

# Intramural Activities Handbook



**Campus Recreation**  
UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

## **PURPOSE OF THE HANDBOOK**

This handbook is designed by the Campus Recreation staff to serve as an informative and procedural reference for person's involved or interested in participation in its Intramural Activities. **It is the responsibility of those who participate in intramural sports to be knowledgeable of the information on this Web Site.**

The intent of Intramural Activities is to provide a positive, competitive experience for all who participate. The regulations and guidelines contained within this document provide the basis upon which reasonable decisions regarding the conduct of the intramural program can be made.

Campus Recreation offers Intramural Activities in order to provide students, faculty/staff, university affiliates, and their spouses/partners the opportunity to participate in competitive sports activities. Campus Recreation strives to offer different sport activities, which allow individuals at all skill levels to participate. Campus Recreation stresses to all prospective participants that Intramural Activities is competitive in nature, and this factor remains independent with regard to the skill level of participants.

## **ELIGIBILITY**

All current University of Illinois students and current Campus Recreation members are eligible to play Intramural Activities. Eligibility status is the responsibility of each individual participant and the team captain. The Campus Recreation staff does not assume responsibility for the eligibility of participants, but will assist in the interpretation of the rules and question cases brought to its attention. The Campus Recreation staff reserves the right to check eligibility when deemed appropriate. Those allowed to both check and uphold our eligibility policy include intramural supervisors and professional staff. Teams may request to have eligibility checked; however, the request must apply to specific individuals.

All teams must have a team registration form on file in the Intramural office. This registration form must include the full names, phone numbers, and ID numbers of the team captain and co-captain. Additionally, the team captain must sign the registration form declaring eligibility of all team members and an awareness of the possible penalties for violation of eligibility rules.

An individual may participate with only one gender-specific team during a sport season. Individuals establish eligibility by having their name recorded on the Official IM Activities Scorecard. An individual's name cannot be recorded on a scorecard if he/she does not participate in the game. An individual's first participation in a dual sport or team sport limits that individual's participation to that particular playing unit throughout the sport season (See Exception). An individual who plays for a second team during that sport season is considered ineligible and cannot legally play for the original team or any other team for the remainder of the season. Once a player has been declared ineligible, a team found playing with an ineligible player will be charged with a forfeit and will be subject to all accompanying penalties. In league play, individuals may be added to a team during the team's first four scheduled contests. In tournament play, individuals may be added to a team up until the quarterfinals. It is the responsibility of each team captain to monitor the eligibility of his/her team members carefully.

Campus Recreation will not assume responsibility, but reserves the right, to verify the eligibility of participants. The participants in the program have the primary responsibility for monitoring player eligibility.

**Exception:** An individual may participate on a team in a Co-Rec League of a specific sport in addition to participating with a Men's or Women's team during a sport season (See Participant Information). **FOR EXAMPLE: a male can play a Men's team OR a Fraternity team AND still be eligible to play**

**with a Co-Rec team in the same season. A male MAY NOT however play for both a Men's AND Fraternity team in the same season.** NOTE: A Co-Rec sport classification is not offered in all sports.

In order to participate in any intramural contest, all individuals must present either a valid University of Illinois Urbana-Champaign student identification card (I-Card) or be a current Campus Recreation member in good standing with a university I-card at the time the contest is to be played. This applies to any facility at which an intramural event takes place. No guest or daily passes will be accepted at any contest. **NO ID, NO PLAY, NOEXCEPTIONS**

- **The University of Illinois requires all students to present an I-card to University personnel (Article 1, Part 3c)**
- **This ID policy is consistent with national trends in Campus Recreation**
- **This policy prevents teams from cheating**
- **This policy prevents people from using other names**
- **This policy ensure the fairness of play for ALL ELIGIBLE participants**

Varsity athletes cannot participate in their current sport for intramurals.

Examples:

Varsity Softball/Baseball cannot participate in Intramural Softball

Varsity Football cannot participate in Intramural Flag Football

Varsity Basketball cannot participate in Intramural Basketball

Varsity Volleyball cannot participate in Intramural Volleyball

Varsity Soccer cannot participate in Intramural Soccer

Players who were varsity athletes in a similar sport may not participate in that intramural sport for a period of one calendar year after that particular sports last game/match. Teams found playing with varsity athletes will forfeit all games that that person played in.

