



INTRAMURAL SPORTS POLICIES & PROCEDURES

2023-24



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1 GENERAL INTRAMURAL SPORTS PROGRAM INFORMATION

1.1 Program Changes & Updates for 2023-2024

Changes to League Offerings and Sportsmanship Rating

1. Recreational Open Leagues and Tournaments

- a. This year we will be offerings Recreational Tournaments and Leagues. For these offerings, there will be no playoffs or league winners (and no champ shirts). Instead, teams will play additional regular season games, centered around a less competitive, community building sport experience.

2. Sportsmanship Rating

- a. Minor changes have been made to the rating system and minimum rating for playoff eligibility. More information below.

1.2 Intramural Sports Program Mission

Campus Recreation's Intramural Sports Program seeks to engage the CSU campus community through opportunities to participate in any number of structured, inclusive, recreational sporting activities throughout the academic year, with an emphasis on, and philosophy of, responsible participation.

1.3 Contact Information

The IM Sports office is located on the main level of the CSU Student Rec Center, opposite from the Service Center.

Intramural Sports Desk

(970) 491-6671

campusrec_imsports@mail.colostate.edu

Website for general information: <http://csurec.colostate.edu> → "Intramural Sports"

Website for current/upcoming event information: www.imleagues.com/colostate

1.4 Facilities and Equipment

Intramurals utilizes multiple Rec spaces, including Moby Aux Gym, The Indoor Practice Facility (IPF), Student Recreation Center, intramural fields, ect. Each facility has specific requirements that will be mentioned in the participant and captains quizzes. These policies include, but are not limited to:

JERSEYS – Jerseys will be provided by intramurals in all sports where they are required. Teams can utilize the ones provided, or their own, provided they follow the guidelines below.

- Teammates are required to wear same-colored shirts/jerseys.
- Shirts must be worn by all players, even when wearing Campus Rec jerseys.
- All players' shirts/jerseys must have large, 1 or 2-digit, whole numbers on at least the front and/or back, and opposing teams' shirts/jerseys must be different in color.
- Taped-on numbers will NOT be allowed.
- If both teams arrive wearing the same color, the team listed second on the score sheet will wear the Campus Rec-provided jerseys.
- JERSEY NUMBERS CANNOT BE WRITTEN ON PLAYERS' BODIES – they must be on players' jerseys.

SHOES – All players must wear appropriate, athletic, closed-toe, closed-heel, non-floor marking shoes.



HATS – Hats with hard brims are not allowed.

JEWELRY – Jewelry that could get caught on a net, clothing, another participant, or any piece of sports equipment, that could cause harm to an individual will not be permitted (ex. loose fitting bracelets, oversized watches or necklaces, dangly earrings). Other jewelry not previously mentioned that does not extend from the participants person, such as ear or nose piercings, chain necklaces or piercings that can be easily concealed beneath a shirt or jersey, can be worn at the risk of the participant.

1.5 Intramural Sports CSU Photo ID Policy: Have your CSU photo ID? You can play!

All participants must present a current, valid CSU ID card ([RamCards](#), [Rec Membership Cards](#), [Virtual ID on the IMLeagues](#) App, and other CSU-ISSUED PHOTO ID'S ONLY) to the IM staff prior to participating in every contest. A government issued identification (driver's license or passport) will be accepted if the corresponding name already appears on an active roster in the corresponding activity. This will include DMV digital ID's. Other forms of ID will not be accepted – this includes class schedules, bank account statements, etc. The photo on the card must be easily discernible. ID's without easily viewable photos will not be accepted. This helps us ensure player eligibility at all events.

Anyone attempting to participate using another person's ID or information will be suspended from intramurals indefinitely, and will be reported to the Student Resolution Center – Student Conduct Services, for violation of the [CSU Student Conduct Code](#).

