

UMBC | *Intramural Sports*

Participant Handbook

Program Overview

Intramural Sports are an enjoyable and relaxing way to get to know students and faculty on UMBC's campus. They are a great way to stay fit and active while having fun with your friends. Intramural Sports offer team, individual and special events throughout the academic year for all members of the UMBC community. All full-time students, faculty, and staff are eligible to participate in Intramural Sports.

Office Phone Number: 410-455-3122

Recreation and Physical Education

UMBC Recreation promotes health and well-being within our diverse community by offering a variety of facilities, programs, and equipment while welcoming and inspiring inquisitive minds.

We provide a holistic environment through Fitness & Wellness, Club Sports, Intramurals, Physical Education, and Aquatics to foster a balanced and healthy lifestyle.

Policies and Procedures

Section 1: Eligibility

Article 1: Status

The following people are eligible to participate after purchasing the appropriate RAC membership at the Front Desk for the semester in which they intend to participate. A participant may be:

- Student
- Staff
- Faculty

Faculty and Staff may submit a [RAC membership application](#) and find more information [here](#).

Article 2: Professional Athlete Rule

Professional athletes, current or former, may not participate in their respective or alike sport, activity, or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

Article 3: Intercollegiate Athlete Rule

Intercollegiate athletes are not eligible to participate in their respective or alike intramural sport, activity, or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport. Intercollegiate athletes are defined as individuals who are practicing with or competing with a team recognized by the Department of Athletics as a varsity sport. Included in this rule are red/gray- shirt athletes and practicing proposition 48 athletes. Intercollegiate athletes may participate in intramural sports programs other than their intercollegiate sport.

Article 4: Club Sport Athlete Rule

No more than two club athletes may participate for the same team in their respective or alike intramural sport, activity, or event. Club sport members must participate at the highest level of competition if offered in their respective sport. A club sport member is defined as an individual who has practiced or played in a contest for a registered club sport during the academic year.

Article 5: Identification Policy

To participate in any intramural sport, event or activity, all participants must show a physical, valid UMBC Black & Gold Card or RAC Membership Card.

Examples of unapproved identification include, but are not limited to, photos of a UMBC Black & Gold card or state ID card, social media accounts, MyUMBC portal or class schedules.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of The University of Maryland, Baltimore County Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card.

Article 6: Number of Teams

Participants are able to join 1 team per sport.

Article 7: Gender Restriction

All individuals are able to play in leagues of their gender identity so long as they comply with all Player Eligibility Guidelines.

Article 8: Illegal Participation

Teams found to have participants not following the above eligibility policies may have games forfeited to its opponent regardless of the actual outcome. The participants in question may be suspended from that specific team or all intramural activities and Recreational and Physical Education facilities for any length of time deemed appropriate. Participation is defined as the individual's name appearing on the roster, signing the waiver, and/or stepping onto the field of play for any period of time during game play.

The Intramural Sports program reserves the right to investigate the eligibility of any participant at any time. It is not necessary for a team to file a formal protest for a player to be ruled ineligible.

Captains believing that the opposing team has ineligible players are highly encouraged to file a formal protest. Refer to Section 9: Protests. Your help in making our intramural sports program as fair as possible is greatly appreciated, and your formal protest assists the Intramural Sports staff in providing fair and safe opportunities.

Section 2: Captain's Responsibilities

Article 1: Team Captain

When registering for a team sport, a captain (or co-captains) must be designated to the Intramural Sports staff. This person will be the main contact between the Intramural Sports program and the team.

Article 2: Responsibilities

The team captain role is a vital link between the individuals participating in a sport and the Intramural Sports staff. For this reason, any person assuming the role of a team captain has several responsibilities.

