

Tulane University

InterAmurals

HANDBOOK

Intramural Hand Book

Table of Content

Welcome/Mission/Goal	3
Eligibility	3
Leagues and Divisions of Play	4
Assumption of Risk	5
Acknowledgement of Intramural Rules and Regulations	6
Intramural Registration	6
Entry Forms/Roster	7
Team Names	7
Captain's Responsibilities	7
Captain's Meeting	8
Free Agents	8
Forfeits/Forfeit Bonds.....	9
Defaults	9
Sportsmanship.....	10
Sportsmanship Points	10
Discipline	11
ID Policy	11
Scheduling	11
Inclement Weather	13
Playoffs	13
General Playoff Format	13
Playoff Seeding	15
Awards	15
Alcohol, Tobacco, and Drug	16
Blood and Bodily Fluid	16

Eligibility

All Reily Center Members are eligible to participate in the Intramural Program given the following restrictions.

1. Club Sport Athletes:
 - a. A Club Sport member is defined as a person who pays dues and appears on a club sport roster. A intramural team may have up to 2 club sport athletes on their team in any sport related to that club sport. *Exception: Fraternity Division teams may have an unlimited number of club players as long as they are fraternity members.*
2. Varsity Athletes:
 - a. Tulane University varsity athletes including red shirt athletes are not eligible to participate in their particular sport or related sports. A varsity athlete is defined as a person who has practiced or competed with any intercollegiate team after the team has played its first regular season game.
 - b. An athlete that is currently ineligible due to grades, rule violations, etc. is ineligible to participate in their particular sport or related sport.
 - c. Varsity athletes that have completed their varsity careers must wait until the following fall semester to be eligible to compete in intramural activities regardless of which semester they completed their careers.
 - d. A team is allowed only one former varsity athlete on its roster if the athlete is less than four years removed from the sport. A team may have more than one former varsity athlete if the athletes are more than 4 years removed from the sport.
3. Related Sports are as follows:

<u>Intramural Sports</u>	<u>Related Sports</u>
Flag Football	Football/Rugby 2 person maximum
Volleyball	Volleyball/Club 2 person maximum
Indoor/Outdoor Soccer	Soccer/Club 2 person maximum
Softball	Softball/Baseball/Club 2 person maximum
Basketball	Basketball
Tennis /Racquetball	Tennis

4. Professional Athletes

Participants that have played a sport professionally are ineligible in that sport or related sport. A professional athlete is defined as someone who received monetary or product compensation, no matter what level of play.

League Participation and Divisions of Play

1. There are three leagues in Tulane Intramurals: Men's, Women's and Co-Recreational.
 - a. Men's League: Within the Men's league there are three divisions of play, Fraternity, Residence Hall and Men's Open.
 - i. Fraternity Division Eligibility: A Fraternity is eligible if it is currently recognized by the IFC. All active members and pledges that are students and are properly recorded in the Greek Life Office may represent the Fraternity.
 - ii. Residence Hall Division Eligibility: Must currently live in that Residence Hall.
 - iii. Men's Open Division Eligibility: Any male who is a member i.e. students, faculty/staff, or community member that pays a student activities fee or is a current Reily Center Member is eligible to participate in the Intramural Program.
 - b. Participation in the Men's league: a male participant may only participate in one of the three divisions for each sport.
 - i. A male participant may only play on one team within the Men's League.
 - ii. A male can participate in one of the men's divisions and participate in the Co-Recreational League in the same sport.
 - c. Women's League: Within the Women's League there are two divisions of play: Sorority and Women's open.
 - i. Sorority Division Eligibility: A sorority is eligible if it is currently recognized by the Panhellenic. All active members and pledges that are students and are properly recorded in the Greek Life Office may represent the sorority.
 - ii. Women's Open Division Eligibility: Any female who is a member i.e. students, faculty/staff, or community member that pays a student activities fee or is a current Reily Center Member is eligible to participate in the Intramural Program.
 - d. Participation in a Women's league: a female may participate in only one of the two divisions.
 - i. A female participant may only play on one team within the Women's League.
 - ii. A female can participate in one of the women's divisions and participate in the Co-Recreational League in the same sport.
2. Participation in Multiple Leagues.
 - a. A male can participate on a men's league team and a co-recreational team in the same sport.
 - b. A woman can participate on a women's league team and a co-recreational team in the same sport.
 - c. A male cannot participate on women's league teams.
 - d. A female cannot participate on men's league teams.
3. Illegal Participation:

- a. Any individual who participates in an intramural sport on more than one team within the same league will be suspended from that sport for the season.
 - b. A player is to be considered a member of the first team with which they legally participate.
 - c. Once a player has participated with a team they cannot switch to another team for the duration of the sport season unless a team disbands after the first scheduled game; individual members may join other teams with approval from the Intramural Director.
 - d. Any team with an illegal player will forfeit all wins that the illegal player participated in, receive a sportsmanship score of zero for all games forfeited and forfeit the bond.
4. The Intramural Department reserves the right to combine any divisions within a league.