****Team Captains can also be suspended for allowing someone to participate under an assumed name listed on their roster.**

1.6 Eligibility: Who can play CSU IM Sports?

1. **FULL-TIME CSU STUDENTS** (Who have a current [IM Membership](#) & are taking 6 or more on campus credits and have paid the rec activity fee as part of their semester tuition)
 2. **PART-TIME CSU STUDENTS** who have a current [IM Membership](#) & [Rec Membership](#) – both valid during the dates they play
 3. **FACULTY/STAFF** who have a current [IM Membership](#) & [Rec Membership](#) – both valid during the dates they play
 4. **SPOUSE/PARTNER** who have a current [IM Membership](#) & [Rec Membership](#) – both valid during the dates they play
 5. **CSU AFFILIATES** who have a current [IM Membership](#) & [Rec Membership](#) – both valid during the dates they play
- **SPORT CLUB ATHLETES** – For most events, a maximum of 2 current club athletes may appear on any IM roster in the same/like sport ("current" is defined as one who appears on the club team's roster during that academic year; practice only players who don't pay club dues or travel with the team will not be considered club members. Check the individual sport's rules for club athlete eligibility and player maximum rules.
 - **FORMER COLLEGE VARSITY** team members whose names do not appear on the current academic year's NCAA/NAIA varsity team roster in the same/like sport can participate in the same/like sport in either the [Recreational](#) or [Competitive](#) division. A maximum of one former varsity player can appear on a [Recreational](#) team's roster in the same/like sport. If there are not Recreational and Competitive divisions listed for a sport, there are no restrictions on the number of former varsity players allowed.
 - **CURRENT COLLEGE VARSITY**, semi-professional (receiving monetary pay for playing), professional, and Olympic athletes: Any participant whose name currently appears on a team roster in the current



academic year for any of these types of teams or organizations is ineligible to participate in the same/like sport. This includes “red” and “grey” shirts.

- **FORMER PROFESSIONAL, semi-professional, Olympic athletes** (receiving monetary pay for playing). A maximum of one “former professional” player can appear on an intramural team’s roster in the same/like sport.

The IM Sports staff reserves the right to spot-check participants’ eligibility at any time. All games found to have had ineligible players checked in will be forfeited by the offending team. **It is the captain’s responsibility to ensure that all players are eligible before each contest.**

1.7 How to Sign Up

All registration for IM Sports events is done [online](#); which requires a current [Rec Membership](#) and [IM Membership](#); participants can stop at the Student Rec Center for assistance with registration during the dates and times listed online. All event registration is first come, first served.

- For team events, team captains must sign their teams up online and meet the roster minimum before the team sign-up deadline to successfully secure their spot in a particular event, league, or division. For each sport, the minimum number of teammates must join the roster online before the team captain will be able leave the **waitlist** and select their league or division. Information on how to invite players to join online rosters can be found [HERE](#), information on passing the required player quiz can be found [HERE](#).
- For Individual events, participants must register online during the dates and times listed.

1.8 Free Agents

WHAT IF I DON’T HAVE A TEAM? If you don’t have a team, or you just have a friend or two that would like to participate, you can sign up **online** as a “free agent.” All free agents are required to have current Campus Recreation and Intramural Memberships to be able to register online. Participants are strongly encouraged to create a team on their own as there is no guarantee that free agents will be picked up.

The goal of the online free agent system is:

1. For it to be a resource for team captains who have already entered teams to contact free agents directly using the information they’ve provided when those captains are looking to add players to their teams. Traditionally in intramural sports this does not happen frequently, however, as most students form and enter teams of their friends, classmates, roommates, neighbors, student organization acquaintances, coworkers, etc., and aren’t usually looking for additional players. It does happen occasionally though, so registering as a free agent in the sports you’re interested in can never hurt your chances of getting contacted by a team captain.
2. For free agents to use it as a means to contact each other before the team sign-up deadline for a given intramural sport, and form and enter a team comprised of all free agents.
3. In the event there are more than enough free agents needed to form/field a team, free agents in a sport may be contacted by the IM Sports Office to attempt to get an all-free agent team formed and signed up. The free agent system does not functionally serve to have those that register to be placed on existing teams, because as mentioned above, most teams are formed by small groups of students that already know each other; their intent is to play with only that group of people (most intramural teams are formed by people talking to roommates, neighbors, classmates, friends of friends, people at the Rec Center, student organization acquaintances, co-workers, etc.). To sign up as a free agent, select the sport and league [online](#), then click the ‘JOIN AS FREE AGENT’ button in all the divisions you’re interested in.