Their obligations include, but are not limited to:

- Knowing that all team members are eligible to play in an intramural contest. This not only includes whether or not they are an eligible student or faculty/staff member at UMBC, but also having full knowledge that each member is playing on a legal number of teams.
- Ensuring that all teammates are registered on IMLeagues.com before game time on the day of the event
- Representing each member of their team and being the only participant to discuss rule interpretations and calls with game officials
- Filing all protests, officials' evaluations, etc., with the Intramural Sports staff on time.
- Assisting the Intramural Sports staff with implementing the sportsmanship policy to all team members and spectators
- Communicating with the Intramural Sports staff throughout the season about any problems or concerns that may be occurring at the site. This includes frequently checking and responding to emails sent by the Intramural Sports staff.
- Cooperating with the Intramural Sports staff at the game site concerning any protests, incidents or accidents that may occur and with the Intramural Sports staff the day following such occurrences

Captains will be communicated with via email and IMLeagues app notifications as a primary source of mass communication.

Team captain(s) are responsible for attending a pre-season Manager Meeting, typically the Friday before the first day of the regular season. The meeting will cover the responsibilities of the Manager, as well as rules for the sport. Teams will not be approved to play without a representative from each team present or meeting with the director at another time. Attending the meeting does not guarantee any team a spot in the intramural sports season. All teams must be registered on IMLeagues.

Section 3: Participant Responsibilities

Article 1: Responsibilities

Each person participating in an intramural event assumes responsibilities as an individual participant. Participants are responsible for:

- Logging into their own account for intramural online registration system, IMLeagues
- Joining their team roster on IMLeagues before game time on the day of the event
- Knowing their team's game time and location
- Signing the waiver prior to any participation
- Arriving at the site at least 15 minutes prior to the start of every contest to make sure that their name is properly documented, and that any necessary equipment is checked in /out
- Bringing a valid UMBC Black & Gold Card or RAC Membership Card to all intramural sport contests or events
- Being familiar with all rules, schedules, policies, and procedures including the sportsmanship, and eligibility policies of the Intramural Sports program
- Cooperating before, during, and after competition with the Intramural Sports staff

Article 2: Safety and Injuries

The possibility of injury exists in all sports. The Department of Recreation and Physical Education assumes no responsibility for injuries. However, basic first aid will be available at game sites. All participants acknowledge an assumption of risk by their voluntary participation in intramural activities. All participants must sign the waiver on IMLeagues prior to participating in any intramural activity. Paper copies of the waiver may be available onsite during certain events.

When a participant is bleeding, has an open wound, or has blood on their uniform, the player will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound covered, and/or the bloody uniform is changed. The game may continue play without the injured player at the discretion of the Intramural Sports Supervisor.

Knee and ankle braces unaltered from the manufacturer's original design/production shall be permitted and do not require additional padding. Please review sport specific rules for additional equipment restrictions and requirements.

Any participant displaying concussion-like symptoms, as identified by Intramural Sports staff, shall be removed from play immediately.

Article 3: Equipment Checkout

Basic equipment for most intramural activities will be provided at the time of each contest. Participants may checkout warmup equipment at the Front Desk of the RAC. Note: To checkout equipment at the Front Desk of the RAC, providing a UMBC Black & Gold Card or RAC Membership Card is necessary so we encourage checking equipment back in prior to the start of games to meet the check-in requirements of our programming which similarly necessitates the use of a UMBC Black & Gold Card or RAC Membership Card.

Section 4: Program Definitions

Article 1: Types of Offerings

Intramural Sports are offered for a range of interests including competitive and recreational play, social gathering and/or individuals learning a new sport. Each sport typically competes once a week for regular season play; the leagues commonly offered by the intramural sports program include:

- Open: This league is offered for all individuals without a gender ratio requirement.

Team captains are responsible for ensuring their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.

The Intramural Sports program provides a variety of offerings to accommodate participant needs. Types of offerings include:

- Multi-Week Leagues
- Single-Day Tournaments
- 3K Races
- Skills Challenges

Article 2: Levels of Play

Generally, all sport offerings are recreational. Recreational divisions are facilitated for persons of any skill level, so whether you are new to the sport or playing as an experienced athlete, there is space for you.

Section 5: Registration Information

Article 1: General Information

Intramural Sports registration will take place at various times throughout the semester based on when each sport begins. Register by visiting <https://recreation.umbc.edu/intramurals/imleagues/>. Participants can find complete details on how to register your team and create an IMLeagues

account at imleagues.com/UMBC. Participants are responsible for checking the UMBC Recreation website for complete details, including times and locations.

