<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ABOUT INTRAMURAL SPORTS</td>
<td>4</td>
</tr>
<tr>
<td>MISSION STATEMENT</td>
<td>4</td>
</tr>
<tr>
<td>TOP 10 NEED-TO-KNOW FACTS</td>
<td>4</td>
</tr>
<tr>
<td>CONTACT INFORMATION</td>
<td>5</td>
</tr>
<tr>
<td>PARTICIPANT ELIGIBILITY</td>
<td>5</td>
</tr>
<tr>
<td>CLUB SPORTS ATHLETES</td>
<td>6</td>
</tr>
<tr>
<td>STUDENT (NCAA) ATHLETES</td>
<td>6</td>
</tr>
<tr>
<td>NUMBER OF TEAMS</td>
<td>6</td>
</tr>
<tr>
<td>TEAM REGISTRATION</td>
<td>6</td>
</tr>
<tr>
<td>CREATING A TEAM</td>
<td>7</td>
</tr>
<tr>
<td>JOINING A TEAM</td>
<td>7</td>
</tr>
<tr>
<td>ROSTER MINIMUMS</td>
<td>7</td>
</tr>
<tr>
<td>ROSTER FREEZE DATE</td>
<td>8</td>
</tr>
<tr>
<td>TEAM NAMES &amp; LOGOS</td>
<td>8</td>
</tr>
<tr>
<td>FORMAT OF PLAY</td>
<td>8</td>
</tr>
<tr>
<td>EVENT TYPES</td>
<td>8</td>
</tr>
<tr>
<td>LEAGUE</td>
<td>8</td>
</tr>
<tr>
<td>WEEK TOURNAMENT</td>
<td>8</td>
</tr>
<tr>
<td>DAY TOURNAMENT</td>
<td>8</td>
</tr>
<tr>
<td>SELF-SCHEDULE</td>
<td>9</td>
</tr>
<tr>
<td>WALK-UP</td>
<td>9</td>
</tr>
<tr>
<td>DIVISIONAL SIGNUP</td>
<td>9</td>
</tr>
<tr>
<td>PLAYOFFS</td>
<td>9</td>
</tr>
<tr>
<td>TEAM PLAYOFF ELIGIBILITY REQUIREMENTS</td>
<td>9</td>
</tr>
<tr>
<td>PLAYOFF MEETINGS</td>
<td>10</td>
</tr>
<tr>
<td>PLAYOFF SCHEDULING PROCESS</td>
<td>10</td>
</tr>
</tbody>
</table>
GAME CANCELLATIONS 10
FORFEITS & DEFAULTS 10
DEFAULT 10
FORFEIT 11
FORFEIT CHARGES 11
GRACE PERIOD 11
SPORTSMANSHIP RATING 11
INCLEMENT WEATHER 11
RESCHEDULE REQUESTS 12

CONDUCT 12
SPORTSMANSHIP SCALE 12
RATING: 4.0 13
RATING: 3.0 13
RATING: 2.0 13
RATING: 1.0 13
RATING: 0.0 13
EJECTIONS 14
ALCOHOL & TOBACCO USE 14

PARTICIPATION 14
IDENTIFICATION REQUIREMENTS 14
CHAMPION SHIRTS 15

GAME EQUIPMENT 15
JEWELRY
ABOUT INTRAMURAL SPORTS

The Intramural Sports program exists to serve the UNC-Asheville community by providing quality sport and competition opportunities while maintaining a fun, social, safe and inclusive environment. Our student-led program strives for excellence by emphasizing the values of good sportsmanship, fair and consistent play, integrity and cooperation, and through these values, it aims to create an engaging, diverse experience that all participants will return to year-after-year.

MISSION STATEMENT

The Campus Recreation Department at the University of North Carolina Asheville provides its community members with opportunities to enhance overall physical and mental wellness through formal and self-directed programs, activities, and services.

TOP 10 NEED-TO-KNOW FACTS

Here are the top 10 things you need to know about the Intramural Sports program at UNC-Asheville.

