.butler.edu/intramurals>

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**BUTLER UNIVERSITY
INTRAMURAL SPORTS
Policies & Procedures**

SECTION 1: Program Administration

Article 1: Staff

The Director, Assistant Director, Intramural Sports Program Assistant and the Undergraduate Assistants shall be responsible for the proper conduct of the Butler University Intramural Sports Program. The student staff shall function with the Intramural Sports Director in the organization and administration of the Intramural Sports program.

SECTION 2: Eligibility

Each person, team captain, and/or chairperson is responsible for verifying the eligibility of all participants. The Intramural Sports staff does not automatically check eligibility. Questionable cases of eligibility should be referred to the Intramural Sports Department before that person participates.

Article 1: Enrollment

Undergraduate Students: All undergraduate, full-time students are eligible to participate in the Intramural Sports Program.

Faculty/Staff- All full-time faculty and staff are eligible to participate in the Intramural Sports Program.

Part-Time Graduate Students & Part-Time Faculty/Staff: All part-time undergraduate and graduate students as well as faculty and staff who have paid the **HRC Membership Fee** are eligible to participate in the Intramural Sports Program.

Miscellaneous: No Alumni or Community members may participate in Intramural Sports, even if they have paid the membership fee.

Article 2: Club Sports Athletes

Club athletes, who are recognized by the Club Sports Program as active members of a club (i.e. on the roster), will be limited in their participation within Intramural Sports. Limitations are specified on each sport rule. A player is considered a club player if they have been on the roster within the last academic year (Two full Semesters).

Article 3: Varsity / Professional Athletes

Professional Athletes: Any participant who is ineligible for varsity competition because of loss of amateur status is prohibited from competing in the intramural sport in which he or she has obtained professional status.

Varsity Award Winners: Any participant who was a member of a varsity squad at Butler, or any other college or university, is thereafter ineligible for intramural competition in that sport, or similar sport, for a period of one full academic year. An academic year is defined as fall, spring, and summer semester in that order. Any individual who attends the university on athletic scholarship or is on the active roster with the Sports Information Department on campus shall be considered as a Varsity Squad Member.

Article 4: Number of Teams

A player who is otherwise eligible may participate on one Co-Rec team and one men's or women's team respectively for the same sport per season. A participant establishes eligibility with a team by having their name on the activity scorecard. Should a person play for more than one team, their eligibility lies with the team they played for first.

Article 5: Gender Restrictions

No female shall be eligible for participation in a male division. Likewise, no male shall be eligible for participation in a female division. *Exception:* An individual may participate in a division of the opposite gender if Intramural Sports does not offer a coed division or a division of the appropriate gender during the Registration Period. NIRSA and FusionPLAY have adopted verbiage that allows a participant to declare which gender they will play sports as. The gender indicated by “I will play sports as: ___” will be used for Intramural Sports.

Article 6: Transfer of Player

An individual whose team has forfeited out MAY NOT transfer to another team. Players may be transferred from a team on the waitlist once registration has ended.

Article 7: Ineligible Participant Penalties

- Any person participating in an Intramural Sports activity who is found to be ineligible shall be suspended from that team or activity for the remainder of the season.
- Any person participating in an Intramural Sports activity under an assumed name shall be ejected from the game and will be ineligible until the completion of the reinstatement process. Students will also be referred to the Dean of Students Office for further disciplinary action.
- Any team using an ineligible player shall forfeit the contest(s) in which the ineligible player participated for that team.
- Any team using a player who uses someone else’s identity shall be suspended from that activity for the remainder of the season and placed on probation for the remainder of the academic school year. Violation of probation may result in expulsion from the Intramural Sports program.
- Organizations that use an ineligible player may face further penalties relating to points.

Article 8: Rosters

All participants must be listed on the Official Team Roster prior to their participation in any Intramural Sports activity. To be included on a team’s roster for the playoffs, a player must be added to the team roster and approved on the FusionPLAY app prior to midnight on the final day of the regular season for that sport. In addition, each participant is required to create an FusionPLAY account using his/her Butler email address and accept the terms and conditions to legally appear on a roster. The Butler University Intramural Sports Staff may periodically send an email to a participant’s Butler account regarding pertinent league information.

