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Participation Eligibility Policy

Responsibility for Eligibility - The Campus Recreation Staff does not assume responsibility for checking on the eligibility of participants, but any cases called to its attention are dealt with according to the rules. Team captains are responsible for checking the eligibility of their own players and should check that of their opponents.

Exceptions to Competition - All matriculating students may compete in the Intramural programs at the University except in the following cases:

a) Members of varsity intercollegiate teams may not compete in a corresponding sport under the Intramural program: i.e., a basketball member cannot play Intramural basketball. The active varsity intercollegiate roster after the final cut, or at the time of the first regular season competition in a sport, is used to determine intramural eligibility for that academic year. In short, varsity team members may not participate in aligned intramural sports during the same academic year in which they were a team member.

b) Intramural teams may consist of no more than two sport club players of that sport or similar sport (i.e. ice hockey and floor hockey).

c) Any person who has been declared a professional in any sport shall be ineligible for intramural competition in that sport only.

d) Players may be added to a team's roster at any point throughout the season, if said player(s) have not participated for another team within the same league (Men’s, Women’s, or Co-Rec). Participants may be added by playing in a game with a team or being added to the roster online.

e) An individual may represent only one team in any given sport league (Men’s, Women’s, & Co-Rec). After signing into a contest, a player may not transfer to another team during that sport season. The first team that a player signs in with in any given sport is the only team on which they are eligible to play. Any other team found with this individual on their roster will forfeit all games in which this individual was involved, and the player will be suspended for one game and be reassigned to his / her original team.

EXCEPTION I: If a team disbands, its members are then eligible to join another team providing the disbanding team has not competed in a single game. Forfeited games count as participation for the winner and no participation for the loser.

EXCEPTION II: A player may participate on their gender-specific team in a sport and one co-rec team in that same sport.
Gender Policy

UNH Intramurals encourages individuals to participate in accordance with their own expressed gender identity. When signing up to play intramurals via IMLeagues, students will be asked to self-identify their gender. UNH intramurals recognizes that the options available for students to select on IMLeagues may not be reflective of everyone’s gender identity. For the purposes of ensuring safe and fair play for all participants in single gender sports, we ask students to choose from the options provided and contact the Coordinator of Intramural Sports with any concerns regarding their participation. Once an individual has registered under a specific gender, they will be registered as that gender for the duration of that sport season. For Co-Rec sports, students who do not wish to identify as either male or female may participate without identifying as such. Students who do not wish to identify as male or female are encouraged to contact the Intramural Coordinator about registering as their chosen gender identity.

ID Policy

Every participant must present their valid UNH ID to the Campus Recreation staff before being allowed to participate. If a participant does not have their UNH ID on them, they will NOT be allowed to play. NO exceptions to this rule. You MUST bring your UNH ID to every game.

Equipment/Apparel/Jewelry Policy

Proper athletic attire must be worn for each activity. Religious medallions and medical identifications may be worn with prior approval from the Coordinator of Intramurals (j.brian.moore@unh.edu) and must be secured/taped down. Additional apparel may be unapproved based on the specific sport/activity. More information can be found in sport specific rule packets.

Unapproved Apparel

- Street/dress clothes (i.e. jeans or dress shoes)
- Bare feet, sandals, work-boots, or five-finger shoes
- Metal cleats and screw-ins of any kind
- Jewelry of any kind (rings, earrings, bracelets, Fitbits, etc.)
  - Taping of jewelry is not permitted.

Jersey Policy

Teams are encouraged to wear their own color-matching jerseys with visible numbers on the back. No taped-on or pinned-on numbers are permitted. Pinnies will be available at the game sites for teams that need them. To use a pinnie, each player receiving a pinnie must sign one out with the scorekeeper before the game. A t-shirt with full sleeves (short or long) must be worn underneath the pinnie issued by UNH Campus Recreation.
Forfeit Policy

If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the waiting team leading by the mercy rule. If the opposing team is not ready to play 10 minutes after the scheduled game time, the intramural staff will declare a forfeit win for the waiting team.
   a. If both teams are incomplete at game time and/or arrive late but are completed and/or arrive before the 10-minute grace period expires, the game shall commence with whatever game time is left and a starting score of 0-0.

