**Recreational Services Professional Staff**

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**Intramural Sports**  
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**Signing Up For Intramural Sports**

- Prior to creating a team on IM Leagues, captains will be required to take a mandatory captains quiz containing general policies and individual sport rules.

- Team captains should sign up on imleagues.com. Instructions for IM Leagues can be found at Customer Service.

- A computer is available at the Rec Center Customer Service Desk for creating a team, signing up on a team, or registering as a free agent.

- Before a team is scheduled for their designated Intramural Sport, the minimum required player amount must be registered on IMLeagues.

- Online registration must be submitted by 5p.m. on the designated deadline date.

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**Eligibility and Participation**

The following eligibility requirements apply to all divisions of play:

- All participants must be current students, faculty, or staff of Ashland University.

- Participants must show their Ashland University ID during check-in before every competition.

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**Penalty**

Players found to have played for two teams will become ineligible for the remainder of the season or tournament. It should also be noted that the team captain should pre-determine the eligibility of his/her players at all times during the season.

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**Exception**

- A player may play in a co-rec league in conjunction with a men’s or women’s league.

- After playing in a team's first game, a player may not transfer to another team. If a player is on a roster and has not played, he or she can shift to another team.

- All participants must sign the official score sheet before they are eligible to play. Participation in an event without being on the roster will result in forfeiture of the game.

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**League Sport Rosters**

Rosters for league sports are frozen after a team’s first league game. To be eligible for playoffs, a player must play in at least one league game and be signed in on IMLeagues.

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**Tournament Rosters**

For tournament play all players must have signed the score sheet or been added to IMLeagues before the end of their team’s first game to be eligible to play throughout the tournament. No one can be added to a roster after the completion of the first game.

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**Professional**

A person who has received professional playing status in a particular sport may not compete in that sport or related sports at the Intramural level for five years.

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**Varsity Athletics**

Varsity athletes are not eligible to participate in the corresponding intramural sport during the academic year in which they competed on the varsity team. Any person who is red-shirted and/or withdraws from a varsity team during the current academic year is still considered a “varsity athlete” for the purpose of the rule.

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**Intramural And Corresponding Varsity Sport**

<table>
<thead>
<tr>
<th>Intramural Sport</th>
<th>Varsity Sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Holiday Basketball, Basketball</td>
<td>Basketball</td>
</tr>
<tr>
<td>Basketball, 3pt Contest</td>
<td></td>
</tr>
<tr>
<td>Flag Football, Football Punt/Pass</td>
<td>Football</td>
</tr>
<tr>
<td>Sand Volleyball, Volleyball, Late Night Volleyball, SpringFest Sand Volleyball</td>
<td>Volleyball</td>
</tr>
<tr>
<td>Golf Scramble</td>
<td>Golf</td>
</tr>
<tr>
<td>Softball</td>
<td>Baseball, Softball</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>Soccer</td>
</tr>
</tbody>
</table>

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**Sport Clubs**

Clubs can only have a certain number of club players on intramural team rosters. See table below:

<table>
<thead>
<tr>
<th>Sport</th>
<th>Number of Club Players</th>
</tr>
</thead>
<tbody>
<tr>
<td>Indoor Soccer</td>
<td>3 club soccer players total</td>
</tr>
<tr>
<td>Basketball</td>
<td>3 club basketball players total</td>
</tr>
<tr>
<td>Volleyball</td>
<td>3 club volleyball players total</td>
</tr>
<tr>
<td>Sand Volleyball</td>
<td>2 club volleyball players total</td>
</tr>
</tbody>
</table>
A sport club member is anyone who has participated in a sport club during the current academic year. A person who withdrew from a club during the academic year is still considered as a “sport club member” for the purpose of this rule.

**Penalty**
Teams with ineligible participant(s) shall forfeit any points received for events and forfeit any games in which those participants played or were listed on the score sheet. The Assistant Director of Programs may impose further penalties if warranted by the seriousness of the offense.

