Intramural Sports Handbook

2015-16

General Rules, Regulations, and Policies

Intramural Sports Staff

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Phone Numbers

Intramural Sports Office	554-3030
HPER Control Desk	554-2539
Campus Security	554-2648
Facilities/Power Plant	554-3739
IPC	554-3170

Facilities

Wellness Center (HPER)
Sapp Field
Caniglia Field
PKI Lawn
Scott Courts
Center Street Fields
Arena

South edge of UNO main campus North of Wellness Center East of Wellness Center and Sapp Fieldhouse On the corner of 67th & Pacific, West of building 1601 S. 64th St. 6808 Spring St. *under construction*

Web Address

campusrec.unomaha.edu www.imleagues.com/unomaha.edu

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Article I: Eligibility – Individual and Team Statement of Purpose: Eligibility rules for intramural sports are designed to provide an opportunity for everyone to participate in balanced and fair competition. The rules listed below cannot provide for all possibilities. Therefore, the Intramural Sports staff reserves the right to rule on the eligibility status of participants not specifically covered by the following rules.

Any student, part-time or full-time faculty/staff member, Wellness Center member or theirs spouses are eligible to participate provided they have a current Wellness Center activity card.

Responsibility for Eligibility: The Intramural Sports Department does not assume total responsibility for checking the eligibility of individuals participating in the intramural sports. Any cases of ineligibility called to its attention will be investigated and dealt with according to the rules. Team and organization representatives are responsible for checking the eligibility of their own players and should regularly check that of their opponents. Failure to not check eligibility of team members may result in forfeiture of all games and playoff competition.

Section I – Student Participation: To be eligible to participate in the intramural sports program the student, undergraduate or graduate must be enrolled at the University of Nebraska Omaha for a minimum of one (1) credit hour of class work and be paying the UPF fees associated with the Wellness Center. At all intramural activities, the student will be required to show student identification and may be asked for personal identification. Spouses of students may participate provided they purchase a Wellness Center activity card. Spouses of student members may participate provided they purchase a Wellness Center activity card at the control desk.

Section II – Faculty/Staff Participation: To be eligible to participate in the intramural sports program, the part-time or full-time faculty/staff member must have purchased a current Wellness Center activity card. Spouses of faculty/staff members may participate provided they purchase a Wellness Center activity card at the control desk.

Section III – Wellness Center Member Participation: To be eligible to participate in the intramural sports program, the Wellness Center member must have purchased a current Wellness Center activity card. Spouses of faculty/staff members may participate provided they purchase a Wellness Center activity card at the control desk.

Section IV – Alumni: To be eligible to participate in the intramural sports program, alumni member must have purchased a current Wellness Center activity card. Spouses of alumni members may participate provided they purchase a Wellness Center activity card at the control desk.

Section V – Metropolitan/UNMC Students:

- 1. Metropolitan students are eligible to participate in the intramural program if the following guidelines are met:
 - a. All Metropolitan students must pay a \$10 fee at the college's registers office who is charged \$40 per player. The Metro students must bring their receipt to the first game. The fee is good for one semester.
- 2. UNMC students may participate in the intramural program if the following guidelines are met:
 - a. The sport is not offered by the UNMC Intramural Department.
 - i. An individual may participate in a Tournament/Special Event for \$10 per event.
 - ii. An individual may participate in a league for \$50 per semester.
 - iii. A team may participate in a Tournament/Special Event for \$75. (Minimum 2 games)
 - iv. A team may participate in a League for \$150. (Minimum 4 games)

Section VI – Professional Athletes: Any student, faculty / staff member, alumni member (or spouse) who is or in has been a professional player or athlete is ineligible to compete in the sport related or its related sport in which he / she is / was a professional for a period of two (2) years from the date the professional career ended. A professional player or athlete is defined as one who has received monetary remuneration for their athletic services. No more than one (1) professional is allowed on a team in the same or a related sport.

- 1. Any former professional athlete is only allowed to compete in competitive or A leagues, when they are differentiated.
- 2. No former professional athlete is allowed to participate in the same or a related sport at any extramural event.