Article 9: Playoff Eligibility

To compete in the playoffs, an individual must have been added to the roster and approved on FusionPLAY app prior to midnight on the final day of the regular season for that sport.

Article 10: Player Identification

All intramural participants must show their Butler University ID to the opposing team captain/official at every intramural activity. The Butler App ID is accepted for every sport. If a participant does not have their ID with them, he/she will not be allowed to play in that contest and will be asked to leave the facility. No other form of ID will be accepted. No exceptions! **No ID, No Play!!**

Article 11: Coaches & Non-Players

Each team is allowed one coach in the team area. All other non-players must remain in the spectator area.

SECTION 3: Captain’s Responsibilities

Article 1: Team Captain

Participants form their own teams and register during the appropriate dates and times as indicated in the semester calendar. One team member must be designated as captain.

Article 2: Responsibilities

The team captain is a key link between the participants (team members) and the Intramural Sports Staff, and is expected to assume the following responsibilities:

- Attend the mandatory captain’s meeting prior to the final registration date for each sport. This includes thoroughly reviewing the rules for that sport. Captains will not be added to the schedule until this meeting is attended.

- Represent, or see that the team/organization is represented, at sportsmanship/disciplinary hearings, and/or protest situations.
- Check eligibility of all team members according to Intramural Sports Policies & Procedures. This includes registering the team fully through the FusionPLAY app.
- Continually encourage players to be at the game site 15 minutes prior to game time, with a valid Butler University picture ID and cleared Health Screen, to warm up and fill out the scorecard.
*REMEMBER: **GAME TIME IS FORFEIT TIME!** Inform your team members of this rule. The official clock will be located at the respective game site.
- Notify each team member that they must present a valid Butler ID before they can participate in the scheduled contest. **NO ID, NO PLAY, NO EXCEPTIONS!**
- The team captain is the only team representative that is allowed to discuss rule interpretations and player eligibility with the officials.
- Familiarize your team members with the Sportsmanship Policy (Section 11). Educate them as to the ramifications of poor sportsmanship both for the individual and the team. All participants and spectators will refrain from verbally or physically abusing the game officials or Intramural Sports staff. This includes proper web etiquette on the FusionPLAY app.
- Be familiar with rules, schedules, policies and procedures of the Intramural Sports Program and pass this information along to all team members. Verify your team's record prior to the start of playoffs.
- Assist the Intramural Sports Department with the recruitment of individuals interested in and dedicated to sports officiating.
- Work with Intramural Sports staff to ensure a safe, fun intramural sports experience for all participants.

Article 3: Captain's & Player's Responsibility

- All participants are expected to know department policies as well as sport specific rules before participating.
- Please thoroughly review the sports rules before playing in your first game. Many questions and conflicts can be avoided in participants are prepared.

SECTION 4: Participant Safety

Article 1: Assumption of Risk

Many intramural sports activities present the inherent possibility of injury. Participation in the program is voluntary; individuals assume responsibility for their own health and safety. All individuals who intend to participate in vigorous sports should, for their own protection, have a physical examination to determine that they are physically able to participate. Medical insurance, which would cover expenses incurred in the event of injury, is strongly recommended.

Article 2: Blood Policy

If, and when, an Intramural Sports staff member or official observes that a player is bleeding, has an open wound, or has blood on his or her uniform, he or she will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the open wound is covered, and the bloody uniform is changed.

SECTION 5: Classification

Article 1: Team Composition

Leagues will be established for men's and women's singles and team competition, as well as co-ed team competitions. Teams must consist of participants all playing as the same gender unless it is a co-ed league, or an exception is made by the IM office upon registration.