Club Players

A team may only have two club players on their intramural team for that related sport

Examples:

Club Softball - Intramural Softball

Club Volleyball - Intramural Volleyball

Club Soccer - Intramural Soccer (Indoor & Outdoor)

Club Ultimate Disc- Intramural Disc

Club Hockey - Intramural Broomball/In-line Hockey

Teams found playing with more than two club athletes will forfeit all games that that person played in.

This rule applies for professional athletes too. Professional athletes must sit out two full calendar years after they were released or retired.

Late Arriving Participants

Players may arrive up until the half way point of that game. For example in basketball halftime would be the halfway point. If a participant arrives to play following the beginning of the game, it is the responsibility of the Staff Assistant, Official, or Intramural Supervisor, depending on the sport, to sign in the participant. Participants must present either their university identification (I-Card) to enter a contest. If a participant is on the roster, but does not have proper identification, they are not allowed to participate in the contest. Again, **NO ID, NO PLAY, NO EXCEPTIONS.**

## **PARTICIPANT INFO**

### **League and Tournament Registration**

There will be a **2-DAY REGISTRATION** period for all intramural leagues and tournaments. To secure a time slot, captains are urged to sign up their teams early and follow the following procedure:

- 1 Obtain an entry form and info sheet from our website or pick them up at the CRCE member services desk.
- 2 Fill out your entry form. This must be legible and filled out completely. *(If we cannot read your entry form we **will not** process it and we will discard it.)* You can pay using three different methods:
  - The preferred method is by using your I-card number and having the fee charged to your student account.
  - Credit card. Circle the card type you are using and write your card number and expiration date on the required line. Finally sign right below.
  - By check. Fill out your check and staple it to your entry form.

***Please note: If your credit card is denied or your student account number is invalid we will drop your team and you will not be guaranteed a spot in the league/tournament.***

- 3 Read your info sheet and see what divisions are being offered. Then check the appropriate division. If you circle something that is not offered we will just put you in the next available division, so please read carefully.
- 4 Read your info sheet and see what days and times are being offered. Then check your first and second choice of day and time you want to play. Note: We will do our best to place you in that time frame, but we will not guarantee that time slot. If you circle nothing, we will assume you can play at anytime.
- 5 Fill out the captain and co-captain information completely. Without this information your entry form will be rejected. If this information is falsified we will drop your team from the league and charged you the appropriate forfeit fee.
- 6 Finally turn your entry form into the member services desk.

### **Participant and Team Captains' Test**

Most intramural team activities will have a mandatory Team Captains' Test. This test must be completed and passed to be eligible for the playoffs. If one person is representing more than one team, it is that person's responsibility to have the captain's name, ID number, and team names listed on the test for all of the teams they are representing at the time of registration. In addition they are obligated to explain policies, procedures, and rules to each team.

Teams must take and pass this test with an 85% or better to be eligible for the playoffs. The exam must be completed and submitted to CRCE Member Services during the first week of competition. If the test is not submitted during the first week of competition, you are ineligible for playoff participation, no exceptions. If you fail the test, you will be notified during the second week of competition and you must submit the retaken test to CRCE Member Services by the last week of competition in order to be playoff eligible. If the test is failed a second time, your team will be ineligible for playoff participation.

### **Free Agency**

The Campus Recreation staff does not place individuals on a specific team; however we do provide a service called the "Free Agency List." The "Free Agency List" is designed to aid those interested in participating in a particular sport that are lacking a partner or team with which to play. Participants searching for additional interested players to complete their team can also utilize the list. The "Free Agency List" will be available at the captain's meeting or by request via e-mail.

Those individuals who sign up on the "Free Agency List" are encouraged to attend the Team Captains' Meeting scheduled for each sport. At this time, teams in need of players and players in need of a team are offered the opportunity to contact one another in person. Teams are responsible for the eligibility of players used from the "Free Agency List."

### Fees

Campus Recreation assesses the following charges for participation in intramural activities. All entry fees are payable by either your student account, cash, check, Visa or MasterCard, or a University voucher to the University of Illinois at the time of entry.