- They are FUN, and all skill sets are welcome!
- Students, faculty and staff can play.
- There are no practices or tryouts.
- We provide all required equipment!
- Your group forms its own team. Don’t have a team? Register as a free agent.
- Easy sign up at www.imleagues.com/unca.
- Remember your sport’s registration period deadline.
- You choose when your team plays.
- Forfeit deposits are not required--but watch out for forfeit fees.
- Champs get free shirts
- Wanna get more involved? Ask about our job opportunities

CONTACT INFORMATION

The Sport Programs staff offices can be found on the second floor of the Student Recreation Center in SRC 203. Drop-in questions are welcome between the hours of 10:00 AM and 2:00 PM, Monday through Friday.
The Assistant Director, Brandon Dean, may also be contacted by phone at (828) 250-2339 or by email at bdean@unca.edu. When leaving a message or contacting us via email, please include your name, team name, purpose for calling and the best method for our staff to reach you.

For access to league and tournament registration periods, announcements, game updates, special events, and other Campus Recreation information, like and follow us on social media.

Facebook
UNC Asheville Campus Recreation

Twitter
@Campus_Rec

Instagram
unca_campusrec

PARTICIPANT ELIGIBILITY

The UNC-Asheville Intramural Sports Program operates in accordance with all Federal laws and regulations requiring non-discrimination on the basis of age, sex, race, religion, ethnic group, national origin, sexual orientation or handicap.

All currently enrolled UNC-Asheville students, faculty and staff are eligible to participate in the Intramural Sports program.

CLUB SPORTS ATHLETES

Club Sports members are eligible to participate in Intramural Sports; however, there is a limit of three (3) Club Sports members per Intramural Sports team in the club’s same (or comparative) sport. For CoRec teams, note that teams are limited to a total of three (3) Club Sports players, regardless of gender.

For example, there may be no more than three (3) members of the Men’s Soccer Club team on any Intramural Sports 8v8 Soccer roster. However, the entire Men’s Soccer Club is eligible to compete on the same team in Intramural Sports Basketball, due to it not being the same (or comparative) sport. For CoRec Intramural Sports 8v8 Soccer, there could be any combination of three (3) members from both the Men’s Soccer Club and the Women’s Soccer Club on the roster.

STUDENT (NCAA) ATHLETES
Current student athletes are not eligible to participate in the same (or comparative) sport in which they currently compete. Each of these students will gain eligibility in any applicable sports at the beginning of the academic year (August–July) following removal from his/her former team’s roster. Former or current professional athletes are permanently ineligible to participate in their same (or comparative) sport.

**NUMBER OF TEAMS**

Each participant may register for one (1) single gender team and one (1) CoRec team per sport. If a participant is found participating on a team in excess of these limits, the second team may receive a forfeit for all games played with the ineligible participant.

**TEAM REGISTRATION**

Each individual sport will have a designated registration period, during which teams may sign up for that particular sport on the IMLeagues website.

Registration periods can be found at: [UNC Asheville Intramural Sports Website](#)

In order to utilize IMLeagues, participants must:

- Be an eligible Intramural Sports participant;
- Use the email address with the “@unca.edu” domain in the creation of their IMLeagues account.
- Users are only required to create one (1) IMLeagues account for their UNC Asheville career.

If an error message is received when creating an IMLeagues account, please contact the Sport Programs staff, instead of the IMLeagues support team.

**CREATING A TEAM**

The person who creates a team is the team’s captain, who is responsible for:

- Completing the registration process for the team;
- Recruiting players to join the team’s roster in IMLeagues;
- Communicating effectively with the Sport Programs staff;
- Educating teammates on current policies and rules for the sport;
- Maintaining a positive level of sportsmanship displayed by the team.
- Attending the Pre-Season Captain’s meeting
JOINING A TEAM

Once a team has been created, team captains can invite players to their team’s roster. Through IMLeagues, the captain can send an invite by entering the participant’s UNC-Asheville email address or by searching for the participant’s name (to see if the participant has an existing account).

Conversely, players wishing to join a team’s roster without having an invite beforehand can request to join a team by navigating to that team’s IMLeagues page and sending a request to join the team. This request may or may not have to be approved by the team’s captain, depending on the settings the captain utilized during the registration process. At this point, in either scenario, the new player is not on the team’s roster. The player must also accept this invite (if necessary), and agree to terms and conditions before becoming a member of that team. In order for players to be eligible to participate on a given night, they must be added to the team roster before signing in with the Sport Supervisor at the playing site.