Section VII – Intercollegiate Athletes: Intercollegiate athletic team members are ineligible to compete in the same or related sport. Athletes of intercollegiate teams shall be defined as any athlete who is a team member at the time of the first scheduled intercollegiate contest. A student may be eligible to play, if he or she was listed on the varsity roster less than three weeks.

Students listed on the roster three weeks or less shall be ineligible in that sport or related sports for the remainder of the school year. "Red Shirts" sitting out a year are ineligible for intramural play in the same or related sport. Any former collegiate varsity player will only be allowed to play

competitive or A leagues for their first two (2) years of intramural eligibility, when they are differentiated.

1. Any player who was on the roster less than three weeks, is a Proposition 48 athlete or a varsity athlete two (2) plus years removed from their athletic competition will be eligible for any league.

The rule applies to transfer students as well as UNO athletes. Players are no longer considered a varsity athlete after One (1) year.

No more than two (2) professional and/or intercollegiate athletes are allowed on a team in the same or a related sport.

Section VIII – Sport Club Members: Members of sport clubs are allowed to participate in the respective intramural sport, however, a maximum of two sport club members is allowed on any one intramural team. You are considered a sport club member for 1-year after your sport club membership ends.

Any team with a sport club member of the same or related sport is required to participate in the competitive or A leagues when offered.

Section IX – Ineligible Players: Any person participating in intramural activities found to be ineligible or participating under an assumed name will be barred from the intramural competition for the remainder of that sport and from all intramural activities for a period of at least 90 days. (University breaks and holidays will not count as part of the 90-day suspension.) In addition, the player will be placed on probation for the remainder of the school year. If the player is a team member, all games in which he / she played or plays will be forfeited by that team. Forfeit fees will be lost accordingly.

Any team with ineligible players participating shall be placed on probation from that activity for the remainder of the season and the team captain will be placed on probation the remainder of the school year.

Any team with players participating under assumed names shall be suspended from that activity for the remainder of the season and placed on probation the remainder of the school year.

Section X – Player Mutual Agreement: Teams may not play an ineligible person even by mutual agreement of both teams or team captains or other individuals involved in the game.

Section XI – Player Transfer: A player entering an activity with a given team may not transfer to another team during the specific sports season. If a team forfeits out of the league and abandons its team status, players from the specific team may be picked up or placed on the other teams provided it is done prior to completion of regular season play.

Section XII – Player's Team Involvement: An individual may only play on one team per sport. An individual may NOT play on both an "A" (competitive) and "B" (recreational) team at the same time during the specific sports season. Individuals may play on both a co-rec team and one of the following: an "A" or "B" team.

- 1. An individual playing for more than one team illegally in an activity will be barred from the intramural competition for the remainder of that sport and from all intramural activities for a period of at least 90 days.
- 2. All teams will forfeit games in which the individual played and teams will be placed on probation for the remainder of the season.

- 3. Captains of each team will be placed on probation for the remainder of the school year.
 - a. LEVELS of Play
 - i. Competitive (A)
 - 1. Most competitive, meant for players who are more competitive (i.e. high school athletes). Teams with at least a .500 record make the playoffs in each division (pending sportsmanship).
 - ii. Recreational (B)
 - Meant for players looking for more of a fun league (Beginners to low intermediate). Teams with .500 record (pending sportsmanship) and facility/staff availability will make the playoffs.
 - b. SPECIFIC Divisions
 - i. Open Divisions
 - Teams consisting of players with any sort of connection, but not affiliated with a university organization or on-campus housing; i.e. friends, former roommates etc. Regular season play will primarily consist of games against other open division teams
 - ii. Fraternity/Sorority Division
 - 1. Teams consist solely of fraternity members registered with that organization. Regular Season play will primarily consist of games against other Greek teams.
 - iii. Housing Division
 - Teams consist of players out of the same residence hall. Individual residence halls may enter more than one team. Primarily will play against other residence hall teams.
 - iv. PKI Division
 - 1. Teams consist solely of PKI Students. They can be either loosely organized or specific PKI organizations (PKI Orgs will also be added to Campus Cup for Student Orgs). Primarily will play other PKI Organizations.
 - v. Student Organizations Division
 - This league is designed for participants enrolled in a student club or organization recognized by the university only. Primarily play other student organizations.