Team Activities: \$78.00

Selective Co-Rec Activities: \$62.00

Special Events/Tournaments: \$47.00

### Refunds

In order to receive an entry fee refund, minus a \$5 processing fee, teams must withdraw from a league before the specified date on the info sheet of that sport.

### Schedules

Participants and team captains are responsible for obtaining schedules and all information contained therein. Campus Recreation staff members are instructed not to supply information regarding intramural game times over the phone or via email. *In the event participants receive information over the phone or via email, the Campus Recreation staff assumes no responsibility.* Schedules will be posted on our website, and when appropriate, from Intramural Supervisors at the game site.

Regular season schedules for individual, dual, and group activities will be available on the day listed on the info sheet. For activities that do not have captains' meetings, schedules will be available at the times listed on the info sheet.

Abbreviations for Intramural event sites and locations:

ARC - ARC Building	Located on Peabody Drive
CRC- CRCE Building	Located on E. Gregory Drive
OC- Outdoor Center	Located on First St. & Stadium Dr., Champaign
COM- Complex	Located on Florida Ave. & Lincoln Ave., Urbana
IA- Ice Arena	Located on 4th & Armory
AH- Assembly Hall	
HUF- Huff Hall	Located on 4 <sup>th</sup> & Gregory

### Intramural Sports Rain Line

If the weather is inclement, intramural sport participants are encouraged to call the Intramural Sports Rain Line at 244-0329. When prompted, enter the corresponding number for Intramural Sports (Press "1"). The Rain Line will be updated by 4:30 PM daily. Oftentimes the weather will worsen during the course of the evening. Participants who play later in the evening are encouraged to continue calling the Rain Line for further updates regarding the games that night.

### Rescheduled Contests

New to Campus Recreation this year, teams can reschedule contests. Campus Recreation is well aware that the scheduling of intramural events can create a number of unforeseen conflicts for the team or individual. Whenever this occurs we are now willing to work out viable conflicts with both parties involved. However, when a conflict cannot be resolved, the following alternatives must be adhered to:

1. The captain wanting to reschedule must contact Intramural Activities at Campus Recreation for available dates and times to reschedule the game.
2. When a scheduling conflict involves one team or individual, the opposing team or individual may decide whether or not to reschedule the contest.
3. If the opposing player or team does not elect to reschedule the contest, the game will be played at the date and time it was originally scheduled.
4. If both teams are agreeable to a rescheduled match, it must be in accordance and agreement with the Intramural Activities program staff and dependent upon availability of existing facility space and personnel. Such requests must be written (form provided by Campus Recreation) with both captain's signatures, and completed with the Intramural Activities program staff a minimum of 24 hours prior to the original scheduled contest. This reschedule process must be completed during weekday office hours. In the case of a game scheduled on Sunday or Monday, the rescheduling procedure must be completed by 5pm on the preceding Friday. If two teams or contestants postpone a scheduled contest without the sanction of the Intramural Activities program staff, either teams or contestants will be charged with a forfeit (forfeit fee will be lost accordingly).

In the event an intramural contest is postponed due to weather or facility problems, team captains are responsible for obtaining rescheduling information. The information will be posted ASAP the next business day on the website. There may be instances when games cannot be rescheduled due to time and space limitations. In the event that games cannot be rescheduled teams will receive a "win" for that contest.

In the event that an intramural playoff game is called due to inclement weather all teams remaining in the playoffs should check the website for the latest information regarding rescheduled contests.

#### Forfeits

Teams who do not appear at their scheduled contest or are unable to produce enough eligible players to field a team according to the rules of the involved sport will be assessed a forfeit and the appropriate forfeit fee and will be ineligible for playoffs. Upon a second forfeit, teams will be assessed a forfeit and the appropriate forfeit fee, and will be kicked out of the league. **Teams losing by forfeit will lose the game by the maximum allowable points according to the Mercy Rules and be ineligible for the playoffs (For Example: 19-0 Flag Football or 26-0 for Co-Rec Flag Football, 30-0 in Basketball, 15-0 in Softball, 7-0 in Soccer, 3-0 in Broomball, etc)**

Exception: A team may waive the right to win by forfeit and wait for the opposing team to arrive. If ten minutes after the scheduled game time pass, and the minimum number of eligible players required to play for the opposing team has not arrived, the team present must accept the forfeit. Should the opposing team arrive before the ten-minute time limit, and should the team entitled to the forfeit agree to play, then the contest shall be played. The time lost shall not be made up. If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.