Assumption of Risk

1. The possibility of injury exists in all sports. The Department of Campus Recreation and Intramural Sports assumes no responsibility for injuries.
2. All participants acknowledge the assumption of risk by their voluntary participation in the Intramural Sports Activity.
3. All participants in the Tulane University Intramural Sports Program must sign the Assumption of Risk statement before they participate in any activity. There are no exceptions to this rule.

In registering as a participant in and in consideration of receiving permission from Tulane University to participate in Recreation or Intramural Sports I voluntarily agree to assume all risks inherent in or incidental to participation in Recreational or Intramural Sports. I hereby forever waive any and all claims, liability, demands, actions, that I, my heirs, and assignees may have, now have, or which may accrue in my favor against Tulane University, its officers, employees, agents, assistants, servants, and successors for any personal injuries (whether such injuries be known or unknown, present or future) I may sustain by virtue of or in any way arising out of or resulting from it in connection with my participation in Recreational/ Intramural Sports, regardless of how such injury may arise, and regardless of who is at fault or whose negligence caused such injury, and even if such injury is caused by the neglect or fault of Tulane University, its officers, employees, agents, assistants, servants, and successors, including, but not limited to, in the organization and operation of the of the League in the supervision of the participants, games and in the maintenance and operation of playing fields and premises. I further hereby agree to hold Tulane University, its officers, employees, agents, assistants, servants, and successors harmless against any and all claims, liability, demands, and actions as described above.

Acknowledgement of Intramural Rules and Regulations:

1. All participants acknowledge the Intramural rules and regulations by their voluntary participation in the Intramural Sports Activity.
2. All participants in the Tulane University Intramural Sports Program must sign the Acknowledgement of Intramural Rules and Regulations statement before they participate in any activity. There are no exceptions to this rule.
3. Ignorance of a rule(s) is no excuse.

I have read and understand all Intramural rules and regulations. I understand that my team will lose its \$50 forfeit deposit if any of the following occurs: forfeits, missed captains meeting, ineligible players, unsportsmanlike conduct by team or fans and other missed deadlines.

Intramural Registration

1. Registration begins the first week of classes. Entry Forms can be obtained online at www.reilycenter.com, in the Reily Recreation Programs Office on the 1st floor of the Reily Center, and in the Reily Center Intramural display.
2. Submit the entry form by the deadline. The deadline will be posted on the top of each entry form, on the website, on the Intramural bulletin boards and in the Recreation Programs Office.
3. Submit the Forfeit Bond payable to Tulane University in cash, check or IT.
 - a. \$50 Forfeit Bond for Team League Sports: flag football, indoor/outdoor soccer, volleyball, 5x5 basketball, and softball.
 - b. \$10 Forfeit Bond for Individual League sports, tournaments and special events: 3x3 basketball, badminton, racquetball, tennis, ping pong, spades, football skills challenge, and etc.
 - c. Some special events require an entry fee: Sorority Soccer Tournament, Sorority Volleyball Tournament, and the March Madness Basketball Challenge.
 - d. The forfeit bond deadline is the same as the entry form deadline. *Make sure to keep the copy of the receipt as proof of deposit so the bond can be returned to you at the end of the season should your team not forfeit.*
4. Rank your preferred playing days from the choices provided 1, 2, 3....7, 1 being the most preferred. There is no guarantee that your team will be scheduled on your most preferred day(s).
5. The team captain must attend the captains' meeting.

Entry Forms

1. All entry forms must contain the following information: (All information must be complete and legible for a team and individual members to be eligible.)
 - a. Division: Men, Resident Hall, Fraternity, Women, Sorority, Co-Rec.
 - b. Team Name.
 - c. Captain's name, signature, email and ID number.
 - d. Team members name, signature, email and ID number.

