Belhaven University
Intramural Policies

GENERAL INFORMATION
The team entry fee is $10
Jewelry, headwear, and braces of unyielding material are prohibited.
Teams must wear contrasting colors. Individual team jerseys are permissible provide the jerseys are the same color and contrast the other team. The Campus Recreation Office will provide scrimmage vests. All players are required to have numbers.

SIGN UP: Team roster/entry forms will not be accepted after the sign up deadline. Team sign up rosters must be entirely completed on an intramural roster form, found in 1st floor Howard Cleland hall. Three teams constitute a league. If fewer than three teams are signed up for a league, no league play will occur.

ELIGIBILITY: All current Belhaven full-time traditional students, full-time faculty and staff with a current ID card are eligible to play. Graduate and graduate assistants are not merited to play. Individuals may only play for one intramural team per league (Men’s, Women’s and Co-Rec).

ATHLETES/COACHES: Any athlete appearing on a current Belhaven athletic roster, regularly practicing or training with team, receiving scholarships or aid may not participate in an associate sport. Such aid is defined as any assistance giving the student a competitive edge not available to the general student population. Coaches may not participate in their associated sport. Any disputes will be decided by the Coordinator of Student Leadership and Recreation. Individuals who participated in a varsity sport during one academic year will be ineligible to participate in that sport in the same academic year.

AWARDS: Championship shirts will be presented to traditional intramural champion team (Volleyball, Dodgeball, Soccer and Basketball). Awards are limited to the number of players on a roster up to twelve. Additional shirts may be purchased at the expense of the team. Additional awards may be presented to individuals at the end of the season.

FORFEIT: Entry forms, once completed, constitute an agreement between the team and the Campus Recreation Office. Please honor this agreement. A fine of $15 will be assessed for each forfeit. Forfeits are defined as a team failing to attend scheduled competition or lacking the proper number of players to officially compete. If a forfeit occurs, the fee must be paid prior to the next scheduled game. If a team forfeits a second game, the team will be dismissed from the league and pay the $15 fine. If a forfeit occurs during tournament play the fee must be paid within one week of the forfeit. Members of a team that have forfeited and neglected to pay the $15 fee may not participate in ANY intramural sports or campus recreation activities until the fine is paid.

DEFAULT: If a team is unable to make a match, a forfeit can be avoided by calling or email the Campus Recreation Office 24 hours prior to the scheduled game time (601.965.7054 or intramurals@belhaven.edu). We will call your opponent and the forfeit fee will not be assessed. The team initiating the default will be assessed a loss. A team may declare a default prior to game time by using an ineligible player. Teams are allowed one default per sport season; future defaults will be declared forfeits.

ROSTER ADDITION: Teams can add players to the team roster up to the last game of the season, prior to tournament play.

FREE AGENT: A free agent is a person who is interested in playing an intramural sport but is having difficulty finding enough people to constitute a team. A free agent will be assisted in finding a team. If one learns about Intramurals after the sign up deadline they are encouraged to contact a team captain on the playing field and ask if they can join their team.

SCHEDULING: The Campus Recreation Office will make every effort to accommodate schedules of all participants. However, due to limited time and access to the playing fields, teams should be ready to play according to the schedules. During tournament play, the Office of Campus Recreation may not be able to accommodate schedules, requests or re-scheduling.
**RE-SCHEDULING:** The Campus Recreation Office must be notified 48 hours prior to the scheduled game time, with the exception of tournament play, for re-scheduling to be an option *(no guarantee).* Policies for rescheduling: 1) the team initiating the re-scheduling is allowed one per season. 2) The team initiating the rescheduling must contact the Campus Recreation Office to discuss and agree upon a rescheduling option. 3) The rescheduling agreement must take place prior to the originally scheduled game; if not, the initiating team will be issued a default. 4) The opposing team captain or co-captain is not obligated to reschedule.

**EJECTION:** Unsportsmanlike conduct (foul language, unnecessary roughness, arguing with officials, abuse of equipment, etc.) of any kind will not be tolerated. If a player is removed from a game for behavioral reasons the player will be suspended from all Intramural play pending a meeting with the Coordinator of Student Leadership & Recreation. The length of the player’s suspension will be determined at the meeting. An ejection will result in a minimum of one game suspension.

**SPORTSMANSHIP:** Teams will be rated on sportsmanship by the game officials after each game. Ratings are on an 1, 2, 3 scale.
   1. One or less warnings from officials. Good attitude towards officials and opponents.
   2. Two or more warnings from officials.
   3. Malicious play or undignified defiance towards officials or opponents. Foul language. Excessive arguing with officials or opponents.

**TOURNAMENT PLAY:** Inclusion in tournament play will be based on overall team record as the primary criteria. Teams with identical records will have their overall sportsmanship during the course of season play taken into account as the tiebreaker. If a tie remains after sportsmanship is taken into account head-to-head will be the next determining factor.

**TEAM CAPTAIN INFORMATION:** It is required for teams to be at all games 15 minutes prior to each game. Game time is forfeit time! It is the captain’s responsibility to make sure each team member’s ID is turned in prior to game time. Captains will not be allowed to add names to the sign in sheet after the game has started. Only the team captain is to represent the team at all discussions with the game officials; teams not conforming to this rule will be given a warning on their first offense. A team technical foul will be given for all subsequent offenses.

**CAMPUS RECREATION STAFF:** Officiating will be done by officials who are in absolute control of the game. The official has the power to make decisions on any matters or questions not specifically covered in the rules.

**ID POLICY:** All intramural participants are required to turn in their current Belhaven ID card prior to game time. IDs should be given to the official scorekeeper. Anyone who has not turned in their ID before game time will not be allowed to play under any circumstances.

**DISCIPLINE:** The campus recreation staff reserves the right to take the necessary disciplinary measures in a situation concerning an intramural participant, coach, or spectator displaying conduct unbecoming of an intramural competitor or the intramural program.

**PROFANITY:** Any use of profane or vulgar language during an Intramural contest will not be tolerated. Participants using such unsportsmanlike language will be removed from the remainder of the contest. This includes language used in the active field of play as well as the designated bench area. Any and all Campus Recreation staff members will monitor and have the authority to disqualify a player for such behavior.

**PLAYER’S ATTIRE:** Tennis shoes and athletic attire must be worn by all intramural participants. Street clothes, wristbands, watches, headwear and jewelry are all prohibited.