#### Forfeit Fees

\$55 for all forfeits

Forfeit fees will be assessed via the team captain's student account receivable.

**Teams losing by forfeit will lose the game by the maximum allowable points according to the Mercy Rules and be ineligible for the playoffs (For Example: 19-0 Flag Football or 26-0 for Co-Rec Flag Football, 30-0 in Basketball, 15-0 in Softball, 7-0 in Soccer, 3-0 in Broomball, etc)**

#### Defaults

A team may avoid the forfeit fee by contacting the Intramural Office at 333-3510 by no later than 2:00 PM on the business day of the contest. All weekend defaults must be called in by 2:00 PM Friday. In the

case of schedules coming out the same day as the game is to be played, teams have until 5pm that day to default. In the case of playoff schedules coming out the same day as playoffs start, or if those schedules come out on Friday and play starts on Sunday. Teams have until 5pm the day of or on Friday (if it is a weekend game) to default. **Teams losing by default will lose the game by the following system: 9-0 in Flag Football, 15-0 in Basketball, 4-0 in Softball, 3-0 in Soccer, 1-0 in Broomball, etc.**

### Playoffs

The top two teams in each pool will move on to a single elimination tournament, unless otherwise noted. This information will be consistent and will be changed only in situations where facility or weather conditions limit play. It is the captain's responsibility to find out their playoff schedule.

### Playoff Eligibility

In order to be eligible for the playoffs, teams must meet the following criteria:

1. Must have one of the top two records in your pool and be .500 or above. Point differential will break all ties. (See Tiebreaker Procedure below.)

2. Attendance at the Team Captains' Meeting or completion of the Captains' Exam.

3. All individuals must be listed on at least one of the team's first four scheduled contests' scorecards. If not you may petition the Assistant Director to add two people to your roster. To do this you must submit a letter including the following things: why you need to add these players, who the players are and their I-card numbers, your team name and captain's name. Upon approval of the Assistant Director these players will be added. **In case of tournaments, players can be added up unto the quarterfinal game.**

4. An individual's name cannot be recorded on a scorecard if he/she does not participate in the game.

5. Must have NO regular season forfeitures

### Tie Breaker Procedure

1. If a two-way tie exists, it will be decided by who beat whom in head-to-head competition.

2. If a three-way tie exists, it will be decided as follows:

- a. Point differential, total points scored minus total points given up

- b. If two teams have the same point differential, the team who beat whom in head-to-head competition will advance

- c. If all three teams have the same point differential, total points allowed will break the tie. If that still doesn't break the tie then total points scored will break the tie.

### Spectator Policy

Spectators are welcome at all games and activities. However, team managers are responsible for their spectators' behavior. Fans are expected to follow the sportsmanship guidelines explained within the Intramural Activities Handbook. Team managers are responsible for educating their spectators on these guidelines. Our goal and responsibility is to provide and create a healthy atmosphere for all participants, officials, scorekeepers, supervisors, and spectators. We ask for your cooperation as spectators to help develop a positive atmosphere. It is the responsibility of each spectator to do everything possible to ensure that the game atmosphere is friendly and good natured.

## SPORTSMANSHIP

### 1. Spirit of Competition

Modern team sport activities defined their origin in the basic human need for play. Winning and losing are mere outcomes of this play spirit. Abusive language, poor attitude, and/or manipulation of the rules to further winning are not 'just part of the game.' What is part of the game are the simple satisfaction of playing and the interdependence of teamwork, improving fitness, and enhancing friendships. Without your opponent, you have no game, no contest, and absolutely no fun. You are indebted to them as they are to you. In a fundamental way, then, competing against an opponent is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. An

intentional violation of the rules, no matter how small, is considered cheating and a direct offense against these principles. The goal of Campus Recreation is to promote lifetime skills through the venue of activities that offer meaning beyond that of a win or loss, the memory of which fades quickly. All players are expected to play within the context of the Intramural Activities' Spirit of Competition.