- e. Day of the week preference.
 - f. Minimum number of participants.
 - g. Reily IM Points Race box checked, if you wish to participate.
2. Number of Participants:
- a. There is no maximum number of participants that can be listed on entry forms, but the Intramural Department encourages teams of 15 participants or fewer.
 - b. There is a minimum number of participants which must be listed on the entry forms. This equals the maximum number of participants per team allowed on the field or court at one time.

Sport	Min. # allowed on entry forms	Min. # allowed for Co-rec
Flag Football	7	8, 3 women minimum
Indoor Soccer	5	5, 2 women minimum
Volleyball	6	6, 2 women minimum
Outdoor Soccer	8	8, 3 women minimum
Softball	10	10, 5 women minimum
Basketball	5	5, 2 women minimum

3. Roster Changes: can be made on site at the games until the team has completed the second game of the season.

Team Names

- 1. If a team name is not indicated on the entry form a name will be assigned to the team.
- 2. A team may use an acronym but it must be spelled out so the meaning is known.
- 3. All team names that are not in English must have the translation in English so the meaning is known.
- 4. Any team with a name deemed inappropriate will be reassigned a name.

Captain’s Responsibilities

The role of the team captain is important, as it is the main link between the participants on the team and the Intramural Staff. For this reason the person assuming the role of the team captain has a number of responsibilities they are required to fulfill. Responsibilities include:

- 1. Attending the captains’ meeting.
- 2. Informing teammates of schedule dates, times and locations.
- 3. Informing teammates of schedule changes.
- 4. Making yourself and teammates familiar with rules and rule changes.
- 5. Submitting an accurate legible team entry form on time to the Programs Office.
- 6. Submitting and retrieving the forfeit bond.
- 7. Ensuring that all players on the entry form are eligible for participation.
- 8. Making additions and deletions from the roster.

9. Keeping all entry form information current.
10. Assisting officials in team and crowd control at the game site.
11. Ensuring your team is on time for all games.
12. Striving to promote good sportsmanship and making yourself a prime example of good sportsmanship.
13. Representing each member of the team and be the only one to discuss rule interpretation and calls with the umpires/officials. Only the captain is allowed to discuss calls with the officials, NO other team member may address the officials.
14. Communicating with the Intramural Sport staff throughout the season.
15. Representing the team by cooperating with supervisors at the site concerning any protest, incidents, or accidents that may occur as well as with the Intramural Sport staff the day following such occurrences.
16. Signing the score sheet at the end of the games.

Captain's Meeting

There will be two captain's meetings at the start of each fall and spring semester. In the fall there will be one captain's meeting for flag football and one captain's meeting for both indoor soccer and volleyball. In the spring there will be one captain's meeting for 5x5 basketball and one captain's meeting for both outdoor soccer and softball. The captains meeting is mandatory; a team will be dropped from the league if a team representative does not come to the meeting. Team schedules will be passed out at the meeting. Information about new rules/policies, and information rule/policies changes will be provided.

Free Agents

Free Agents are individuals that want to play a league sport but are unable to form a team.

1. Free Agents can fill out a Free Agent form, located online at www.reilycenter.com or in the 1st floor Recreation Programs Office.
2. Free Agent teams will be formed, should there be enough individuals that are Free Agents.
3. A Free Agent list will be available, online and in the Programs Office, for captains that are looking to add extra players to their team.
4. Free Agents are encouraged to attend the captains meeting to locate a team in need of players.
5. There are no guarantees that a free agent will be placed on a team.

Forfeits

1. Forfeit bonds are required for entry into all league sports. The bond provides an extra incentive for teams to attend all their scheduled games.
 - a. \$50 Forfeit Bond for Team League Sports: flag football, indoor/outdoor soccer, volleyball, 5x5 basketball, and softball.

- b. \$10 Forfeit Bond for Individual League Sports, Tournaments and special events: 3x3 basketball, badminton, racquetball, tennis ping pong, spades, football skills challenge, and etc.
- 2. A forfeit may be assessed for the following reasons
 - a. Game time is forfeit time.
 - b. Failure to have the minimum required number of players at the field ready to play at game time.
 - c. A team has an ineligible player(s) on the roster or playing field.
 - d. Unsportsmanlike conduct
 - e. Alcohol/tobacco/drug use.
 - f. Participants failing to check in with proper ID.
- 3. Winning by a forfeit requires the opposing team to have the minimum number of players at the field ready to play at game time.