Article II: Rules for Participant Conduct

Section I - Misconduct: Any person who commits, attempts to commit, incites, or aids others in committing any of the following acts of misconduct shall be subject to disciplinary action by the Intramural Sports Department and the Office of Campus Recreation:

1. Player or spectator hits, strikes, shoves, pushes, or makes physical contact in a threatening manner (includes spitting and/or snotting) toward any intramural employee (student or professional). **Penalty: indefinite suspension: minimum one (1) year.**

2. Threatening behavior (verbal or physical) made by a player or spectator before, during, or after an activity toward an intramural employee (student or professional). **Penalty:** indefinite suspension: minimum six (6) months.

3. Player or spectator hits, strikes, shoves, pushes, or makes physical contact in a threatening manner (includes spitting and/or snotting) toward another player or spectator. **Penalty: indefinite suspension: minimum three (3) months.**

4. Threatening behavior (verbal or physical) made by a player or spectator before, during, or after an activity toward another player or spectator. **Penalty: indefinite suspension: minimum one (1) month.**

5. Player or spectator verbally abuses a participant, official, or any other intramural employee (student or professional). **Penalty: indefinite suspension: minimum one (1) game.**

6. Action(s) which could potentially cause equipment or facility damage (includes spitting and snotting) and/or personal injury. **Penalty: indefinite suspension: minimum one (1) game.**

Section II – Unsportsmanlike/Technical Policy

- A player who receives two unsportsmanlike penalties or technical fouls in a single contest will be ejected and suspended for one game, unless superseded by Section I.
- 2. A player can be ejected for the first unsportsmanlike penalty or technical foul if the official feels the act was egregious or malicious in nature. Or falls under one of the six criteria established in Section I.
 - a. If a player is ejected from a game, he/she may not return to that particular game and is automatically ineligible for further competition in any intramural activity until they have scheduled and attended a meeting with the Graduate Assistant and/or Assistant Director for Competitive Sports. (The ejected participant will remain suspended until a meeting is scheduled and attended.) Further sanctions may be imposed by the Assistant Director or Graduate Assistant after the meeting.
 - After receiving an ejection, another unsportsmanlike penalty or technical foul in another game will result in an immediate ejection and suspension for thirty (30) days.
- 3. A player who receives three unsportsmanlike penalties in one sport but all in different games, will be suspended for one game.
- 4. Should the player receive a technical, then be ejected in a later game, they will receive a minimum two-game suspension. The next unsportsmanlike or technical foul will result in a suspension.
- 5. A player who is ejected from two sports, tournaments and special events are included, will be suspended from all intramural activity for a minimum of thirty (30) days, unless superseded by Section I.
- 6. A player who receives five unsportsmanlike penalties or technical fouls in a semester, will be suspended for the remainder of the semester, but not less than thirty (30) days.
- A player who receives seven unsportsmanlike penalties or technical fouls in a season will be suspended for the remainder of the academic year and not less than ninety (90) days.
- 8. Yellow/Red Cards A yellow card is the equivalent of a Technical. A second Yellow card or a Red card warrants an ejection.

Section III – Equipment: The Intramural Sports Department will furnish equipment for some Intramural activities. We will only provide game balls. Your team will need to bring practice balls, if you wish to warm up before a game. It is the responsibility of the participants to return all

equipment loaned to them to the Intramural Sports Department. Loss of equipment is cause for forfeiture of a game and/or payment for said equipment. Some sports may require for teams to both have a light and dark set of jerseys, t-shirts, etc. Failure to do so may result in forfeiture of the game.