Article 2: How to Register

All participants are required to use their MyUMBC credentials or RAC Membership account. If you experience any issues, please contact the Intramural Sports Coordinator.

1. Go to www.imleagues.com.
2. Click on the “Create Account” link in the upper right corner.
3. Enter your information, and use your UMBC email address (@umbc.edu)
4. You will be sent a temporary password to your UMBC email account.
5. Log in to www.imleagues.com by clicking the link at the bottom of the email. You will be prompted to change your password upon first login.
6. After changing your password, the UMBC school link should pop up. Click “Join School”
7. You may now log in at imleagues.com and register to participate in Intramural Events.

To Register/Create a Team:

1. Log in to your IMLeagues.com account at imleagues.com/UMBC
2. Click on the UMBC link to go to your school’s homepage on IMLeagues.
3. The current sports will be displayed; click on the league/division you wish to play.
4. Click the green register/signup button to create a team. Follow instructions from there.
5. Once you create your team, invite members to join by clicking the invite member’s link on the team page. Any invited member must accept the invitation to be joined to your team.

The Intramural Sports program reserves the right to change team names due to inappropriate nature of any kind.

To Join a Team:

- Option One: Accept an invitation from a captain.
- Option Two: Find the team and captain name on division/league page and request to join.

Free Agents:

A free agent is pending participant who may not have an organized team but is willing to join an already organized team to join. Members may list themselves as a free agent for any sport, any league, and any division where available. Joining the free agent portal does not guarantee participation. To register as a free agent:

1. Log in to your IMLeagues.com account at imleagues.com/UMBC
2. Click on the UMBC link to go to your school’s homepage on IMLeagues.
3. The current sports will be displayed; click on the league/division you wish to play.
4. Find the “Free Agents” tab at the top of the screen.

5. Use the “Join as Free Agent” button to add yourself to the free agent portal.

We encourage participants to check the Recreational Sports website for registration information for each specific sport. Some sports such as ice hockey follow different procedures.

Section 6: Roster Management

Article 1: Creating a Team Roster

All team rosters must be created in the intramural sports online registration system, IMLeagues, at imleagues.com/UMBC. The captain must invite eligible individuals to join through the website. If a participant is not on the roster at the site, they will not be able to participate.

According to sport-specific rules, sports may require a minimum number of participants to begin and/or continue a game. If an individual’s name, ID number, or photograph are indecipherable or faded out on their UMBC Black & Gold Card or RAC Membership Card, that individual will not be eligible to participate. Any player, prior to checking into their first game, may be removed from the roster to join another team to play.

Article 2: Playoff Rosters

All rosters are locked after the final day of games in the regular season for league sports. No additions to rosters may be made during the playoffs.

The Intramural Sports staff will review situations on a case-by-case basis if a team requests to add players after the regular season. Only special circumstances will be considered.

The Intramural Sports program reserves the right to investigate the eligibility of teams and players. These investigations may result in forfeiture, probation, and/or suspension. Teams must follow the eligibility requirements stated in this handbook.

Section 7: Forfeits and Requests to Reschedule

Article 1: Forfeit

A forfeited game will be marked as a forfeit in the team standings on IMLeagues. Three situations will result in a forfeit:

1. Not Enough Players – Team does not have the required number of players to participate 10 minutes past the scheduled start time unless otherwise stated above.
2. Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player misusing an ID, being listed on multiple rosters within the same league, ruled ineligible for sportsmanship-related issues, etc.
3. Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Article 2: Forfeit Policy

Teams are not eligible for playoff participation if they forfeit more than 1 regular season game. After the 2nd regular season forfeit, a team would be removed from playoff consideration but would, however, be eligible to continue playing in the remainder of their regular season games.

Article 3: Grace Period

If, at game time, your team has 1 rostered member checked in but less than the minimum to start the game, a 10-minute grace period will be enacted. Your team then has 10 minutes to check the minimum player requirement in to start the game. If there is not the minimum after the 10 minutes, your team will forfeit.