Sport	Minimum # required to play	Minimum # required for Co-Rec to play
Flag Football	5	6, 3 women
Indoor Soccer	4	4, 2 women
Outdoor Soccer	6	6, 3 women
Volleyball	4	4, 2 women
5x5 Basketball	4	4, 2 women
Softball	8	8, 4 women

- 4. If both teams fail to have the minimum numbers of players required a double forfeit will be called and both teams will receive a loss.
- 5. A sportsmanship score of “0” will be issued to a team that forfeits.
- 6. A sportsmanship score of “3” will be issued to the winning team.
- 7. If a team or individual does not forfeit a game throughout the season the forfeit bond will be refunded. Refunds will begin after the completion of the regular season Monday-Friday 9pm-5pm in the Programs Office. Participants must bring the copy of the receipt or photo ID to reclaim the forfeit bond.

Defaults

- 1. A default is the advanced notice that a team will be unable to compete at the scheduled day and time.
- 2. The captain must notify the Intramural Director of the default no later than:
 - a. 24 hours for games on Tuesday-Saturday.
 - b. 12pm on Friday for games on Sunday and Monday.
- 3. A team is allowed one default per season, per sport.
- 4. A team that defaults will receive a loss for that game and a sportsmanship score of “1”.
- 5. A team that defaults will not lose its forfeit bond with a single default. All other defaults after the first default will be treated as a forfeit.
- 6. A sportsmanship score of “3” will be issued to the winning team.

Sportsmanship

Sportsmanship: Conduct and attitude befitting participants in sports, especially fair play, courtesy, striving spirit, and grace in losing is required. Sportsmanship is a vital component of Intramural Sports play. Poor sportsmanship is disruptive and not fun to play with, play against, watch, or officiate, and has no place in Intramural Sports.

The officials and supervisors have authority and jurisdiction during pre game, in-game and post game at and around the areas of play. The officials and supervisors have the authority to stop the game at anytime to give warnings, penalties, declare a forfeit or eject players, coaches, spectators and team(s) for unsportsmanlike conduct.

Sportsmanship Points

At the conclusion of each game the officials and supervisors will assign each team a sportsmanship score rating. The sportsmanship of the team and spectators during pre-game, the game, and post game will be considered. Sportsmanship scores range from 0-3. A team needs a regular season average of 2.25 to qualify for playoffs. Any team that has an average of 1 or below due to unsportsmanlike conduct will be removed from the league during the regular season.

A team must maintain the minimum of 2.25 in the playoffs to continue. Should a team win but receive a sportsmanship score that drops their average below a 2.25 the team will not advance to the next round of the playoffs. The losing team will not advance to the next round of the playoffs.

3 Points	Respectful to teammates, opponents, officials. All players cooperate fully with staff. The captain has full control of the team and respectfully converses with staff and officials. Team leaves their area free of trash and debris.
2 Points	1 yellow card, 1 unsportsmanlike penalty, 1 technical foul, and minimum arguing of officials calls resulting in a verbal warning.
1 Point	One player ejected multiple yellow cards, one red card, 2 technical fouls for unsportsmanlike conduct, and multiple unsportsmanlike conduct penalties. Team area left with minimum amount trash. Defaulting a game.
0 Points	Multiple player ejections, multiple red cards, and multiple unsportsmanlike penalties. Team area left with trash. Forfeiting a game.

Discipline

Any person receiving a red card, two technical fouls, or two unsportsmanlike penalties will be ejected from the game. A person can be ejected from a game prior to receiving a

red card, two technical fouls, or two unsportsmanlike conduct penalties. Any person being ejected from a game will receive a minimum one game suspension.

Any person that is ejected from a game must leave the building if playing inside the Reily Center or playing area if playing outside on the quads. They are not permitted to watch the remainder of the game. If a person that is ejected from the game refuses to leave TUPD will be called to remove this person. This person will then receive a minimum two game suspension in addition to the one game suspension for being ejected.

An altercation is an extreme act of unsportsmanlike conduct. Any individual(s) involved in an altercation will receive a minimum suspension of one year. An altercation includes but is not limited to the following: spitting, punching, pushing with the intent to cause harm, kicking maliciously, wrestling, and threatening.

The officials and supervisors have authority and jurisdiction during pre game, in-game and post game at and around the areas of play. The officials and supervisors have the authority to stop the game at anytime to give warnings, penalties, declare a forfeit or eject players, coaches, spectators and team(s) for unsportsmanlike conduct.