**Health and Safety**
Health and safety of all Intramural participants are of the highest priority and therefore may take precedence over normal rules, regulations, and procedures. It may become necessary for Recreational Services to close facilities, modify rules, or even declare forfeits or cancel games. Such drastic measures would occur when the well-being of one or more players is at stake and the continuation of the game would further endanger the participants.

Students should secure the health and accident policy offered through the university on a nine-month or twelve-month basis or be sure they have adequate individual health and accident insurance. The department of Recreational Services does not provide individual insurance coverage.

**Participants play at their own risk.** The Department of Recreational Services, the University, nor the agents thereof will assume responsibility for injuries or damage to personal property resulting from participation in Intramural Sports.

**Lightning**
If lightning is observed before or during outdoor competition, all games that day will be suspended by the Intramural Sports Supervisor.

**Blood Born Pathogens**
If a player(s) is found to be bleeding, they must leave the game immediately. Substitutions may occur at this time or the official may take a timeout. The player may not re-enter the game until all bleeding stops and all injuries are properly cleaned and bandaged. All blood-soiled clothing must be removed before a player may re-enter the game.

**Concussions**
Any intramural participant who exhibits signs, symptoms, or behaviors consistent with a concussion will be immediately removed from play and evaluated by the Intramural Sports Supervisor. The intramural participant may not return to play in any Intramural Sports or Sport Club activities for the remainder of the day.

All emergencies where EMS is called due to a participant acquiring a head related injury, that intramural participant may not return to participate in an Intramural Sports event without written consent from medical personnel specifying return to participation guidelines. Participants may seek examinations at the Student Health Center.

**Alcohol and Tobacco**
- Alcohol and all forms of tobacco are not allowed on, or in, any university recreation facilities, including all Intramural playing fields or off-site facilities. If alcohol or tobacco are found, it will be disposed of immediately and appropriate action will be taken.
- Participants who bring alcohol or tobacco, or play under the influence, may be subject to penalties at the discretion of the Assistant Director of Programs. Such violations may also be subject to a judicial sanction under the terms of the University Student Conduct policies.

**Equipment**
- Intramural equipment may be checked out by students, faculty, and staff for intramural play with the IM Supervisor on duty at the field or court where the event is being held. Participants must have their Ashland University ID to check out equipment. Those using Intramural equipment will be held accountable for any damage not considered to be normal wear and tear.
- The participant that checked out the equipment will be charged if equipment is damaged or lost.
- Participants and teams are required to wear proper athletic apparel and footwear during Intramural Sports.
- No jewelry may be worn.
- All participants must wear shirts.
- Tennis shoes or basketball shoes must be worn on University tennis courts, racquetball courts, and Recreation Center courts.
- Rubber cleated shoes are acceptable for outdoor football, ultimate frisbee, and softball. No metal spikes of any kind are permitted.
- No cloth headwear with knots or hats with brims will be permitted (Hats with brims may be permitted during softball, golf, table tennis, badminton, and tennis).
During flag football, jerseys and flag belts will be available at the Intramural Field.

During softball, a limited number of balls, bats, and gloves are available at the Intramural Field.

Personal athletic equipment may be used for Intramural and Special Event play as long as it conforms to Intramural and Special Event rules. Judgments on such equipment by officials and/or supervisors shall be binding until a final ruling by the Assistant Director of Programs can be made.

Penalty
A player wearing illegal equipment will not be allowed to compete.

Abuse of equipment is cause for ejection from a game, as well as further disciplinary action.

Sportsmanship
Sportsmanship in every game is an essential component of the Intramural philosophy. Sportsmanship includes actions toward opponents, intramural staff, and spectators. Students participating on a team should choose their teammates carefully to avoid a team penalization.

Team captains are responsible for the conduct of team members and should maintain control of any associated personnel, including fans, during all games. Only captains may speak to officials.

Sportsmanship Ratings
Sportsmanship ratings are given to teams/individuals after each contest by Intramural Supervisors/Officials. These ratings reflect behavior before, during, and after each contest.