Section IV – Spectators: Spectators (non-players) are expected to conduct themselves in an orderly and sportsmanship-like manner and are subject to the policies and regulations of the Intramural Department. Fans that disrupt the game in any way will be asked to leave. It is the responsibility of each captain to control his or her fans. A team may be forced to forfeit a game if the fans cannot be controlled. Children of participants are allowed to watch intramural games; however, they must be escorted and supervised by a non-player throughout the participant's games in the particular activity area.

Section V – Alcohol, Tobacco and Drugs: Alcohol, Tobacco, and/or drug consumption is not allowed at any UNO Intramural Sports contest at any time. Violators are subject to disciplinary action. Intramural participants will be ejected from contests and suspended from their next game if, in the opinion of the official, supervisor, or a member of the professional staff from the Office of Campus Recreation, they are under the influence of alcohol or drugs.

Section VI – Language: Abusive and foul language will not be tolerated prior to, during, or after a game. The officials, supervisors, and any other intramural employee (student or professional) will not be subject to player's misconduct in action or language. Such conduct will result in the team's forfeit of the game in which the action occurred. By forfeiting the game, all or a portion of the deposit will be retained depending upon the number of forfeits. In addition, the offending participants(s) will be immediately ejected from the contest at hand.

Section VII – Other Conduct Issues: Participant conduct situations not specifically covered by the above rulings and regulations will be dealt with in an appropriate manner by the Assistant Director or Graduate Assistant.

Article III: No Tolerance Policy

Section I – Discrimination and Sexual Harassment: The Office of Campus Recreation in conjunction with the University of Nebraska at Omaha has adopted a "NO Tolerance" policy, which specifically prohibits the use of grossly abusive language, which insults, taunts, or challenges another person. This language includes swearing, obscenities, and epithets directed at an individual's race, color, ethnic identity, religion, sexual orientation, gender identity or which is personally abusive, degrading, and insulting. In addition, in accordance with the University of Nebraska at Omaha's discrimination and Sexual Harassment Policy, the Intramural Sports Department does not condone the occurrence of sexual harassment within the realm of intramural activities. Such actions on the part of any intramural participant will not be tolerated and will be fully investigated by the department. (For a more specific description and explanation of this policy please refer to

http://www.unomaha.edu/diversity/affirmativeaction.php.)

All eligible Intramural participants can participate in the gender-specific league that affirms each participant's personal gender identity. The participant's gender identity will also be applied when there are gender-specific rules or player ratio requirements in CoRec leagues. Any matters that may arise in regards to gender identity within Intramural Sports participation can be subject to review on a case-by-case basis by the Sport Programs Staff.

Section II - Penalties: The penalty for infractions of the above policy will be immediate suspension from the contest at hand, and if further disciplinary action is warranted the Assistant

Director or Graduate Assistant responsible of the program will render a decision based on the severity of the incident.

Article IV: Protests

Section I – What is/isn't a Legal Protest: Protests will not be allowed on any judgment calls made by the official. Judgment calls include inbounds/out-of-bounds, safe/out, block/charge, etc. as well as any ejections, misconducts, and unsportsmanlike actions. Allowable protests include rule applications and rule interpretations. Officials' decisions, interpretations, judgments, or applications may not be protested beyond the limits imposed by the rules of the game or event (i.e. prior to the next pitch, prior to the next serve, prior to the ball becoming live following the call in question, etc.).

Section II – Protest Requirements: All protests must be made at the time and place of the incident in question and in the presence of the officials and the opposing captain. Protests lodged after the incident has passed will not be reviewed (i.e. i.e. prior to the next pitch, prior to the next serve, prior to the ball becoming live following the call in question, etc.). Captains are required to submit a written protest form with \$20 to the Program or Graduate Assistant by 1pm on the day following the game being protested. The fee will be refunded only if the protest is upheld by the Assistant Director, Program Assistant or Graduate Assistant. (Winning teams may not file a written protest.)

Section III – Player Eligibility Protest: Protests concerning the eligibility of a player may be made by a supervisor or by any participant. Suspected eligibility infractions should be brought to the attention of the supervisor and further investigated on-site. The supervisor may request the suspected participant to present a current photo ID in addition to their student ID.