ID Policy

1. All participants must present a Tulane ID or a Reily Center key tag. No ID, No play, No Exceptions.
2. If a participant is caught using a fake ID both persons will be suspended from Intramural play for the season.
3. If the participant played in any part of the game, the game will be forfeited, the team will receive a sportsmanship score of zero, and forfeit the bond.

Scheduling

1. Pre-Season Games: are available on a limited first come, first serve basis. Pre-season games will be played the week prior to the regular season.
 - a. Pre-season games will be used as an opportunity for teams to tune up their “play books”.
 - b. Pre-season games will be used as an opportunity for training sessions for Intramural Officials.
 - c. Game time limits may be modified to accommodate Officials’ rotations in and out of the game.
 - d. Win-loss records will not be carried over to the regular season.
 - e. The forfeit policy will be in place, any team that registers for a pre-season game and fails to play will lose its deposit.
2. Regular Season Game
 - a. The captain should fill out day of the week preference listed on the entry form for each sport, ranking each day 1, 2, 3...7, 1 being the most preferred.
 - b. For the following leagues, game days are already predetermined:
 - c. Fraternity game days are as follows:

Flag Football	Saturday
Indoor Soccer	Thursday
Volleyball	Tuesday
Basketball	Monday
Outdoor Soccer	Thursday
Softball	Saturday

d. Co-Recreational game days are as follows:

Flag Football	Sunday
Indoor Soccer	Saturday
Volleyball	Friday
Basketball	Wednesday
Outdoor Soccer	Saturday
Softball	Sunday

e. Women's League game days are as follows:

Flag Football	Sunday
Basketball	Sunday

- f. Due to the number of teams, limited time and limited facilities the Intramural Department cannot guarantee that all teams will be scheduled on the days requested.
- g. The Intramural Department reserves the right to change game times, dates, and opponents at any point. Participants will be given reasonable notification if any changes are made.
- h. Schedules will be available on the day of the captains' meeting at the following locations: Recreation Programs Office, www.reilycenter.com, on the IM bulletin boards, and at the captains' meetings.

3. Rescheduling/Cancelled Games

- a. Due to the number of teams, limited time, availability of officials, and limited facilities cancelled games are not guaranteed to be rescheduled. If the schedule allows, cancelled games will be rescheduled.
- b. If a game is rescheduled the teams are obligated to play.
- c. A cancelled game will not count as a win or a loss for or against a team.
- d. If a game should be called due to weather conditions while in progress, the game will be counted as a complete game if one half or more of the game has been completed.
- e. The Intramural Supervisor on duty will determine if a game and remaining games should be cancelled due to weather conditions.

Inclement Weather

Decisions pertaining to cancellation of games will be made after 3:30pm for weekday games and by 11:30am for weekend afternoon games.

Cancellation information can be found by calling the Intramural Office at 314-2863 or online at www.reilycenter.com

Playoffs

1. Teams must have a sportsmanship score average of 2.25 to qualify for playoffs.
2. Any team that does not want to participate in playoffs must notify the Intramural Office prior to their last regular season game. A forfeited playoff game results in loss of the forfeit bond.
3. Playoff brackets will be posted on the IM bulletin board, in the Recreation Programs Office, and on www.reilycenter.com on the completion of the last day of regular season games in the league.
4. It is the responsibility of the captain to notify the team of playoff schedule dates and times.
5. Due to limited time and the number of teams, playoff game dates and times will be on days that teams may not normally play on.
6. The top teams from each league and night will be entered into a single elimination playoff bracket.
7. The number of teams qualifying for playoffs will vary depending on number of teams in the league, team eligibility, availability of officials, and facility availability.

General Playoff Format

1. The playoff format maybe change depending on the number of teams eligible.
2. Flag Football and Basketball
 - a. Men's League top thirty-two teams set up as the NCAA Basketball top thirty-two bracket.
 - i. Top eight from the Fraternity Division.
 1. A Fraternity Champion will be determined.
 2. Fraternity Champion will make the "Final 4".
 - ii. Top eight teams from the Residence Hall Division.
 1. Residence Hall Champion will be determined.
 2. Residence Hall Champion will make the "Final 4".
 - iii. Top sixteen teams from the Men's Open division will advance to the playoffs.
 - b. Co-Rec League top eight teams advance for playoffs.
 - c. Women's League top eight teams advance for playoffs.
3. Indoor and Outdoor Soccer
 - a. Men's League sixteen teams set up as the NCAA "Sweet 16" bracket.
 - i. Top four from the Fraternity Division.
 1. A Fraternity Champion will be determined.
 2. Fraternity Champion will make the "Final 4"