SECTION 6: Rescheduling

Article 1: Rescheduling Procedures

Reschedules are allowed for **all regular season games (if possible) and the playoffs during the semi-finals or finals!** If a team cannot play during their regularly scheduled time, the Intramural Sports staff can agree to reschedule the match if appropriate facility time and space exists. In order to reschedule a game and avoid a no-show forfeit charge, the following procedures must be followed:

1. A contest can only be rescheduled by the agreement of representatives from both teams.
2. A representative of both teams must submit/confirm their reschedule request via email to imsports@butler.edu prior to 2:00 PM the day of the contest. For games scheduled for Sunday, reschedules must be cleared before 2:00 PM on the preceding Friday.
3. Rescheduled games are not official until the intramural staff confirms the requested reschedule.
4. Rescheduling is limited to available time, space, and personnel.
5. A notification will be sent to all team members once the reschedule has been approved.

Teams have 48 hours to complete this process, otherwise the request will be cleared away and other teams will have the chance to reschedule for that time slot.

SECTION 7: Cancellations

Article 1: Cancellation Policy

If a team cannot attend a scheduled contest and no way exists to reschedule, the Intramural Sports staff can agree to the cancellation of the match. In order to cancel a game and avoid a no-show forfeit, the following procedures must be followed:

1. A representative of the team must request a cancellation on FusionPLAY (or via email to imsports@butler.edu) prior to 2:00 pm the day of the contest. For games scheduled for Sunday, cancellations must be cleared before 2:00 pm on the preceding Friday.
2. The Intramural Sports Staff will send a notification to the other team through FusionPLAY & an email to the captain.

*NOTE: A team that legally cancels will receive a loss in the league standings, not a forfeit.

Article 2: Three Cancellations

If a single team cancels all three of their regular season games, that team will be ineligible for the playoffs. This only includes cancellations requested by the team and not weather or any other cancellations done by IM Staff.

Article 2: Cancellation vs. Forfeit

Cancellation vs. Forfeit What's the Difference?	Cancellation?	Forfeit?
My team cannot play a scheduled game and I submitted the cancellation request to the Intramural Sports Office by 2:00pm the day of the contest; I will receive a...	YES	NO
My team simply does not show up for a scheduled game and the officials and other team are waiting to play, I will receive a ...	NO	YES
I will be removed from the league if my team receives 2...	NO	YES
If I do not have enough players to start a game at game time, my team will receive a...	NO	YES
If my team cannot make a game, it is a common courtesy to the Intramural Sports Staff and the opposing team if I...	YES	NO

SECTION 8: Forfeits

Article 1: Types of Forfeits

Forfeits will be classified based on the following:

- Incomplete Roster: Team does not have the required minimum number of players on its roster to participate by the time of their contest.
- No-show: Team does not have the required number of players to participate as of the scheduled game time.
- Eligibility: Game results in forfeit due the ineligibility of one or more players. Ineligibility may be due to a player appearing on more than one roster, player previously ejected, or ruled ineligible for sportsmanship-related issues, etc. at time of game.

- **Sportsmanship:** Teams/Participants must receive an average of 2.75 sportsmanship rating during regular season play to be eligible for playoffs. Ratings will be given by officials for officiated sports and supervisors for self-officiated sports, 4 being the highest possible rating and 0 being the lowest. If a game is ended due to sportsmanship related issues, captains of the offending team/s will need to meet with the Intramural Director and Intern before being allowed to participate in future events.
- **Web Etiquette:** A team posts material to an FusionPLAY account or page that is deemed to be in violation of Butler University Intramural Sports' web etiquette policy.

Article 2: Game Time

GAME TIME IS FORFEIT TIME! Any team failing to report, “**ready-to-play**”, at the scheduled starting time shall forfeit to their opponent. All teams should arrive **15 minutes prior** to the scheduled start of the game to check in, complete the scorecard, and get the necessary equipment for the game. The Intramural Sports staff maintains the official time at each activity area and determines forfeit time.

The “**ready-to-play**” rule for intramural activities calls for each team to have a minimum number of players present, and to have its lineup properly recorded on the official scorecard and fully dressed and ready to play (wearing appropriate attire and jewelry off for example). The minimum number of players required is given in the rules for each team activity.

Article 3: Winning by Forfeit

A team claiming a forfeit must be present at the scheduled game time and ready-to-play. Forfeits must be claimed at the time of the scheduled contest. Forfeits may not be claimed after that time.

