

Associated Students, Inc. - California State Polytechnic University, Pomona
Campus Recreation Department
INTRAMURAL SPORTS PROGRAM POLICIES

ELIGIBILITY

Current members of the Bronco Recreation and Intramural Complex (BRIC) are eligible to participate in Intramural Sports leagues, tournaments, and special events.

Participants can participate on one gender-specific team and one co-rec team per sport when multiple leagues are offered.

All eligible Intramural Sports participants can participate in the gender-specific league that affirms each participant's personal gender identity. The participant's personal gender identity will also be applied when there are gender-specific rules or player ratio requirements in co-ed (co-rec) leagues.

Sport Club Members

Current sport club members may participate in Intramural Sports leagues and tournaments; however, only a maximum of three sport club members are allowed to play on each team in related sports.

Intercollegiate Athletes

An Intramural Sports participant may be a current intercollegiate athlete, as long as they do not compete in their collegiate sport or a sport of comparable nature. For example, Intercollegiate Basketball players may not participate in Intramural Basketball.

Members of intercollegiate athletic teams are defined as individuals who are practicing with or competing with a respective athletic team. This includes red-shirt athletes and Proposition 48 athletes. A student shall be considered a member of an athletic team, until eligibility expires or officially released by the coach of the sport.

Former Student Athletes

A student who has been a member of an intercollegiate athletic team at a four-year or a two-year college or university in a particular sport is eligible for Intramural Sports competition in a related sport after one year following the release from the team or expiration of eligibility. Graduates or transfers from community colleges are also affected by this rule.

Professional Athletes

Anyone who is or has been a professional athlete in a particular sport is ineligible to participate in their professional sport or a related sport for two academic years following their professional career.

GAME CHECK IN AND PARTICIPATION

Each participant is required to check in with the Intramural Sports staff for every Intramural Sports game (regular season and playoff games). Participants must check in with a valid Cal Poly Pomona or other photo ID at the beginning of the game or upon arrival. If a participant fails to check in before participating in any contest, he/she will be considered an ineligible player and their team will forfeit the contest.

PLAYOFF ELIGIBILITY

Participants are eligible for playoff competition provided they have signed in with the Intramural Sports staff for at least 40% or two of their team's regular season games. Only players who have participated in at least two of their teams' games are eligible for postseason awards.

CHANGE OF TEAMS

A participant who has already played for one team, may not change to another team during the season without the permission of the Intramural Sports Coordinator. A participant that played on two teams will be ineligible for the next game and their second team will receive a loss for that game.

ADDITIONS TO ROSTERS

The Intramural Sports Coordinator must approve any additions after the roster is set.

PARTICIPANT FRAUD

A participant registering under an assumed name will be barred from Intramural Sports participation and may be reinstated only after the approval of the Intramural Sports Coordinator. An ineligible participant will result in a loss for the team.

SPECTATORS

Spectators may attend all Intramural Sports games. For games scheduled in the BRIC, minors supervised by a parent/guardian may attend the final regular season game and/or playoff games only.

FORFEITS

If a team fails to appear at the game site and is not ready to begin play at the scheduled time for a contest, the Intramural Sports staff may declare the game a forfeit for the team that is not ready to play.

If one or more team members are present but do not have the minimum to start the game, the team ready to play can decide to take the forfeit win or they can choose to wait up to 15 minutes past the scheduled start time for the other opposing team members. The game clock will start running at game time. Time will not be added back to the game clock. Points will be awarded and play will begin once the opposing team arrives. The forfeit point system is determined by the Intramural Sports Coordinator.

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Teams that forfeit will receive a zero (0) sportsmanship rating for that game. Forfeited contests will not be rescheduled.

If a team forfeits a second game, the team will be ineligible for the remainder of the season, including playoffs. If a team wins a game by forfeit, all individuals officially checked in by Intramural Sports staff will be considered to have played in that game.

In the case of a forfeit during playoffs or a tournament, the other team automatically advances to the next round. If an illegal player played in multiple playoff games, the most recent team which lost will advance. Players who played for another team but did not make playoffs cannot play on a team that has made it to playoffs. Teams may not allow ineligible players to play, regardless of mutual agreement of both team captains and the players in the contest.

DEFAULTS

When teams are aware that they will be unable to field the minimum number of players for a game, the team shall notify the Intramural Sports Office on the previous business day, 24 hours before their game. The team will receive a default/loss instead of a forfeit. Two defaults will constitute a forfeit. Teams that default will receive a three (3.0) sportsmanship rating. Defaults will not be rescheduled.

MINIMUM NUMBER OF PLAYERS

All sports have a maximum number of players that can participate in the game at any given time, along with a minimum number of players needed in order to begin a game. These numbers are designated for each sport by the Intramural Sports Coordinator.

ASSUMPTION OF RISK/LIABILITY/HEALTH INSURANCE COVERAGE

Due to the voluntary nature in which individuals choose to participate, each person assumes the risk of harm or injury while competing in Intramural Sports activities. Therefore, it is strongly recommended that everyone involved in Intramural Sports maintain sufficient health insurance coverage. All accidents and injuries resulting from Intramural Sports must be reported immediately to the Supervisor on duty.

EQUIPMENT AND UNIFORMS

Safety and purpose served shall be the primary factors when deciding on allowable additions to the basic uniform and equipment. All personal equipment and uniforms used in the Intramural Sports program must meet the rules of each sport. No jewelry (unless taped) or head wear (only headbands, hats without bills, and religious wear) allowed in contact sports.

NO SHORTS WITH POCKETS.