Teams receiving a "C" (2.0) rating or below will be contacted by the Assistant Director of Programs.

Any team or individual earning less than a "B" (3.0) rating for more than one game may qualify for disqualification. Final judgments for disqualifications are at the discretion of the Assistant Director of Programs.

In order for a team to be invited for post-season play, a team or individual must have a "B" (3.0) average rating during regular season play. Sportsmanship ratings will be based on the following criteria:

"A": Excellent Sportsmanship = 4 points
Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each others’ efforts. At no time was this team disrespectful towards participants or officials.

"B": Good Sportsmanship = 3 points
Team members and spectators are respectful of opponents and officials except for minor incidents which may or may not merit a warning from the game officials or supervisor. The captain is also mostly in control of his/her teammates. Teams committing at least one unsportsmanlike conduct penalty will receive no higher than a "B" rating.*

"C": Below Average Sportsmanship = 2 points
Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act or committing multiple unsportsmanlike conduct penalties will receive no higher than a "C" rating.*

"D": Poor Sportsmanship = 1 point
Teams constantly comment to officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis.

Teams which receive a second poor rating ("D") in the same sport or activity are subject to immediate dismissal from league or tournament play.

"F": Unacceptable Sportsmanship = 0 points
The following actions can result in an "F" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after the contest.

Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.

Team has multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Team fails to cooperate/comply with intramural sports administrative staff/University officials while performing their duties; falsely represents or withholds any requested information.

Teams receiving any unacceptable ("F") sportsmanship rating are subject to immediate dismissal from league or tournament play. Further discipline or team/participant suspension may be assigned at the discretion of the Assistant Director of Programs.

*Administrative penalties do not count towards a team’s overall sportsmanship rating.
Ejections

• Intramural officials, supervisors, and administrators may warn, penalize, or eject players or teams for poor sportsmanship. Such actions shall be binding for the duration of that contest.

• Players or teams ejected for unsportsmanlike conduct will receive a one-game automatic suspension from the following contest. The player or team must then confer with the Assistant Director of Programs prior to being allowed to participate. It is the responsibility of the player to meet with the Assistant Director at the Assistant Director’s convenience. The Assistant Director may also choose to impose additional penalties at that time.

• Any participant or spectator who repeatedly exhibits poor attitude and lack of sportsmanship will lose their right to participate or spectate during any intramural programming.

• Any person involved in a fight will be penalized the minimum of one semester up to one calendar year from all Recreational Services events. That person will also meet with the Assistant Director of Programs to discuss if any other action will be taken.

Playoff Seeding and Format

• Teams playing in league structured events will earn the following points:

Win = 3 points
Win by forfeit= 2 points
Tie= 1 point
Loss/Forfeit= 0 points

• Tiebreaker Order
  1. Total Points Standing
  2. Head-to-Head
  3. Sportsmanship Rating
  4. Point Differential
  5. Coin Toss

• Playoff matchups will be finalized during each end-of-season playoff meeting. Captains or a team representative must be present.

Forfeits/Defaults

• A forfeit is declared when a team or individual fails to appear or is not prepared to begin play at the end of the grace period for that sport.

• A double forfeit is declared when both teams or individuals fail to appear or are not prepared to begin play at the end of the grace period. Check individual rules for each sport to determine grace period rules. In case of a Double forfeit during a tournament, the team with the most players present will win.

• A team with the minimum amount of players present at the end of the grace period may opt to play or accept the forfeit.

  - If they play, other team members may participate upon arrival and play will dictate the final outcome of the game.

  - If they accept the forfeit, they lose the right to play even if other team members arrive.

• Any team forfeiting will receive a "C" (2.0) sportsmanship rating for that game and the winning team will earn two points toward team standings.

  - There are no team fees associated with Intramural participation. A forfeit fee will apply in league play only. If a team forfeits once, a $10 forfeit fee is applied. The second time a team forfeits, they are dropped from the league. Prior to creating a team on IM Leagues captains will be required to take a mandatory captains quiz containing general policies and individual sport questions indicating that they are aware of the intramural forfeit policy and as the spokesperson for the team, they are responsible for submitting the $10 to the Recreational Services office. Forfeit fees are not charged for tournaments and one day events.