Article V: Forfeits

Section I – Fees: Each team participating in an intramural league is required to pay a \$25 refundable forfeit deposit. Each team participating in an intramural tournament will be required to pay at \$25 forfeit deposit. Each participant entering an individual or dual sport is required to pay a \$5 refundable forfeit deposit.

Section II – Loss of Fees:

- If a team forfeits one competition during regular season or post-season play the team/individual will lose \$15 of their original deposit fee. If a team forfeits two competitions during the regular season or post-season play, the team/individual will lose the remainder of their original deposit fee. Having two forfeits will also eliminate the team/individual from league play and post-season participation.
- 2. One forfeit in a single or double elimination tournament eliminates that respective team from further competition and the team loses their entire forfeit deposit.
- 3. If an individual or dual team forfeits they will be charged the entirety of their deposit and if a league, have to apply a second deposit or if a tournament be eliminated from play.

Section III – Win by forfeit: For team activities, all participant's names and NU ID numbers must be recorded on the proper score sheet. The team must demonstrate to the officials and supervisor that they have enough players to properly start a contest. Then, and only then, will the forfeit be recorded as a victory. If both teams fail to show up or to produce an adequate number of players at the designated time and place, a double forfeit will be recorded and the contest will not be rescheduled.

Section IV - Refunds: To recover your refund deposit, you must pick up your refund voucher at the Campus Recreation room, HPER 104. Refund vouchers for the deposit fee will be available only up until May 30th after the completion of the Academic Year. A REFUND VOUCHER MUST BE CLAIMED BY JUNE 30TH OF THAT PAST INTRAMURAL SEASON OR IT WILL BECOME NULL AND VOID.

Article VI: Registration

Section I - Requirements: Team, dual and individual activity sign-ups will be accepted on <u>www.imleagues.com</u> on the dates specified by the Intramural Office. Registration may also be accepted at locations that are TBD. The forfeit deposit is required at the time of registration. The captain's name, phone number, addresses, and NU ID numbers is required for all sign-ups to be accepted. In addition, a teams or individuals preference for playing times and dates will be solicited when possible.

Article VII: Liability Waiver

Section I – Liability: The University of Nebraska at Omaha does not accept liability for injuries to participants in the competitive sports program. Participants are encouraged to provide their own accident insurance coverage. Accident insurance information can be obtained from Health Services. All injuries, no matter how minor, are required to be reported to the intramural supervisor on duty.

Section II – Assumption of Risk: UNO Campus Recreation Assumption of Risk / Adult Sport / Physical Activities Assumption of Risk:

I voluntarily agree to participate in Adult Sport/Physical Activities (this includes, but is not limited to: any and all Competitive Sports Activities) being held at the University of Nebraska Omaha Recreational facility/fields. I understand with many programs there are certain physiological changes that can occur during or after the program. While rare, some of these changes may be potentially harmful and may cause shortness of breath, dizziness, cramps, dehydration, increased heart rate, respiratory failure, cardiac arrest, stroke, paralysis or other injury and even death. I understand that I am responsible for monitoring my own condition throughout the duration of this program and should any unusual symptoms (such as those mentioned above: shortness of breath, dizziness, cramps, dehydration, increased heart rate, respiratory failure, cardiac arrest, stroke, paralysis or other injury and even death, etc.) occur, I will cease my participation and inform the instructor/supervisor of the symptoms right away. In checking the consent box, I affirm that I have read this form in its entirety and that I understand the nature of the program. In the event that a medical clearance must be obtained prior to my participation in the program, I agree to consult and obtain written permission from my physician before commencing any activity.