- ii. Top four teams from the Residence Hall division.
 - 1. Residence Hall Champion will be determined.
 - 2. Residence Hall Champion will make the “Final 4”.
 - iii. Top eight teams from the Men’s Open division will advance to the playoffs.
 - b. Co-Rec League top eight teams advance for playoffs.
 - c. Women’s League top eight teams advance for playoffs.
- 4. Softball and Volleyball
 - a. Men’s League sixteen teams set up as the NCAA “Sweet 16” bracket.
 - i. Top four from the Fraternity Division.
 - 1. A Fraternity Champion will be determined.
 - 2. Fraternity Champion will make the “Final 4”
 - ii. Top four teams from the Residence Hall division
 - 1. Residence Hall Champion will be determined.
 - 2. Residence Hall Champion will make the “Final 4”
 - iii. Top eight teams from the Men’s Open division will advance to the playoffs.
 - b. Co-Rec League top eight teams advance for playoffs
 - c. Women’s League top eight teams advance for playoffs

Playoff Seeding

Seeding is based on points earned per games played divided by the number of games played.

Win	2
Tie	1
Loss	0
Forfeit/Default	-1

Example: At the completion of a regular 7 game season Team A has 3 wins (6 points), 2 ties (2 point), 1 loss (0 points) and 1 forfeit (-1 point) for a total of 7points. 7 points divided by 7 games equals 1.

- 8. If teams have a tied score after the regular season the following method will be used.
 - a. Head to head competition, the winner of the game will be the higher seed.
 - b. If the teams did not play each other in the regular season point differential will be used to determine the higher seed. Point differential is determined by the total sum of offensive points for the regular season divided by the total sum of points scored against.
 Example: Team B has the higher point differential and will be the higher seed.

Team A		Team B	
Points Scored	Points Against	Points Scored	Points Against

30	15	27	25
40	35	23	30
15	23	42	32
18	33	36	22
45	29	30	32
Total 148	Total 135	Total 158	Total 141

Team A $148/135=1.0963$

Team B $158/141=1.1201$

Awards

1. T-shirts will be awarded to the Co-recreational Champions, Fraternity Champions, Men's Open Champions, Men's Resident Hall Champions, Sorority Champions, and Women's Champions.
2. For individual sports T-shirts will be awarded to the top 3 places for males and females.
3. For all team sports the following number of T-shirts will be awarded:

Sport	Number of T-shirts
Flag Football	13
Indoor Soccer	10
Volleyball	12
Outdoor Soccer	13
Basketball	10
Softball	15

4. Michael Diorka Outstanding Intramural Athlete Award for an individual or team: at the conclusion of the spring semester the Intramural Department will chose an individual and a team that best exemplifies and meets the following requirements: participated in the Intramural Program for 2 or more years in 2 or more sports, the highest quality of character and sportsmanship on the field, and a strong athletic skills. The recipient of this award will also be invited to the Reily yearend "Senior Send-off Party".
5. Greek Cup: the winning fraternity and sorority will have their names engraved on the trophy, and receive a plaque.
6. Reily Cup: the winning team from the open division and co-rec division will have their name engraved on the trophy, and receive a plaque.

Alcohol, Tobacco, and Drug

1. Alcohol and drugs are not permitted in or around Intramural playing areas.
2. Any person, participant or spectator, deemed under the influence of alcohol or drugs or in possession will be ineligible to participate in the intramural contest and must leave the playing area immediately. The Intramural Supervisor will determine if the game should be called a forfeit.
3. Any participant attempting to participate under the influence of alcohol or drugs will be suspended from play for one game.

4. There is to be no chewing or smoking of tobacco products at any Intramural playing areas. Any person, participant or spectator, using tobacco products will be ineligible to participate in the intramural contest and must leave the playing area immediately. The Intramural Supervisor will determine if the game should be called a forfeit.

Blood and Bodily Fluids

1. Any participant who is bleeding or has an open wound will be immediately removed from the game.
2. The participant will not be allowed to return to play until the bleeding is stopped and the wound is covered.
3. The participant must change any clothes that have blood or bodily fluid on them before being allowed to re-enter the game.