League Play: If neither of the teams arrive by the scheduled game time, the game will be recorded as a double forfeit and each team will be given a loss and a no-show forfeit on their record.

Playoffs/Single or Double Elimination Play: If neither of the teams arrives by the scheduled game time, the game will be recorded as a double forfeit and neither team will advance to the next round.

Article 4: Forfeits and Sportsmanship

Sportsmanship ratings will be assigned to both teams for games resulting in forfeits. (See Section 11, Article 14)

Article 5: Limit of Forfeits

Any team that forfeits two of its scheduled rounds in league play shall automatically be forfeited from the remainder of the league. It shall forfeit to its opponents all remaining games.

SECTION 9: Inclement Weather

Article 1: Cancellation of Outdoor Activities

Intramural Sports activities are subject to cancellation due to poor weather conditions and/or unplayable field/court conditions. In the event of inclement weather, Intramural Sports Staff will message all participants involved regarding the status of their activity. Additionally, the Intramural Sports Supervisor may cancel games, if necessary, after 2:00 pm.

Article 2: Cancellation of All Activities

If at any time the University is closed due to weather or other related emergencies, all intramural activities will be canceled.

SECTION 10: Postponements

Article 1: Weather Postponements

Departmental Staff will make all decisions regarding the playability and safety of athletic facilities and the postponement or cancellation of games. Regular season games that are canceled will NOT be rescheduled.

1. Special Events (one-day events) that are postponed may be rescheduled by Butler University Intramural Sports when possible and feasible.
2. Butler University Intramural Sports will reschedule postponements of playoff games. It is the responsibility of the Team Captain to contact the Intramural Office or check the Intramural Sports Website (www.butler.edu/intramurals) to learn of the rescheduled dates.
3. In cases when weather forces the halt of a game in progress, the specific rules of that sport will determine if the game is considered official. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.
4. In the event of lightning, the following will occur:
 - Games in progress are stopped and put under delay. Intramural supervisors will then follow university emergency action plans to determine what to do next.
 - If a regular season game ends up being canceled and was not at the official game point, it will not count as a played game and may be rescheduled and started from the same time and score from when it was stopped if an agreed upon alternative date is found. If not, it will count as a cancellation and neither team will win/lose.
 - If a playoff game is canceled and was not at the official game point, it will be rescheduled and started from the same time and score from when it was stopped.

Article 2: Unsafe Facility Conditions Postponements

Unforeseen circumstances sometimes arise with both indoor and outdoor facilities that create unsafe playing conditions (i.e. roof leaking on basketball floor). Intramural Sports Staff will message all participants affected.

SECTION 11: Sportsmanship

Article 1: Team Names and Uniforms

The Intramural Sports Department reserves the right to change any team name that is deemed inappropriate or offensive to participants (including, but not limited to, names involving profanity, gang references, or of sexually implicit nature). Please use the proper judgment when selecting names and uniform artwork. Our goal is a pleasant, fun atmosphere for everyone competing. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Intramural Sports Office and ask.

Unless otherwise specified, jerseys are not required. All individuals participating must wear a shirt or t-shirt. It is recommended that each team's shirts be of the same color. Please see the respective sport's rules for clarification on when shirts must be tucked in, pinnies must be worn, etc.

Article 2: Web Etiquette

The Butler University Intramural Sports Program will be monitoring content on the FusionPLAY app. Any comments, pictures, postings or anything thereto deemed inappropriate by the administration of the Butler University Intramural Sports Program are subject to the following:

- Deletion of posted materials
- Removal from the league of the offending player or team
- Deletion of the offending individual's FusionPLAY account
- Judicial referral of the offending individual and/or team captain

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, gender, religion, age, sexual orientation, ethnicity or socioeconomic status.

Article 3: Captains

The team captain is responsible for the actions of his/her team. Additionally, the captain will ensure that his/her team is familiar with the rules of play and Intramural Policies and Procedures contained in this document. Copies of the rules are available in the Intramural Sports Office, on the Butler University Intramural Sports Web page (www.butler.edu/intramurals).