1.9 Waitlist

Following the conclusion of registration for league events, or if team spots open up in a league/tournament due to teams dropping/forfeiting out, waitlisted team captains, in order of when their online roster met the minimum lineup/roster number requirement, will be contacted by email to potentially fill those team openings.

2 LEAGUES & DIVISIONS

2.1 Competitive versus Recreational Leagues

A small amount of events have separate leagues available based on levels of player skill and competitiveness. Leagues that are not "Competitive" or "Recreational" are offered to all ranges of skill and experience.

Competitive – A fairly high level of skill. This is appropriate for teams where the majority of players have played that sport in an organized setting (high school, city leagues, etc.).

Recreational – A generally more relaxed environment, meant to try new sports or just play for fun. Recreational Leagues will not have playoffs, rather they will have a slightly extended season offerings additional games for members within the Recreation Leagues.

A player cannot participate in both the Competitive and Recreational leagues of any one event (e.g. cannot play on a women's *competitive* soccer and a women's *recreational* soccer team in the same season/league).

2.2 Single-Gender versus Open & Coed Leagues

All events are classified as Open, Coed, or Women's. Individuals participate in Intramural Sports events in accordance with their gender identity. Intramural Sports recognizes gender doesn't operate on a binary, individuals are encouraged to reach out to the Intramural Sports office if they have questions or concerns about self-identifying.

OPEN = There are no gender restrictions for a team's roster and/or line-up.

COED = A certain number of women and men are required for a team's on-court/on-field line-up. See specific sport rules for more information. Campus Recreation patrons participate in programs and utilize facilities based on their gender identity.

WOMEN'S = For women only.

For any one sport, a player is allowed to participate on only 1 open team, men's team, OR 1 women's team AND 1 coed team. (E.g. it is permissible to play on a women's league basketball team and a coed league basketball team in the same season.) After checking-in for a team, that player may not play for another team in that division. Once a player checks in on a second team illegally, they are ineligible for all further competition in that sport for the remainder of the event. and all games played in after the violation are forfeited.



3 TEAM ROSTERS

3.1 Online Team Rosters

All team members must join their team's roster [online](#) in order to be considered legal players, this allows the IM Sports Office to perform regular eligibility checks. Information on how to join rosters can be found [HERE](#). **Players must join the online roster by 5:00 p.m. 2 business days after checking in to any game, regardless if the game is played, or that game will be changed to a DEFAULT**

Roster Minimum—There are roster minimums for team events and

- Teams will not successfully join a league or event until the roster minimum is met. Teams who don't meet the roster minimum by the registration deadline won't be included in the event.
- Once created, teams will remain on the **waitlist** for that particular event until the team reaches the roster minimum and the captains select their desired division/league.
- When the roster minimum is met, team captains **must** login to imleagues.com/colostate and select their desired division. League spots will be awarded on a first come, first serve basis to teams who meet the online roster minimum.

Rosters are locked (and no players may be added) -

- Leagues – Immediately after the conclusion of the regular season's last game for any team.
- Tournaments – Players must appear on the online roster by the roster deadline. This is usually the business day BEFORE the tournament begins. For pool play tournaments players are allowed to join online rosters through the conclusion of pool play. Please email or call the [IM Sports office](#) for clarification.

No names may be added to the roster after they are locked, except in case of an injury/health situation. If there is an injury necessitating the addition of a new player, an email of explanation from the team's captain and affected player to be removed must be presented to the IM Sports Office before the replacement will be considered. Any player replacing another player cannot have played on another team in that league.

3.2 Dropping and Adding Players

DROPPING PLAYERS – Team captains must contact the [IM Sports office](#) during business hours or via [email](#) to request a player be dropped from the team roster.

ADDING PLAYERS – Players may join team rosters during the times when rosters are open by either an [online request](#) to a team captain – which the captain must accept online, or by the captain [inviting players online](#) – which the player(s) must then accept and complete the roster-joining process online.

ADDING PLAYERS ON SITE – Players are permitted to join a league roster on site (given they have a current [Intramural Membership](#) & [Rec Membership](#), or the ability to obtain them), however they must appear on that team's online roster by 5:00 p.m. 2 business days after checking in for that team, regardless if the game is played, or the result will be changed to a DEFAULT.