Only non-contact sports, as determined by the Intramural Sports Coordinator, may use shorts with pockets.

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Pockets may be sewn or zipped shut. No other attempts to alter pockets will be allowed. Shorts with pockets may only be flipped inside out if they are double layered and the pocket cannot be seen.

Every participant must wear athletic-type shoes. For indoor sports, all shoes must be non-marking and soft-soled. No open-toed sandals or bare feet. For outdoor sports, cleats must have molded all-rubber soles. Only half-inch molded cleats will be allowed. No metal or screw-in cleats will be allowed.

JERSEYS

Teams may wear their own uniforms if it clearly differentiates them from their opponent. If it does not, they must check out jerseys provided by ASI Campus Recreation. All uniforms must have a number on either the front or back of the jersey.

AWARDS

Only players who have participated in at least two of their team's games are eligible for awards. Additionally, winning teams shall only receive the number of t-shirts equivalent to the number of members on their official team roster.

PLAYOFFS

Any team with a winning record or in the top half of teams in a league will advance to playoffs.

SPORTSMANSHIP

Participants and spectators are accountable for their behavior from the time they arrive to the game site until they leave. Team Captains are responsible for the behavior not only of their team, but also of their spectators. All participants shall respect and exercise courtesy towards all teammates, opposing teams, spectators, and staff at all times. All participants and spectators are prohibited from the following:

- Using foul or abusive language. Swearing will not be tolerated
- Taunting players and/or spectators.
- Fighting, physical assault, or any inappropriate contact against players, spectators or staff
- Arguing with and/or attempting to intimidate Officials or other ASI Campus Recreation Staff prior to, during, and/or immediately after games
- Confronting the opposing team or the Officials after a game.
- Littering or improper disposal of waste

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A team must maintain a 3.0 sportsmanship rating in order to make playoffs. Spectators and coaches also represent a team and their behavior may impact a team's sportsmanship rating. The following is a detailed breakdown of the sportsmanship rating.

- 4: ABOVE AVERAGE** sportsmanship.
Highest level of sportsmanship, respect and civility consistently shown to opponents, teammates, staff, spectators, facilities, and equipment before, during, and after the contest. Captain displays good control over their team and conducts themselves in an honest, calm, and respectful manner when dealing with intramural staff. No technical fouls were given.
- 3: AVERAGE** sportsmanship.
1-2 minor incidents that warrant a team receiving a score below a "perfect game" – above average to average sportsmanship is displayed the rest of the time. One technical foul was given for a less-serious offense (such as hanging on the rim or forgetting to check in) or default.
- 2: BELOW AVERAGE** sportsmanship.
1-2 incidents resulting in a below average sportsmanship rating. Examples include swearing, disrespect toward opponents, staff, spectators, or equipment. 1-2 Technical foul(s) were given.
- 1: VERY POOR** sportsmanship.
Examples include swearing, disrespect toward opponents, staff, spectators, or equipment; multiple unsporting fouls/penalties assessed; consistent arguing of Officials' calls; one player ejection – ejected player was the lone problem on the team. More than two (2) technical fouls were given.
- 0: UNACCEPTABLE** sportsmanship.
Examples include: multiple players/spectators ejected; abusive language toward officials, fighting; staff, or opponents; verbally or physical threatening of anyone; any behavior resulting in the contest being called to a stop by Intramural Sports staff or forfeit.

EJECTIONS AND SUSPENSIONS

Any player ejected for any reason will be suspended from play and must leave the facility immediately. The ejected player must meet with the Intramural Sports Coordinator to determine ongoing eligibility.

Ejected participants are not permitted to attend games as a spectator for the duration of their suspension.

After a second ejection, the participant will be ineligible from participation in Intramural Sports for the remainder of the academic term. Players involved in physical altercations

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shall be ejected from the game and removed from the league for at least the remainder of the academic term.

Any player who physically harms another teammate, opposing player, spectator or ASI Campus Recreation staff as a result of an action(s) determined to be outside of the scope of the nature and/or spirit of the game (as determined by the Director of Recreation or their designee) will be banned from participating in the Intramural Sports Program.

A team can be suspended from the league if a team accumulates 3 ejections or 6 technical/intentional fouls, unsportsmanlike conducts, or red cards.

PROTESTS & APPEALS

The first type of allowable protest is a rule misinterpretation. Failure to inform a staff member immediately following the play believed to be misinterpreted will result in the inability to protest the situation. Judgment calls by an Official may not be protested.

The second type of protest allowed is due to player eligibility rules. Eligibility protests may be filed with an Intramural Sports staff member immediately before, during, or up to 24 hours after a game in which an alleged ineligible player participated. Failure to complete and return the protest form in a timely manner will result in the inability to protest the game. If the protest is upheld, the team using the ineligible player shall forfeit the game.

ALCOHOL/DRUGS/TOBACCO

Intramural Sports promotes health and wellness in a substance-free environment. The use and/or possession of alcohol, tobacco, drugs, or related paraphernalia is not permitted by participants or spectators.

At no time during any Intramural Sports-sponsored activity is the consumption of alcoholic beverages allowed. Individuals suspected of being under the influence will not be allowed to participate and will be asked to leave the facility. If a team, either its participants or spectators, is found to possess or consume alcoholic beverages at an ASI Campus Recreation sponsored event, that team will forfeit and be suspended from all Intramural Sports activities as determined by the Intramural Sports Coordinator.

WEATHER-RELATED CANCELATIONS

Games canceled due to weather are not guaranteed to be rescheduled.

NOTE: The above policies are consistent with the University's Student Code of Conduct, and all participants are expected to fully comply.