Article 4: Unsportsmanlike Conduct

Players shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with officials and staff by any player, coach, manager, or spectator (flagrant fouling, fighting, etc. before, during or after a contest). No player, coach, or team shall:

- **Use foul or derogatory language**, threaten, or verbally abuse any other participant or Intramural employee before, during or after the game. This includes trash talk.
- Participate in a game for which he/she is ineligible.
- Argue or talk back to the game official. Only the captain may address the official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another player.
- Mistreat the facility, equipment or supplies of Butler University.

Article 5: Zero Tolerance Policy

The Intramural Sports Department in conjunction with Butler University has adopted a ZERO TOLERANCE policy for unsportsmanlike or abusive behaviors by players or participants.

Article 6: Disqualified Players

Any player, coach, or fan ejected from an intramural game for any reason must leave the playing area immediately after information is obtained by an Intramural staff member. Failure to leave the area may result in forfeiture of the game by the team associated with the ejected person.

Any participant, coach, or fan that is ejected from a Butler University Intramural Sports Program contest is **immediately ineligible** from further competition in all Intramural Sports Programs until he/she meets with the administrative staff member in charge of that activity. It is the individual's responsibility to schedule an appointment promptly with the Intramural Sports Office to review his/her behavior. Individual suspensions are effective only after meeting with the administrative staff (i.e., no self-imposed penalties). Contact the Intramural Sports Office at imsports@butler.edu between 9:00 am and 5:00 pm on Monday through Friday to set up an appointment.

Cases involving physical abuse of or between participants and/or spectators and Department of Recreation staff may be referred to the Office of the Dean of Students for possible action.

Article 7: Red and Yellow Cards

Butler University Intramural Sports uses a RED CARD and a YELLOW CARD Sportsmanship Rating System to control unsportsmanlike conduct of the players, substitutes, and spectators. A RED or YELLOW Card will be assessed when a participant commits an act of unsportsmanlike conduct.

1. A participant that is issued a yellow card must report his/her name to the Intramural Sports Staff member present at that game site. If the carded player refuses, the team captain must report the name. If there is no compliance by the team, the contest will be considered a forfeit and the entire team will be suspended from all Intramural Sports activities until the participant's identity is revealed.
2. A participant who receives TWO (2) YELLOW CARDS in the same game/match is automatically ejected from the game, must vacate the complex immediately, and is suspended from all Intramural Sports Activities.
3. A participant may be ejected immediately (RED CARD) without first being issued a yellow card if the foul or act is flagrant in nature. A participant who is issued a RED CARD and is ejected must leave the complex immediately and is suspended from all Intramural Sports Activities.

*NOTE: Any player ejected from a contest via a Red Card or two Yellow cards must abide by the policies outlined in Section 11, Article 6.

RED/YELLOW SPORT SPECIFIC EQUIVALENTS

SPORT	YELLOW	RED
FALL		
Flag Football	Unsportsmanlike Conduct Penalty	Second Unsportsmanlike Conduct Penalty
Volleyball	Yellow Card	Red Card, or Second Yellow Card
SPRING		
Basketball	Technical Foul	Second Technical Foul
Soccer	Yellow Card	Red Card, or Second Yellow Card

****In sports run by the Supervisors or other officials, the Supervisor has the authority to make conduct related decisions regarding the participation of the participant.**

Article 8: Sportsmanship Ratings

Our purpose is to provide exercise, recreation, and fun to our participants in a relaxed, yet structured environment. Everyone is encouraged to play to the best of their abilities, but cheating, verbal and physical abuse, and a win-at-all-cost attitude is considered inappropriate. Having these principles of sportsmanship in our foundation is necessary to facilitate the spirit of competition. Therefore, a team sportsmanship rating system has been developed to encourage ethical conduct at all Intramural Sports contests. The following rating system will be used as a guideline:

“4” Excellent Conduct and Sportsmanship – Team members cooperate fully with the officials and opposing team members. The captain calmly converses with officials about rule interpretation and calls. The captain also has full control of his/her teammates.

“3” Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor dissension but overall, the captain has control over his/her teammates. Teams that receive a penalty for conduct will receive no higher than a “3” rating.