Article 4: Winning by Forfeit

If a team has forfeited, the contest will be marked as a win in the team standings for the non-forfeiting team. Winning teams and teams losing by forfeit are still allowed to add players to their roster at the game site even without playing. If both teams do not have the minimum player requirement to play, the result is a double loss and double forfeit. Minimum team composition can be found in sport-specific rules. The scores for forfeits are different relative to each sport:

- Basketball (0-30)
- Flag Football (0-20)
- Soccer (0-5)
- Volleyball (0-3)

Article 6: Inclement Weather Situations

Intramural activities are subject to cancelation due to poor weather and/or field conditions. The decision to cancel games prior to the first contest of the evening will not be relayed until 3:00 PM in the event of inclement weather. The Intramural Sports Coordinator will inform affected participants to communicate that games are canceled due to weather using written messaging via IMLeagues.

When possible, any teams' games cancelled for weather during the regular season will be rescheduled as available time and space allow.

Section 8: Sportsmanship

Article 1: Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest. No player or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or Intramural Sports employee(s) before, during, or after the game.
- Harass and/or discriminate based on age, ancestry, color, disability, gender identity or expression, genetic information, HIV/AIDS status, military status, national origin, race, ethnicity, religion, sex, gender, sexual orientation, pregnancy, protected veteran status
- Participate in a game for which they are ineligible.
- Argue or display disrespect to the Intramural Sports staff. Only the captain should address an official, and only if done so in a courteous manner.

- Attempt to intentionally strike, push, trip, or flagrantly foul another participant, spectator, or Intramural Sports staff member.
- Mistreat the facility, equipment or supplies of UMBC and/or the Recreation and Physical Education Department including, but not limited to, using equipment to harm another person.
- Attempt to sign in using another person's UMBC Black & Gold Card or RAC Membership Card
- Any other act that violates the UMBC Student Code of Conduct and/or the Office of Equity and Civil Rights

Article 2: Individual Sportsmanship – Definitions

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Sports Supervisor(s). These conduct warnings or ejections are classified differently in each sport. The following are examples:

- Basketball
 - One conduct technical foul – Conduct Warning
 - Two technical fouls or one flagrant foul – Ejection
- Flag Football
 - One unsportsmanlike conduct penalty – Conduct Warning
 - Two unsportsmanlike conduct penalties – Ejection
- Soccer
 - One conduct yellow card – Conduct Warning
 - Two yellow cards or one red card – Ejection
- Sports without Levels of Sportsmanship Penalties
 - Ejection of participant with/out warning – Ejection

A warning is not a prerequisite to an ejection. Flagrant fouls or conduct intended to be violent in nature or cause injury is subject for immediate ejection. An ejection corresponds to facility removal before the game continues.

Article 3: Individual Sportsmanship – Discipline

Article 4: Team Sportsmanship – Definitions

Sportsmanship is recorded as a 1 for teams who attended the mandatory pre-season Mangers Meeting & 0 for teams who did not attend. Team sportsmanship points will be a tiebreaker for playoff seeding.

Article 5: Team Sportsmanship – Discipline

Any team that forfeits a contest for conduct or failed eligibility must have its team captain meet with the Intramural Sports Coordinator prior to their team's next scheduled contest to determine their team's eligibility to play future games. Each individual participating on a team should choose their team members with care, as all team members may be subject to

disciplinary/accountability action taken by the Intramural Sports program against a team or individual for violation of the rules.

Section 9: Protests

Article 1: Rules Protests

Questions pertaining to interpretation of rules on the part of game officials must be addressed to the Intramural Sports Supervisor at the time the interpretation occurs and prior to the next live ball or play. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a “time out” and inform the official that he or she wishes to have a ruling on the interpretation by the Intramural Sports Supervisor in charge.
2. No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural Sports staff when necessary.
 - a. Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.
 - i. Case 1: A game official rules a pass incomplete because the “player did not have two feet in-bounds.” This is a rule misinterpretation, AND the team captain may protest.
 - ii. Case 2: A official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is a judgment call, AND the team captain may NOT protest.
3. If corrections are necessary, the Intramural Sports Supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, the Intramural Sports Supervisor and team captain will complete the Protest Form. The contest will continue from this point “under protest.” Pertinent game information will be recorded (the score, time remaining, etc.).