ROSTER MINIMUMS

In order to be scheduled for regular season play, each team must have the minimum number of players completely added to its roster prior to the established deadline. Teams who do not meet the deadline will be dropped from the sport and will lose their forfeit deposit.

Roster minimums can be found on www.imleagues.com/unca in the Sport Rules.

ROSTER FREEZE DATE

Team rosters will freeze at 11:59 PM on the final day of the regular season (for league sports) or pool play (for week tournament sports). Any player on a team’s roster at this time will be eligible for participation during playoffs. Players may not be added or removed from a roster during the playoffs.

TEAM NAMES & LOGOS

Submitted team names and logos are subject to review by the Sport Programs staff. Teams who submit a team name that is determined to be inappropriate will have their names changed to ‘Team (Captain’s Last Name)’. To re-submit a different name, captains may navigate to the team settings page in IMLeagues and request a new name for the team.
FORMAT OF PLAY

During the registration process, it is important that teams and/or team captains understand the format of play for that specific sport. Slight changes in a sport’s format can produce large experiential differences for participants.

EVENT TYPES

LEAGUE
League sports will consist of a 3-6 week regular season, followed by a single-elimination playoff bracket. This event type is typically reserved for sports like Basketball, Flag Football, Volleyball and 8v8 Soccer, amongst others.

WEEK TOURNAMENT
Week tournament sports will be played over the course of one week and may be any mixture of single-elimination, double-elimination, or round robin in scheduling format. Week tournaments will most typically be contested Monday through Thursday.

DAY TOURNAMENT
Day tournament sports will be played over the course of one day and may be any mixture of single-elimination, double-elimination, or round robin in scheduling format.

SELF-SCHEDULE
Self-schedule sports will allow participants to contact one another to schedule their own playing dates and times. After completing games, participants will report scores to the Sport Programs staff and the sport’s standings will be updated. Self-schedule sports typically last over the course of several weeks or an entire semester.

WALK-UP
Walk-up sports will not require any prior registration and are open for participants to show up and play. These sports are typically more recreational in nature.

DIVISIONAL SIGNUP
For league sports or tournaments that require teams to sign up within a division, the name of the division will reveal what day(s) and time(s) the team will play each of its
games. For example, if a team signs up in the ‘Mon 6:30, 7:30’ division, then that team’s games will occur on Monday at either 6:30 PM or 7:30 PM.

However, during a league’s playoff bracket, teams cannot be guaranteed to play during their same time slot. Instead, teams may be required to play multiple times per week on other days or at other times, in order to conclude the playoffs in a timely manner.

PLAYOFFS

All sports that conclude with a stand-alone, single-elimination playoff bracket will see all teams advance to that bracket, provided they have met the team playoff eligibility requirements.

TEAM PLAYOFF ELIGIBILITY REQUIREMENTS

All teams will be eligible for entry into the playoff bracket, regardless of their record, assuming they have met the following criteria:

- The team has not forfeited two (2) games during the regular season (for league sports) or during pool play (for tournament sports).

- The team has not defaulted two (2) games during the regular season (for league sports) or during pool play (for tournament sports).

- The team has maintained an average sportsmanship rating of 3.0 during the regular season (for league sports) or during pool play (for tournament sports).

PLAYOFF MEETINGS

For most league sports, prior to beginning postseason play, the Sport Programs staff will host a playoff meeting. All teams who are playoff-eligible for that particular sport are highly encouraged to attend. At these meetings, playoff-specific rules (i.e. tiebreaking procedures, overtime, etc.) will be reinforced.

PLAYOFF SCHEDULING PROCESS

Teams will be placed in the bracket in an order based upon team average rating score. This score is a metric produced by IMLeagues that considers a team’s winning
percentage, point differential and sportsmanship rating. If multiple teams have matching average rating scores, then sportsmanship rating will be used as the primary tiebreaker.

Although playoff games will likely take place at very similar times and on the same days of the week as the league’s season, the captain (or representative in the case of an absence) is highly encouraged to know the team’s playoff availability prior to the meeting so that they can do everything possible to avoid a scheduling conflict with the playoff schedule.

GAME CANCELLATIONS

Several different definitions exist for games that are canceled, either due to inclement weather or teams failing to be able to appear to play.