“2” Average Conduct and Sportsmanship – Team displays verbal dissent towards officials and/or the opposing team. The captain exhibits minor control over his/her teammates. Teams receiving multiple conduct penalties will receive no higher than a “2” rating.

“1” Poor Conduct and Sportsmanship – Teams constantly comment to the officials and/or opposing team from the court and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. A team that has one player ejected will receive no higher than a “1” rating.

“0” Unacceptable Conduct and Sportsmanship – Team is completely uncooperative. Captain has no control over teammates and/or himself/herself. Any team causing a game to be forfeited by unsportsmanlike behavior or receives multiple player ejections shall receive a “0” rating. The captain of any team receiving a “0” rating must make an appointment with an Intramural Administrative Staff Member before further play will be permitted.

*NOTE: See Section 11, Article 6 for the procedure to schedule an appointment.

Article 9: Unsportsmanlike Conduct and Forfeiture of Games

Any team that receives 4 yellow cards (or the equivalent) during a single contest will forfeit the match to its opponent.

- Repeated display of “poor sportsmanship” (players from the same team repeatedly receiving “yellow cards” and “red cards”) will result in the team being ruled ineligible for participation and possible referral to the Judiciaries and/or Dean of Students.

Article 10: Alcohol & Tobacco Policy

In accordance with University Policy, alcohol consumption prior to or during participation in Intramural Sports is not only unsafe, but also a violation of Intramural rules, and, if you are underage, illegal. As a reminder, the Intramural Sports Staff strictly enforces the zero-tolerance alcohol policy during all intramural sports contests. Consequences for this violation of the rules may include but are not limited to being prohibited to continue participating in the intramural game, judicial referral; and, in egregious situations, arrest. Drug and tobacco use during Intramural Sports participation is also prohibited, including the use of e-cigarettes and vapes. Participants and spectators are prohibited from using tobacco at Butler University Campus Recreation facilities. Consequences for this violation of the rules may include but are not limited to being prohibited from continuing to participate in the Intramural Sports game.

Article 11: Review of Sportsmanship Ratings / Appeal Process

1. It is the captain's right and responsibility to view his/her team's Sportsmanship Rating after each contest. The game staff will be able to provide the captain with this information immediately after the contest.
2. A team may appeal a rating by writing an email containing all relevant information to the Program Staff. This email must be submitted to the Intramural Sports Office by 2:00PM the day following the game in question. NO APPEALS will be heard after that time.

Article 12: Playoff Eligibility

A team must have a 2.75 or better sportsmanship rating during the regular season to be eligible for the playoffs. The following are general examples:

Ineligible for Playoffs			Eligible for Playoffs		
Contests	Ratings	Values	Contests	Ratings	Values
First	3	3 points	First	4	4 points
Second	4	4 points	Second	3	3 points
Third	1	1 points	Third	2	2 points
Fourth	2	2 points	Fourth	3	3 points
10 points/4 games		2.5	12 points/4 games		3.0

Any team that receives a "0" rating during the regular season will not be eligible for playoffs

Article 13: Playoff Sportsmanship Ratings

If a team receives a "0" Sportsmanship rating they will be eliminated from the playoffs. Any team that receives a "1" Sportsmanship rating must meet with the administrative staff member in charge of the program to discuss the rating before further play in the playoffs will be permitted (See Section 11, Article 6 for procedure). Failure to meet will result in an automatic forfeit from further play. Any team receiving a second "1" rating will be eliminated from the playoffs.

Article 14: Special Situations

Teams winning a contest by forfeit or because an opponent forfeited out of the league will receive a "4" rating. A team losing a contest by forfeit will receive a "1.5" rating.

!!SPORTSMANSHIP IS CONTAGIOUS...BE A GOOD SPORT!!