SWITCHING TEAMS – Once a player checks in for a contest for a team, they may not appear on another team's roster/score sheet (in that league) for the remainder of that event.

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4 SPORTING BEHAVIOR & PARTICIPANT CONDUCT

4.1 Campus Recreation's Commitment to Diversity & Inclusivity

Colorado State University's Non-Discrimination Policy:

Colorado State University does not discriminate on the basis of race, age, color, religion, national origin or ancestry, sex, gender, disability, veteran status, genetic information, sexual orientation, or gender identity or expression.

Campus Recreation's Commitment to Diversity:

Campus Recreation is dedicated to providing inclusive services, programs, and facilities to all persons, and welcomes participants and visitors reflective of all characteristics including age, culture, different ideas and perspectives, disability, ethnicity, familial status, gender identity and expression, geographical background, marital status, national origin, race, religious and spiritual beliefs, sex, sexual orientation, socioeconomic status, and veteran status.

- Bigotry or disparagement of others has no place within Campus Recreation facilities, programs, or services.
- Verbal or written abuse, threats, intimidation, violence, or other forms of harassment towards participants or staff will not be tolerated.
- All participants and staff are expected to respect the rights of others and to be civil, effective citizens of the CSU community.
- Campus Recreation patrons participate in programs and utilize facilities based on their gender identity.

4.2 Sporting Behavior & Conduct Expectations

Good sporting behavior is vital to maintaining the appropriate recreational atmosphere of intramural sports. All intramural participants and spectators are expected to conduct themselves in a civil and sporting manner at all times – before, during, and after contests. Behavior that promotes intolerance or prejudice, degrades any racial, ethnic, gender or religious group, infers an explicit sexual reference, or promotes destructive behavior is considered disrespectful to the University and its members, and will be addressed and dealt with accordingly. **This includes intramural team names.**

Participants are expected to know and adhere to the following policies:

- Aggressive or threatening physical contact toward intramural staff will result in an indefinite suspension from intramural sports.
- Verbal abuse directed toward intramural staff can lead to an indefinite suspension from intramural sports.
- **Unsporting fouls/penalties-** Most Intramural events have fouls, penalties, or cards issued for unsporting behavior which are tracked and recorded within individual games and throughout sport seasons. The following policies will be enforced in regard to unsporting fouls/penalties/cards:
 - Two such fouls on an individual player in any contest will result in an automatic ejection, if the first foul is deemed flagrant in nature or exceedingly unsporting it will also result in an ejection (i.e. red card)
 - Three such fouls on an individual player over the course of a season will result in an automatic suspension for the remainder of that sport season, across all leagues.
 - Reinstatement following an ejection or suspension requires a meeting, [requested through email by the participant](#), with the Assistant Director of Intramurals to discuss conduct expectations moving forward. See more ejection and suspension information below.
- Intramural sports event areas are alcohol, drugs, and tobacco-free. Captains are expected to notify all players and spectators that alcohol and drugs are strictly prohibited at IM Sports events, and that no one is allowed to participate while under the influence of alcohol or drugs. The intramural staff reserves



the right to remove participants and spectators from remaining at intramural events who appear to be under the influence of alcohol or drugs.

Intramural team names must adhere to the following policies:

- They are in good taste – meaning, if visitors with young children saw the team name on the large monitor display in the Student Recreation Center lobby for/after winning an event, that there would be zero issues with that.
- They do not contain any profanity in any language.
- If a 'play-on-words' is used:
 - It still must meet the requirements in the first paragraph of Rule 4.2 directly above.
 - That switching of letters does not spell an offensive or profane word.
- When a complaint is received regarding a team name, it shall be reviewed by Intramural Sports professional staff, who will make the final determination.

In an effort to prevent situations or behavior from reaching an unacceptable or inappropriate level, the Intramural staff reserves the right to temporarily or permanently remove a player(s) from a contest, league, or tournament at any time.

4.3 Ejections & Suspensions

Intramural officials and staff reserve the right to eject any individual, team, or spectator who involves themselves in a physical altercation, or who consistently exhibits unsporting behavior or other actions not appropriate for the campus recreational environment.