FORFEITS & DEFAULTS

In the event that a team cannot field the number of players required to start a game (refer to the individual sport rules for the number of players required to start a game in each sport), the team has two options.

DEFAULT

The team may default the game by contacting the Sport Programs staff prior to 4:00 PM on the day of the game. In doing so, the team remains eligible for playoff competition, provided it does not already have a default on its record. Once a default request is made, it cannot be reversed or rescheduled for any reason.

FORFEIT

If the team fails to utilize a default and still does not field the number of players required to start a game, a forfeit is declared. The team captain is charged the forfeit fee. In the event of a second forfeit, the team may be removed from the league.

FORFEIT CHARGES

If a team forfeits, the captain must pay $20 prior to 4:00 on the day of their team’s next game. Failure to do so, will result in the team being removed from the league. Forfeit charges can be dropped off at the Intramural Office in SRC 203.
All team members will be ineligible to participate for any other team in that sport.

**GRACE PERIOD**
If a team cannot field the number of players required to start a game, the opposing captain will be given the choice to either apply the grace period or receive a win by forfeit. Should a captain choose to apply the grace period, the game clock will start and run for up to 5 minutes. Once a captain has chosen to apply the grace period, the choice cannot be changed for any reason. The teams will begin the game when both teams have enough players present. If neither team has the players required to participate, the grace period is automatically applied by the Sport Supervisor at the game site. If, after the grace period expires, a team still cannot field the number of players required to participate, a forfeit is declared.

**SPORTSMANSHIP RATING**
Teams who lose a game by default will be issued a sportsmanship rating of four (4), teams who lose a game by forfeit will be issued a sportsmanship rating of two (2). However, the winning team will be given a sportsmanship rating of four (4) for that contest.

**INCLEMENT WEATHER**
Intramural Sports activities and events are subject to cancellation in the event of severe inclement weather or unsafe playing conditions. If games are canceled due to inclement weather, an email will be sent to team captains via IMLeagues.

Sport Programs will make every attempt to reschedule all games that are postponed due to inclement weather. However, depending on when postponed games occur, we cannot always guarantee that makeups will be scheduled. In the event of inclement weather, captains should continually monitor their teams’ schedules in IMLeagues.

**RESCHEDULE REQUESTS**
In order to complete a reschedule request, teams must first confirm a new possible time by finding a new time from the “Possible Reschedule Dates” list on the sport page in IMLeagues.

The team captain should then contact the opposing captain and request to reschedule. If the team captain needs the opposing captain’s contact information, that will be provided by the Sport Programs staff.
After coming to an agreement, both captains should be included on an email to Sport Programs staff containing the details of the reschedule to. A game will not be moved until both captains have contacted Sport Programs and both captains have received an emailed confirmation of the new game time. If the captains cannot come to an agreement, then the game will not be moved for any reason.

Reschedule requests must be completed prior to 4:00 PM on the business day prior to the regularly scheduled game, and the newly requested time must be no sooner than one (1) week from the date on which the request is made.

During playoffs, the Possible Reschedule Dates list will be removed from the sport page in IMLeagues; however, reschedule requests will be accepted (via email) if the team has another Intramural Sports playoff game scheduled at the same time and a majority of the team’s players are affected by the conflict caused by the other game.

**CONDUCT**

The jurisdiction of the Sport Programs staff begins when a team, player or spectator enters the facility and ends when the team or player leaves the property. During this time, participants and spectators are expected to treat all Sport Programs staff, opponents, and Campus Recreation property with respect.

**SPORTSMANSHIP SCALE**

The team captain is responsible for the actions of the team’s members and spectators. Participants and spectators are expected to demonstrate positive sportsmanship towards other teams and staff members at all times. At the conclusion of each game, teams will be assigned a sportsmanship rating that reflects the team’s overall conduct for that night.

**RATING: 4.0**

The team cooperates fully with the Sport Programs staff and the opponent. If necessary, the team captain speaks calmly with Sport Programs staff regarding questions or rule interpretations.

**RATING: 3.0**
The team displays a lapse in sportsmanship but receives no unsportsmanlike conduct penalties. The captain remains in control of the team at all times without being prompted by staff.

RATING: 2.0

The team displays somewhat frequent lapses in sportsmanship, and the team captain does very little to assist in alleviating the problem. This is the highest sportsmanship rating a team can receive after being assessed an unsportsmanlike conduct penalty.