Section III – Agreement: I, for myself, my heirs, my family, my executors, administrators, and assignees, do hereby waive and release the Board of Regents of the University of Nebraska, the University of Nebraska Omaha, their employees and agents, for all claims of ordinary negligence, damages, demands, actions, or other claims in any manner arising or growing out of my participating in the Competitive Sports Program. Neither the Board of Regents of the University of Nebraska, the University of Nebraska at Omaha, nor their agents or employees (the "Indemnified") shall be held liable for any accident, injury (including paralysis or death), loss, or damage sustained by me or my property while engaged in this program. I agree to hold the Indemnified harmless with respect thereto. I agree that the foregoing waiver and assumption of risks agreement is intended to be as broad and inclusive as is permitted by the law of the State of Nebraska and that if any portion thereof is held invalid, it is agreed that the balance

shall, notwithstanding, continue in full legal force and effect. Further, I agree that this waiver and assumption of risks agreement shall be construed in accordance with the laws of the State of Nebraska and that any action brought against the Indemnified or any of them shall be brought in a forum within the State of Nebraska having jurisdiction over the matter. The terms of this agreement shall continue and be in effect after my participation in this program has ended.

Section IV – Signing: All participants are required to have agreed and supplied their electronic signature to the statements in Section I-III on <u>www.imleagues.com</u>. This must be done before the participant is allowed to participate in any intramural event.

Article VIII: Sportsmanship

Section I – Sportsmanship Awards: All teams are required to maintain a 3.5 sportsmanship to be eligible for playoffs. Any team who receives two "3" ratings in the playoffs will be eliminated, regardless of whether they won or not. Any team who receives a "2" or lower rating in the playoffs will be eliminated regardless of whether they won or not.

- 1. Sportsmanship Awards
 - a. 5 Model Sportsmanship
 - b. 4 "Normal" Friendly Game
 - c. 3 Sportsmanship Infractions
 - d. 2 Player and/or team Becoming a problem
 - e. 1 Team is a Problem

Section II – Model Sportsmanship: There is NO arguing or complaining by any of the players. Any question directed to the officials are done by the captains only and in a civil manner (no sarcasm, screaming, rudeness, etc.). No confrontations between opponents.

Section III – "Normal Friendly Game": Some bickering by teams, but nothing out of the ordinary. If a single warning is given a team may still possibly receive a "4", but multiple warnings, any technical/unsportsmanlike will result in a lower score. Confrontations with opponents can keep a team from reaching a "4".

Section IV – Sportsmanship Infractions: Teams receiving a three will have committed at least one sportsmanship infraction.

- 1. Constant complaining and/or bickering
- 2. Technical/Unsportsmanlike Foul or Penalty These may include but are not limited to:
 - a. Slamming or Kicking of ball or other potentially destructive acts to equipment
 - b. Over-the-line acts of emotion
 - c. Swearing (even in frustration with self)
 - d. Hanging on the Rim
 - e. Taunting
 - f. Intentional Fouls
 - g. Intentional acts of deception (Flopping, tying flag belts, etc.)
- 3. Inability to keep team's spectators under control (if the officials have to warn the fans, the teams will get no higher than a "3")

- 4. Teams that forfeit for not having enough players, but made an attempt to show (considered at least 4 players) will get a "3" for their forfeit.
- 5. A team that contacts the intramural office to let them know they won't can't make a game and their game can't be rescheduled will take a loss by default and a "3". To be eligible for this a team must contact the intramural office by 3 p.m. the business day before their game. (Sunday leagues must contact IM office by 3 p.m. Friday)

Section V – Player and/or Team Becoming a Problem: Captain losing control of team and/or captain is all or part of the problem. A team can receive a "2" for a no call, no show forfeit. Team may also receive a "2" for the any of, but not limited to the following instances:

- 1. A combination of two or more issues from the Sportsmanship Infractions.
- 2. Player playing under an assumed name (also counts as a forfeit).
- 3. Player found playing illegally on a second team (also counts as a forfeit).
- 4. Player is ejected (must leave the facility immediately).

Section VI – Team is a Problem: A team gets a "1" when:

- 1. An ejected player/fan/coach refuses to leave the facility.
- 2. Instances where multiple players are ejected (also a forfeit)
- 3. A team accumulates three technical/sportsmanship penalties in a game (also a forfeit).
- 4. Any player on the team is involved in a physical altercation with a teammate or opponent.
- 5. Physical contact, threats and/or attempts to injure other participants or intramural staff.