- Any ejected player or spectator must leave the facility/area immediately, and will usually be suspended a minimum of one week from all IM Sports participation.
- A player ejected from a playoff contest will usually be suspended for the remainder of that sport's playoffs - from both divisions (if playing in coed and single-gender divisions in that sport-league).
- A player ejected from a tournament contest will be suspended for the remainder of that tournament.
- Any ejected player will remain suspended from IM Sports and possibly from access to the Student Recreation Center until they successfully meet with the Assistant Director. It is the responsibility of the ejected player to schedule this meeting in advance by [emailing the Assistant Director](#).

4.4 Sporting Behavior Ratings

Captains are responsible for their team's behavior and conduct, and teams are responsible for their spectators' conduct. Following each contest, officials and managers rate each team's (or players', for individual events) sporting behavior. Below is the guide for sporting behavior ratings and points; this is just a guide, IM officials and managers will assign ratings based on their collective judgement concerning what a team earned.

4: ABOVE AVERAGE sporting behavior. High level of 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.

3: AVERAGE sporting behavior. Either 1) No incidents of poor conduct, or 2) Only one minor unsporting incident or infraction, and above average behavior is displayed the rest of the time.



2: BELOW AVERAGE sporting behavior. Examples include frequent swearing; disrespect toward opponents, staff, spectators, or equipment; multiple unsporting fouls/penalties assessed; consistent arguing of officials' calls.

1: POOR sporting behavior. Examples include frequent swearing; disrespect toward opponents, staff, spectators, or equipment, after multiple warnings; multiple unsporting fouls/penalties assessed; consistent arguing of officials' calls; one player ejection.

0: UNACCEPTABLE sporting behavior. Examples include: multiple players/spectators ejected; fighting; abusive language toward officials, staff, or opponents; verbally or physical threatening of anyone; any behavior resulting in the contest being called to a stop by intramural staff.

4.5 Sporting Behavior Rating Appeals

Captains are responsible for monitoring their team's sporting behavior ratings and average after each contest (updated [online](#) the following business day before 5pm MT). If a captain feels a rating did not follow the requirements outlined in the table above, they may appeal the rating by filing an emailed request to appeal and discuss the rating with the [Assistant Director](#) within 24 hours of the contest. If necessary, a meeting will be scheduled between the captain and the Assistant Director where the rating and surrounding circumstances are discussed. The appeal will then be reviewed by the Assistant Director, who will then make the final determination if any change to the rating needs to be made.

Requests to investigate or fix errors after the playoff schedules have been published cannot and will not be considered.

4.6 Sporting Behavior & Playoff/Tournament Eligibility

Failure to finish league play with at least an average **of 2.5 will** disqualify teams from playoff eligibility. If a team receives a sporting behavior rating of 0, the captain(s) must meet with the Assistant Director in order to remain in the league no less than one full day prior to their next scheduled contest. Team captains are responsible for monitoring their team's ratings and average [online](#).

In tournament events, a team's failure to maintain a **minimum 2.5 sporting** behavior rating average will result in removal from the event without refund. ***Teams receiving less than a 2.5 rating in any tournament or playoff game will not advance regardless of the result of the contest.***

5 TEAM CAPTAINS' EXPECTATIONS & RESPONSIBILITIES

5.1 General Responsibilities

Team captains/co-captains are responsible for:

1. Informing their teams of the IM Sports Policies & Procedures, specific event rules, dates, times, and locations of contests.
2. Fielding an eligible team for every contest. It is the captains' responsibility to ensure all players are eligible to participate and that they join the team roster online.



- a. It is the team captains' responsibility to make sure their roster meets the minimum requirement during registration.
- b. It is the team captains' responsibility to select their division as necessary for respective sports (which completes the registration process) once their team roster has met the minimum requirement during the registration period.
3. Ensuring all players check in with their CSU photo ID cards or appropriate government issued photo ID before participating in every contest.
4. Seeking out information about schedules, schedule updates, postponement, and weather-related issues, then passing that information along to teammates.
5. Provide truthful information to Campus Recreation and Intramural Sports staff.
6. Verify that contest results and sporting behavior ratings are accurate online prior to the publishing of playoff schedules.
7. Verifying game results are correct following each tournament/playoff contest immediately following the conclusion of the game.