## **2. Team Sportsmanship Rating**

The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. The sportsmanship rating system is intended to be an objective scale which teams can assess attitude and behavior throughout the intramural sports league and playoff seasons. Behavior before, during and after the intramural sport contest is included in the rating. The team captain is responsible for education and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and /or supervisors shall make decisions whether to warn, penalize, or eject persons and/or teams for poor sportsmanship.

### ***Team ratings are: Acceptable; Unacceptable; Season Ending***

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to retain troubled teammates are the key to controlling team conduct. Intramural sports officials and /or Intramural Supervisors shall determine acceptable team ratings. Appeals for unacceptable ratings are not accepted. The Assistant Director will determine season ending ratings. The Intramural Activities program staff also reserve the right to review any rating given to a team.

### **Acceptable Sportsmanship rating**

1. Team members cooperate with and demonstrate good sportsmanship toward members of teams, spectators, and all Campus Recreation officials and staff.
2. Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperate by providing any information requested by any intramural sports official/staff.
3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgmental decisions made by the officials during the contest.
4. Respect is shown for Campus Recreation facilities and equipment.

### **A team will receive an unacceptable Sportsmanship Rating as a result of the following:**

1. Any player that is ejected for unsportsmanlike conduct.
2. Any technical foul for unsportsmanlike conduct and/or multiple unsportsmanlike penalties given.
3. Participants/spectators who continually complain about officials' decisions and display dissension. Complaints include both verbal and non-verbal behavior. Excessive arguing between opposing teams/spectators may also lead to an unacceptable rating.
4. Team captain (spokesperson) exhibited little control over his/her team and spectators conversed in a dissenting manner with officials about rule interpretations/calls and did not cooperate. Did not provide information requested by any Intramural Activities official/staff while performing their duties.
5. Team members played with participants who are currently suspended from participating in intramural sports (i.e., on the hit list)
6. Public indecency, vulgarity, or obscenity.
7. Individuals/teams played after consumption of alcohol/drugs. If the contest has begun when discovered the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
8. Physical abuse by participants/spectators in the form of fighting and/or wrestling with an opponent and/or teammate which occurred before, during, or after an intramural sports contest.

9. Any threatening behavior (verbal and/or non-verbal) to any intramural sports employee, participant, or spectator, which occurred before, during or after an intramural sports contest.
10. Damage to or destruction of any Campus Recreation facilities and equipment.
11. Any violation of the University of Illinois Student Code of Conduct.

### **Consequences for Unacceptable Rating**

1. Team is suspended until the captain meets with the Assistant Director or his/her designee. It is the captain's responsibility to call and schedule a meeting with the Assistant Director of Intramural Activities or his/her designee. A team is ineligible for any intramural sports competition in this activity until this meeting occurs.
2. Regardless of the length of the season or tournament, two unacceptable ratings will be equivalent to a season ending rating, and the team will automatically be dropped from further competition.

### **Season Ending Sportsmanship Rating**

1. Team was uncooperative and out of control before, during or after intramural sports contest.
2. Team captain (spokesperson) exhibited poor control over self, the team, and/or the spectators.
3. Multiple ejections or blatant unsportmanlike conduct that endangered participants, fans, officials, or supervisors occurred.
4. Any physical contact with a Campus Recreation employee.
5. Team failed to cooperate/comply with intramural sports administrative staff/University officials while performing their duties; falsely represented or withheld any information requested.
6. A team received a second unacceptable rating in the same sport or activity.
7. A season ending sportsmanship rating cannot be appealed.
8. Teams were unable to continue to play and the game was stopped.
9. Teams receiving an unacceptable sportsmanship rating in a weekend tournament are eliminated from further competition regardless of the outcome of the game.

### **Consequences for a Season Ending Sportsmanship Rating**

1. Team will be automatically dropped from any further intramural competition.
2. Future eligibility in the Intramural Activities program of all team players will be reviewed.

### **PROTESTS**

Protests are restricted to matters of rule interpretation and player eligibility. Protests concerning judgment calls by an official will not be recognized or reviewed.

Protests are generally heard by the Intramural Activities program staff, which is comprised of all professional staff members associated with the program.