Article IX: Miscellaneous

Section I – Sport Rules: Each Sport rules will be available on <u>www.imleagues.com</u>. Any rule not covered in those rules with default to the National Federation of High Schools (NFHS) and/or other relevant governing bodies.

Section II – Weather: A scheduled contest or match may be postponed or rescheduled only by a staff member of the Intramural Sports Program. Postponements and/or rescheduling of Intramural Sports games due to inclement weather may be made in an effort to protect the safety of the participants and the quality of our playing fields. Decisions concerning game changes due to inclement weather will be made as soon as possible on the day of the scheduled activity. Games that are cancelled due to inclement weather may not be rescheduled due to facility constraints. Also, no refunds will be given due to a game canceled due to inclement weather.

- 1. **Lightning**: For outdoor games the intramural staff is equipped with lightning detectors. Any intramural game in process will be suspended at the first sign of lightning at which point the staff with activate the detector.
 - a. Once the lightning detector has been activated play may not resume until the all clear.
 - i. If after 15 minutes or the passing of one hour from the start of the game the game will be suspended indefinitely or called.

- 1. If the game has reached the minimum length necessary to be considered a completed game the game is called and considered final.
- 2. If possible any suspended game, not having reach the minimum to make it final, will be completed. The game may be completed:
 - a. Later the same day, if possible
 - b. At a later date/time.
 - c. If the game can't be rescheduled, both teams will be given a win (only games in progress at the time of the suspension or that were scheduled during the suspension and both teams were on site for shall be declared wins, later games unable to be reschedule will be eliminated)
- ii. If after 45 minutes the lightning detector hasn't given the all clear, all intramural activities will be canceled for the night.
- b. In the event the lightning detector malfunctions (i.e., won't turn on) then the following protocol will be used. The minimum wait to resume play is 30 minutes, and play will not resume after any delay of 45 minutes.
 - i. The current games will be immediately called final or suspended. Attempts to reschedule will be made in the following order:
 - 1. Later that night
 - 2. A later date/time
 - If the game can't be rescheduled, both teams will be given a win (only games in progress at the time of the suspension or that were scheduled during the suspension and both teams were on site for shall be declared wins, later games unable to be reschedule will be eliminated)
 - ii. If there is any lightning strike after 15 minutes of the initial strike, all intramural activities will be canceled for the night.
- 2. **Watch:** Intramural activities <u>can</u> usually be played during a tornado, thunder storm or winter storm "Watch." All teams will be expected to attend their games unless there is specific information released from the intramural office canceling games.
- 3. **Warning:** If a tornado, thunder storm or winter storm warning is placed into effect. All games falling under the timeframe of the warning are canceled. These "Warning" cancellations will be announced by the intramural office.
- 4. **Advisory:** For a winter-weather "Advisory" cancellation decisions are made based on the severity of the advisory. These decisions will mirror those made by the university as a whole. If the university is open, intramural sports are on. If closed, games are cancelled.
- 5. Cancelation: Decisions about cancelling games will be made up to a half hour before games when possible. In some cases, decisions may be made later than a half hour prior to the game. The intramural office will issue all cancelations through <u>www.imleagues.com</u>, via email and text. It is advisable that all students include and keep updated both their email and phone numbers on <u>www.imleagues.com</u> to

receive alerts. That message will also be posted to the UNO Intramural Sports Facebook page as soon as possible.

Section III – Playoffs: Teams making the playoffs must have a sportsmanship rating of 3.50 and be within the top half of the division. Teams who have a sportsmanship less than 3.50 and who are not in the top half of their division will automatically be disqualified for playoff contention.

Section IV – Policies and Violations Not Addressed: Any policies and/or violations not covered in this handbook are still subject to enforcement. The Assistant Director will review those cases on a per cases basis and deliver any possible reprimand in accordance with those policies and precedents set forth in this handbook.

Revised August 24, 2015