If a team forfeits a game and wishes to remain in the league, the captain must complete the online re-entry form that is e-mailed by the intramural staff no later than 12:00pm the day after receiving the email. If the captain does not complete the re-entry form, the team will be removed from the league. All players who signed in for the team prior to the forfeited game will no longer be eligible to continue participating in that sport for the remainder of the season.

Scheduling & Roster Policy

Team captains will have the ability to request preferred game times and playing dates for available leagues. Since captains are required to input their team’s availability, game rescheduling is highly limited. Teams may not postpone or cancel games by agreement. The Intramural Office reserves the right to reschedule games when necessary. All changes will be posted on the IMLeagues site.

To be scheduled and entered in to the league, in addition to captains passing the rules and policy quiz, each team must have the minimum number of players required to start a game for that specific sport on their IMLeagues roster prior to 12pm the day after registration ends.

Free Agents: Players looking to join a team may add themselves to the IMLeagues free agents list. Once on IMLeagues, participants will also be able to view teams that are looking for players. Step by step instructions for signing up as a free agent as well as joining a team can be found in the Registration Information on the UNH Campus Recreation website.

Team Name Policy

The Intramural Sports Program reserves the right to change any team name that is deemed inappropriate or offensive to participants.
**Alcohol and Drug Policy**

The possession and/or consumption of alcohol, vaping, and illegal drugs is prohibited at any intramural activity. Any individual suspected of being under the influence of alcohol or illicit drugs will be asked to leave the facility complex. Each team is responsible for enforcing this policy among team members and spectators. Violators are subject to disciplinary action in accordance with university policy.

**Protest Policy**

Teams or individuals may file a protest concerning the misapplication of rules and/or policies as well as individual/team eligibility. Matters involving an official’s judgment are not a basis for protest.

The captain of a protesting team is required to make the protest to the officials in charge of the contest at the time the question is raised. Once play has resumed, a protest will not be valid. The officials are responsible for notifying the Intramural Supervisor, who will note the game situation so that the contest may be replayed from that point, in the event the protest is upheld.

After the protest is reviewed, the Coordinator of Intramurals will rule on the protest. The decision will be final.
Sportsmanship Policy

Following each contest in most team sports, the game officials, intramural supervisor(s) and scorekeeper will rate each team on their sportsmanship with either an “acceptable” or “unacceptable” rating. Teams receiving their 2nd unacceptable rating in the same season, will be removed from the league or playoffs. Depending on the severity of the incident, a team may be removed from the league and/or face additional sanctions for only one unacceptable rating. Specific criteria for what will constitute acceptable and unacceptable ratings can be found in the rule packet for each sport.

Teams will not receive a rating for a game that is forfeited. Exception: game(s) played, then forfeited due to player(s) eligibility. Ratings will be cumulative based only on the number of games played.

Good sportsmanship is required of all participants. Players and spectators are always to conduct themselves properly. UNH Campus Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. The team captains are expected to assist the department staff in maintaining good sportsmanship.

Any player or fan who must be ejected from a game or playing area for conduct of an unsportsmanlike nature is automatically ineligible from further competition and will be suspended from intramurals. Notification of disciplinary action will be sent to the individual and other University departments as needed (i.e. Student Conduct and/or UNH PD).

All ejected players must leave the playing area/facility. If the player refuses to leave within five minutes, the game may be forfeited.

The decision of an official or intramural staff member to eject a player or spectator for any unsportsmanlike conduct (be it verbal or physical) will be firmly upheld by UNH Campus Recreation. Protests of this type will not be accepted.
Tie Breaking Procedures

1. Intramural points earned for the sport. When computing points for win/loss record, the following system will be used:
   - Win = 3 points
   - Tie = 1 point
   - Loss = 0 points
   - Forfeit = -1 point

2. Head to head
3. Sportsmanship
4. Total point differential for all games
5. Coin flip

Contact Information

Intramural Staff Office:

Please direct all questions and inquiries to: unh.intramurals@gmail.com

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