SECTION 12: Protests

Article 1: Rule Interpretation Protests

Questions pertaining to interpretation of rules on the part of activity officials must be resolved by the Intramural Sports Supervisor in charge at the time the interpretation occurs and prior to the next live ball. If the team continues to play, the protest will **NOT** receive consideration. No protest will be accepted which involves the judgment of the officials. The procedure shall be:

1. If a team/participant feels the official has made a misinterpretation of a rule, the team captain shall calmly and immediately request a "time out" and inform the official that he/she wishes to protest.
2. The game official shall explain his/her ruling. If the team captain is dissatisfied with the explanation of the ruling, the Intramural Sports Supervisor should be called to the game site.
3. If corrections are necessary, the Intramural Sports Supervisor in charge shall rule immediately. Error in interpretation by the Intramural Sports Supervisor in charge is subject to a formal written protest.
4. If the team captain still does not agree with the decision of the Intramural Supervisor, a Protest Form should be completed according to Section 12, Article 3 (Filing a Formal Written Protest). The supervisor will then assist the team in filling out the form with all pertinent game information (score, time, possession, etc).
5. The game will continue from this point forward "under protest" and the opposing team shall be notified.

Article 2: Eligibility Protests

Any protest concerning player eligibility in a contest in which the protesting team participated must be filed according to Section 12, Article 3 (Filing a Formal Protest). A Protest Form should be obtained at the game site. When protesting eligibility, a team must protest a specific individual(s). Entire teams cannot be “blanketed” by protest. If a player is found to be ineligible, his or her team will forfeit all matches in which the ineligible player was signed in on the scoresheet. If a player is determined to be ineligible after the protest deadline, that player will be unable to participate in future contests. The team, however, will not incur a forfeit.

Article 3: Filing a Formal Protest

A team captain who wishes to file a formal protest must complete a protest form through the intramural supervisor.

The Intramural Sports Office will rule on protests the following business day by 5:00 pm. The ruling will be sent, in writing, to the team captain. If a game is to be replayed or restarted from the protest point, the Intramural Sports Department will schedule the make-up.

SECTION 13: Jewelry

Article 1: Jewelry Policy

No jewelry may be worn during an Intramural Sports activity. All participants are expected to remove all jewelry prior to the start of the contest. This is a SAFETY rule. Exceptions to this policy only involve jewelry with religious and medical purposes. However, they must be taped to the body. Please contact the Intramural Office to discuss any issues with this safety rule at least 3 days prior to your contest.

*NOTE: See the specific rules of the sport for apparel and equipment requirements.

Article 2: Sanctions / Penalties

Any player that refuses to remove jewelry during a contest will be given a yellow card for the violation. All penalties associated with the violation will be assessed (e.g., 10-yard unsportsmanlike, Technical Foul, etc.). The player to whom the yellow card is given must leave the game, remove the jewelry, and may not return until the next opportunity to substitute according to the rules governing the sport.

Article 3: Medical Bracelets/Medical Medals

Any participants required to wear medical bracelets or medical medals will be permitted to do so. However, they must be taped to the body with only the medical data visible.

SECTION 14: Playoff Information

Article 1: Playoff Eligibility

Eligible teams wishing to compete in the playoffs must meet all the following criteria based on their league structure:

1. Any team that forfeits 2 games will not be eligible for playoff competition.
2. Any team that cancels all 3 regular season games will not be eligible for playoffs.
3. Teams must earn and maintain a (2.75) or better Sportsmanship Rating to advance to and continue in the playoffs. A team not meeting this requirement will not advance, regardless of the regular-season format or record. If the winning team falls below a 2.75 sportsmanship grade, then no team will advance in the playoffs.
4. Games that are canceled will not count towards a team's Sportsmanship Rating Average.

Article 2: Verification Responsibility

It is the responsibility of the team captain to verify team record, sportsmanship, and roster *after* their last regular season game and *before* the playoffs.

Article 3: Playoff Brackets

All playoff brackets in each division will be posted on the FusionPLAY app (www.butler.edu/intramurals). They should be updated by 2:00PM each day. Please refer to these Web-based schedules if you have questions regarding rainouts or postponements.

- Game times will NOT be given out over the phone.
- If a cancelled playoff game is rained out, the default will be voided, and the game will be rescheduled and played if possible. If either team cannot make the new game time, a new default form must be submitted.

SECTION 15: Revision Policy

The Assistant Director of Sports Programs reserves the right to modify or otherwise change the Intramural Sports Participant Handbook at any time.