RATING: 1.0

The team receives one ejection and/or multiple unsportsmanlike conduct penalties. The team captain has little or no control over the team, is part of the problem and/or is unwilling to work with staff. This is the rating a team receives for a game ended due to unsportsmanlike conduct penalties alone.

RATING: 0.0

The team is completely uncooperative and behaves in a way that violates UNC-Asheville regulations. The team shows a blatant disregard for the policies and rules of Campus Recreation. Teams receiving this rating will be ineligible to compete until meeting with the Assistant Director, Sport Programs to discuss the incident. If a team receives 3 unsportsmanlike conduct penalties in one game, the offending team will forfeit the game at that point and receive a 0.0 sportsmanship rating. The offending captain must schedule a meeting with the Assistant Director of Sport Programs prior to their next game.

EJECTIONS

If a participant is ejected from an Intramural Sports activity, that person is immediately and indefinitely ineligible to participate for any Intramural Sports team at UNC-Asheville. Ejected participants will be asked to leave the playing area immediately after all necessary information is gathered by the Sport Supervisor.

To be reinstated for play, the ejected participant must set up a meeting with the Assistant Director of Sport Programs during office hours. It is the responsibility of the ejected participant or spectator to schedule this meeting in order to discuss the events that occurred. Note that any resulting suspensions from play will not begin until this meeting has taken place.

Any ejected participant will receive a minimum suspension of at least one
(1) game following the meeting. However, if merit exists (including prior offenses), the suspension is permitted to be any length of time, including, but not limited to, permanent removal of all Intramural Sports privileges.

ALCOHOL & TOBACCO USE

The use of alcohol and/or tobacco is strictly prohibited by all participants and spectators. Participants or spectators who are removed from a game site for the use, consumption, or abuse of any illegal or banned substances, including drugs, alcohol, and/or tobacco, may be subject to disciplinary action via Citizen Education.

PARTICIPATION

There are several other important pieces of information that can be pertinent for successful and enjoyable participation in the Intramural Sports program.

IDENTIFICATION REQUIREMENTS

All participants must present their own UNC-Asheville photo identification card (OneCard) to the Sport Supervisor at the playing site prior to participating in each Intramural Sports contest. Sport Programs will not accept any other form of identification (i.e., driver’s license, passport, social media profile photos, etc.). Players without a OneCard will not be permitted to play.

Individuals who attempt to check-in using a OneCard that is not their own or individuals who give their OneCard to another student to complete the check-in process by assuming an identity that is not his or her own will be referred to the office of the Dean of Students and could face additional penalties set forth by Campus Recreation or Citizen Education. Additional penalties may apply to the team or the team’s captain, if there is obvious prior knowledge of the attempt to circumvent the institutional identification requirements.

CHAMPION SHIRTS

Members of championship teams will receive an Intramural Sports champion t-shirt, provided they have participated in at least one of the team’s games over the course of the season and/or playoffs.

Players who are not present for the championship game to receive a shirt may visit the Sport Programs office during office hours as late as two weeks after the championship
games for that sport. These players must present their identification card to verify placement on the team roster.

Teams will be asked to take a champions photo with their shirts at the conclusion of all championship games. Champion shirts will also be made available via social media contests and other walk-up events throughout the year.

GAME EQUIPMENT

The Intramural Sports program will provide necessary equipment for the sport being played, although at times the quantity of the equipment may be limited. Therefore, participants are encouraged to utilize their own equipment whenever possible.

For sports that require teams to wear uniform jerseys, teams are allowed to provide their own jerseys. If the team does not provide their own jerseys, pinnies (in team sets) and other sport equipment will be made available for checkout during the check-in process with the Sport Supervisor each night.

JEWELRY

The wearing of jewelry during an Intramural Sports contest is strictly prohibited. Participants who are required to wear a medical alert bracelet or necklace are permitted to play, provided the piece is completely taped down against the skin with any pertinent information visible for a potential first responder.

Participants who wish to play while wearing any religiously-affiliated jewelry will also be permitted to play, provided the jewelry is completely taped down against the skin with none of the jewelry visible.

Teams with participants who have continued wearing jewelry after the initial warning/meeting provided by the Sport Programs staff may be subject to a reduction in their sportsmanship rating for that game.