If the captain’s protest is upheld, the game shall be resumed from the point and time in which the protest occurred at a later date if timing of the sport season permits.

Article 2: Eligibility Protests

Protests involving player eligibility may be filed prior to, during, or after a scheduled contest. Protests filed for eligibility must be submitted no later than 12:00 PM the day following the contest.

If upheld:

- The game under protest will result in a default for the team in violation
- The player(s) in question shall be removed from participating in future contests for that sport

Participants subjected to eligibility protests remain eligible to participate for the game in question, and the contest for which the protest filed shall be completed in its entirety. For filing protests during a contest, the team captain should notify an Intramural Sports Supervisor to fill out a protest form on-site. Note: A game shall not be stopped mid-contest to complete a protest form for eligibility.

Article 3: Process to Protest

In the event of rules interpretation or player eligibility protest, please inform the student staff member and complete this [Protest Form](#) on site. Official's judgment is not permissible for protest. The captains of both teams will be notified of the final decision by the Intramural Sports Coordinator.

Section 10: Postseason

Article 1: Postseason Rosters

Participants are able to join 1 team per sport. Captains may make changes to their rosters up until the start of playoffs, provided the following:

- If a player has checked in for 1 regular season game, they cannot switch teams.
- To participate in playoffs, a player must check in for at least 1 regular season game.

Players may not be added to the team during the postseason.

Article 2: Postseason Team Eligibility

Any team who does not forfeit more than 1 regular season game are eligible to participate in the single-elimination playoff bracket immediately following the conclusion of the regular season. The seeding criteria for every intramural sport will be as follows...

- Winning Percentage
- Point Differential (Final)
- Head-to-Head
- Sportsmanship
 - *Note: Sportsmanship is recorded as a 1 for teams who attended the mandatory pre-season Managers Meeting & 0 for teams who did not attend.*

Article 3: Postseason Scheduling

Single-elimination playoff brackets will be created and published via IMLeagues upon conclusion of the 5-week or 7-week regular season by utilizing the seeding criteria listed above.

Article 4: Postseason Rescheduling

Due to the high volume of games that must be played in a short amount of time, captains should check their online schedule after every completed contest to see when the next contest has been

scheduled. It is the captain's responsibility to check their postseason schedule. Teams seeking to reschedule a contest should contact the Intramural Sports Coordinator as soon as awareness of the conflict arises. Contest reschedules are contingent upon playing surface and staff availability as well as the agreement of both teams. If either of these elements does not exist, the contest will be played at its scheduled time. All requests must be submitted at least 24 hours prior to the originally scheduled contest and are subject to staff and facility availability.

Article 5: Postseason Awards

Intramural Sports championship T-shirts will be given as awards for the champions in every intramural sport, activity and event offered throughout the school year. The T-shirts will be handed out on-site immediately following the championship contest. If a member of the winning team's is not present on championship night a shirt may be picked up at the Competitive Sports Suite of the RAC 252. The number of T-shirts awarded is based on each individual sport and the number of participants who are on the roster of the winning team.

Section 11: Game Officials

Article 1: Officials

Intramural Sports Officials are UMBC student employees. Officials are trained in rules and on-court and on-field responsibilities. Interested applicants should navigate to "Become a Referee" on the website for more information.

Article 2: Team Evaluations of Officials

Teams are always afforded the chance to evaluate the officiating crew after each contest/event. Captains may find an Intramural Sports staff member after their contest/event or email the Intramural Sports Coordinator for further information. The feedback provided from captains will be reviewed by a professional staff member and used as a learning tool for our officials. Please take time to evaluate performance that you consider excellent, poor or anywhere in between.

Section 12: Index of Links

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IMLeagues Login	Protest Form
Become a Referee	Sports Rules & Manuals