5.2 Mandatory Captains' & Player Quizzes

All Intramural Sport events require mandatory, brief, important informational quizzes for captains and players that cover rules, policies, schedules, and other event-specific details. Every Intramural participant must get 100% on their assigned quiz in order to successfully join a team roster, they are afforded unlimited attempts. Any participant, captain, or player, who doesn't pass the quiz prior to a scheduled playoff game will be ineligible to compete in that particular game. Participants are able to take and pass the quiz prior to their teams' next playoff game should they advance.

Mandatory captains' & player quiz details are provided to participants during the registration process. It is the captains' or players' responsibility to make sure their quiz is marked as passed online and to contact the [IM Sports Office](#) with quiz or online account issues well before their scheduled games.

6 FORFEITS, DEFAULTS, & CONCEDING

6.1 Forfeits

Game time listed on the schedule is forfeit time, and teams must be checked in and ready to play at their scheduled game time. If, at game time, one team doesn't have the minimum number of players needed to start the game checked in and ready to play, the captain of the team that is ready to play has the following options:

1. Take the win by forfeit, OR
2. Allow 5 extra minutes for the opposing team to field a minimum required line-up and then start the game. NOTE: If this option is chosen, the result of the played contest will stand.

If a team fails to field the number of players necessary to meet the minimum line-up requirements for that sport (including not showing up for a contest), they will lose by forfeit.

- In order to win by forfeit, a team must have the minimum lineup checked in, and all coed line-up restrictions still apply for coed leagues.



- If, at any time, a team falls below the minimum required to play due to an **ejection** that game will be forfeited. If a team falls below the minimum requirement for any other reason, at the discretion of the intramural staff, the game may continue if the shorthanded team still has an opportunity to win; the same will be true for players serving penalty time in certain sports.
- Teams that lose by forfeit will receive a sporting behavior rating of 1, unless a lower rating is earned.
- Teams that win by forfeit will receive a sporting behavior rating of 3, unless a lower rating is earned.
- A loss by forfeit will count worse than a regular loss toward a team's record.
- During league play, two forfeits will likely result in the team's removal from the league.
- During tournament play, one forfeit will result in the team's removal from the event.

6.2 Defaults

Teams may avoid a forfeit during the regular season by informing the [IM Office Staff](#) no later than by 3:00pm MT the day of that scheduled game that they will be unable to field a team for the game. To default a game that is scheduled for Saturday or Sunday, the default notification must be received by the Friday prior, 3:00pm. A default counts worse than a loss, but not as bad as a forfeit, and the defaulting team will receive a 2 sporting behavior rating. Forfeited and defaulted games will not be rescheduled.

6.3 Conceding

At any point during a game, the losing team has the choice to concede the win to their opponents should they not want to continue playing. If a game is conceded, the score and sporting behavior ratings will be recorded for each team from the point of concession and will be reviewed the following day by the Intramural Office.



7 SCHEDULES, CANCELLATIONS, & INCLEMENT WEATHER

7.1 Online Schedules

Schedules - All schedules will be made available [online](#) within a week after the event sign-up deadline. Due to time and facility constraints, games will not be rescheduled once schedules are published.

7.2 Postponements & Cancellations

In some cases, weather/lightning or other circumstances may force the temporary postponement or outright cancellation of games. These games will be rescheduled as best as possible within facility and time constraints whenever possible. If games are cancelled and not able to be made up, both teams/opponents will receive a win and corresponding sporting behavior ratings of 3.

- If a game is postponed due to weather or any other circumstance (field issues, lights, etc.) just prior or during the contest, players are expected to check with the IM Manager on site before leaving to confirm whether that game will be resumed after delay. Teams who leave without consent from the IM Manager will be assessed a forfeit should that game be resumed.
- If Intramural programming is delayed for any reason, captains/players from teams scheduled to play after the delay should check with an IM Manager by their original game time in order to avoid a forfeit unless otherwise directed by IM staff.