In the case of a rule interpretation, notification of a protest must be made to a game official at the time of the alleged infraction and prior to the next live ball. **The official must hear the words, "I want to protest this rule" from the Team Captain wishing to protest.** At this point, the game will be halted. The Intramural Activities Supervisor will make a ruling on the protest. **At this time if a team's captain still wants to protest the on field decision, the captain will complete a protest form and submit a \$20.00 protest fee by noon the next day.** The contest will be completed with the time remaining and the protest will be reviewed the next business day by the Intramural Activities staff to determine validity. Games in which an on field decision is overturned, the game will be replayed from the point of the rule infraction. Protest will not be looked at until the \$20 fee is received on time.

A \$20.00 protest fee must accompany a rules interpretation protest. Eligibility protests come at no cost. The fee shall be returned if the protest is upheld. The fee, however, shall be forfeited if the protest is

denied. *Payment of protest fees is to be made by noon at CRCE Member Services the business day following the game, not at the site.*

A team may protest no more than three participants for player eligibility. All eligibility protests must be made prior to the end of the contest. The Team Captain must complete a protest form with the names of the suspected individuals before leaving the game site. A protest will not be considered after both captains have signed the scorecard.

Campus Recreation will not assume responsibility, but reserves the right, to verify the eligibility of participants. The participants in the program have the primary responsibility for monitoring player eligibility.

## **DISCIPLINE**

*All ejected participants will be required to set up a meeting with the Assistant Director of Intramural Sports or his/her designee.* Additionally, any individual ejected will be placed on the Sanction List and will not be permitted to participate in Intramural Activities or allowed in any Campus Recreation facility until such time determined by the Assistant Director of Intramural Activities.

NOTE: Participation in any further Intramural Activities prior to meeting with the Assistant Director will be looked upon as a blatant disregard of Campus Recreation policies. The individual will then be ineligible to participate in any Intramural Activities program until a meeting has taken place and sanctions served.

Rulings may include, but are not limited to, probation, game/league suspension, no access to any Campus Recreation facility, the assessment of forfeit fee charges, community/departmental service, and in severe cases, lifetime expulsion and/or University Judicial Board Review.

The Assistant Director or his/her designee can sanction individuals, teams, and organizations.

A team or organization that is suspended or placed on probation results in each team member on the roster when that particular game was played being suspended or placed on probation. Sanctions against an organization include all teams that play under that organization's name. Repeated violations by an organization may lead to organization sanctions.

## **INJURIES & BLOOD POLICY**

Participation in Intramural Activities is completely voluntary. Individuals participate at their own risk and assume responsibility for their own health and safety.

The following is Campus Recreation's policy for bleeding during Intramural Activities:

If an intramural participant is bleeding, he/she will be removed from the contest immediately.

If an intramural participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the clothing saturated with blood has been removed.

Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration be covered.

It is the suggestion of the Intramural staff that each player bring an extra pair of shorts and t-shirt. If clothing saturated with blood cannot be replaced, that individual will not be allowed to participate.

## **EQUIPMENT**

Intramural Activities will be providing all game balls. These balls will be used for all games no exceptions. Teams are responsible for providing any other equipment that should be of regulation size and weight. For example, softball bats should be labeled "Official Softball."

Participants are required to wear shirts during all intramural contests even under pennies. For football, soccer, broomball, and basketball teams should bring both light and dark numbered jerseys all of which should be the same color. For example, if you want to wear red everybody on your team must have on red. If you want to wear blue, all players must be in blue. (Note: Grey shirts are considered to be 'light' in color) For some sports, in the event that both teams come to play with only one color, jerseys may be checked out.

In order to protect participants, **jewelry is not allowed during any intramural contest**. Jewelry must be removed and not taped over. Failure to remove jewelry will result in that player sitting out until the jewelry is removed. On the second offense players will receive a red card or technical foul. However, participants are allowed to wear jewelry for medical reasons, for example, medical alert bracelets. Supervisors will not supply any items that may cover jewelry.

## **CHAMPION T-SHIRTS**

Champion t-shirts are awarded to all Intramural Champions. Shirts will be available immediately after the champion games. In case they are not, team captains are instructed to pick up their t-shirts at CRCE member services after 1pm the next day. Captains will receive t-shirts for the amount of players on the field or court plus half. For example, the intramural basketball championship team will receive up to 8 shirts. If you need more shirts for your team you may purchase them at \$10 per shirt.