7.3 Weather/Game Updates

In cases of potential inclement weather conditions, all participants are encouraged to count on games being played unless otherwise notified by email or text notifications from the IMLeagues system.. Participants can call the IM Sports Information Line at (970) 491-6671 no more than 1 hour prior to game time for an updated status on games. ***Please see participant protocol for postponement during games above***

8 PLAYOFFS & TOURNAMENTS

8.1 Playoff Qualification

See individual league rules for playoff qualification criteria. To determine playoff qualification, the following criteria and tie-breakers will be used, in order:

1. Win/loss record (Note: Any contest that is forfeited by a team will count worse than a default, and any contest that is defaulted counts worse than a loss toward the losing team's record.)
2. Head-to-head record
3. Sporting Behavior rating average (**MINIMUM 2.5 REQUIRED**)
4. Points differential
5. Points allowed

To determine playoff seeding, the following criteria and tie-breakers will be used, in order:

1. Win/loss record (Note: Any contest that is forfeited by a team will count worse than a default, and any contest that is defaulted counts worse than a loss toward the losing team's record.)
2. Sporting Behavior rating average (**MINIMUM 2.5 REQUIRED**)
3. Points differential
4. Points allowed

Any team that forfeits two contests in a league sport will be removed from playoff eligibility.

8.2 Playoff Scheduling

Due to the nature of playoff scheduling, where multiple teams from different nights and times are being seeded into large playoff brackets, teams will play playoff games on nights and at times that are different than the regular season. Team captains will be given the opportunity to submit date/time conflicts prior to the playoff schedule being released; the IM Sports Office will do its best to honor requests, however no guarantees can be made.

Once playoff schedules are posted online, no scheduling changes will be made; no new requests will be considered.

8.3 Tournaments

Intramural Sports offers a variety of single day and weekend special events and tournaments throughout the year, registration for tournaments is the same as any other league and is done [online](#). Tournament schedules are published online a couple days prior to the event, team captains or co-captains are given the opportunity to select their spot in the respective bracket to help mitigate potential time conflicts, all done [online](#). Teams who do not select a position in the bracket by the posted deadline will be seeded at random.



9 PROTESTS

9.1 Rule Interpretation or Misapplication

Protests involving judgment will not be considered. All judgment calls and decisions by Intramural Sports Officials and Managers will stand. Protests involving a misinterpretation or misapplication of a rule must be lodged by the team captain at the time of the incident. The captain must request the game be stopped to obtain a ruling from the IM manager. Failure to obtain an immediate ruling before the next 'live ball' action from the IM manager will void any future right to protest the incident. Should the captain still feel the ruling is incorrect, they must IMMEDIATELY:

1. Inform the IM manager they are continuing the game under protest, AND
2. Fill out and submit a Protest Form (available from the IM manager) and submit it to the IM manager or the IM Sports Office staff the following business day.

The protest will be reviewed and ruled upon by the intramural staff the following business day. Any rule protest received after that time will not be considered.

9.2 Player Eligibility

Protests involving the eligibility of a player in a contest must be lodged by the captain with the IM manager before half of the contest has been played. [Before the end of the first half; before the end of the first set in volleyball; before the end of the third inning in softball; before the end of the third game in dodgeball.] If the player in question checks in during the second half of the contest, the protest must be made before the end of the contest. [Before the end of the second half; before the end of the final set in volleyball; before the end of the seventh inning in softball; before the end of the sixth game in dodgeball.] The captain must, by that time:

1. Inform the IM manager they are continuing the game under protest, AND
2. Fill out and submit a Protest Form (available from the IM manager) and submit it to the IM manager or the IM Sports Office staff the following business day.

The protest will be reviewed and ruled upon by the intramural staff the following business day. Any player protest received after that time will not be considered.

10 REFUNDS

10.1 Refund Policy

IM Memberships are nonrefundable--refunds will not be issued unless a participant is separating from the university or has a documented medical excuse. If a participant has checked-in for any contest, no refund will be issued.

How to Request a Refund

1. The participant who is requesting a refund (whose name appears on the receipt) can contact campusrec_Fiscal@colostate.edu or inquire in-person at the Member Services Desk in the Student Recreation Center before the last day of the semester in which the membership was purchased.
2. The refund will be submitted to the Assistant Director, Intramurals for approval and may take up to two weeks to process.



3. If the refund request is denied, an explanation as to why it was denied will be provided.
4. All refunds are subject to a \$5.00 processing fee.