  • All forfeit fees will be added to the intramural sports general fund for operational and equipment use.

  • A default is when a team or individual notifies the Recreational Services Department of a schedule conflict where they cannot play a scheduled game. Teams or individuals must notify the department by 3 p.m. on the day of the scheduled game. In the case of weekend games, teams must notify the department by 3 p.m. on Friday. Forfeit fees are not charged to teams or individuals in the case of recognized defaults.

  • In the case of defaults, the following scores will be used to determine point differential.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Default Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flag Football</td>
<td>10 to 0</td>
</tr>
<tr>
<td>Indoor/Outdoor Ultimate Frisbee</td>
<td>4 to 0</td>
</tr>
<tr>
<td>Volleyball</td>
<td>2 to 0</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>3 to 0</td>
</tr>
<tr>
<td>Basketball</td>
<td>13 to 0</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>3 to 0</td>
</tr>
<tr>
<td>Softball</td>
<td>6 to 0</td>
</tr>
</tbody>
</table>

  • Any team that defaults will receive a "B" (3.0) sportsmanship rating for that game and the winning team will earn two points toward team standings.

  • A team or individual that defaults twice in an individual sport will be dropped from the league or tournament.
Protests
A protest will be disallowed if it fails to conform to any of the following specifications.

• Protests can be made on eligibility of players and rule interpretations only, never on judgment calls.

• Only team captains may file a protest.

• Rule and procedure protests must be filed at the time of the incident, and before play resumes. This means prior to the next pitch, snap, serve, or other action. Protests will not be accepted after any subsequent action.

• The on-site supervisors will first handle the protest. If the supervisor cannot handle the protest, a written protest must be filed.

• For a rule protest, the situation must be immediately documented in writing by the on-site supervisor such that the game can be resumed from the exact point if the protest is held. This includes ball possession, time remaining, direction of play, the count, runners on base, etc.

• Both captains and officials must then sign the protest.

• All protests will be given to the Assistant Director of Programs for a ruling.

• Eligibility protests must be filed in Rec Services office no later than 24 hours beyond the completion of the game in question, or before the next scheduled game if it is less than 24 hours.

• A team that recognizes an ineligible player should call him or her to the official’s attention before play begins.

• If the protesting team wins, the protest is negated. If the protesting team loses, the protesting captain shall inform the field supervisor if he or she wishes to pursue the protest. The supervisor will then present the protest to the Assistant Director of Programs.

NOTE: Failure to consult with the field supervisor after the game could result in a denial of the protest.

Appeals
• An appeal process may only be utilized by teams or individuals when protesting or receiving disciplinary suspensions.

• Teams or individuals that wish to initiate an appeal must notify the Assistant Director of Programs, they then will present their appeal to the Director of Recreational Services

Awards
• An All-Sports Trophy and T-shirts will be awarded to the team with the most accumulated all-sport points at the end of the year.

• Intramural Championship T-shirts are awarded to all champions in intramural sporting events.

• The following table represents the breakdown of the amount of t-shirts awarded for team sport championships:

<table>
<thead>
<tr>
<th>Sport</th>
<th>T-shirts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball</td>
<td>8</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>7</td>
</tr>
<tr>
<td>Football</td>
<td>9</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>8</td>
</tr>
<tr>
<td>Outdoor Frisbee</td>
<td>10</td>
</tr>
<tr>
<td>Softball</td>
<td>12</td>
</tr>
<tr>
<td>Volleyball</td>
<td>8</td>
</tr>
<tr>
<td>Sand Volleyball</td>
<td>6</td>
</tr>
<tr>
<td>Midnight Dodgeball</td>
<td>9</td>
</tr>
<tr>
<td>3v3 Basketball</td>
<td>5</td>
</tr>
<tr>
<td>Indoor Ultimate Frisbee</td>
<td>6</td>
</tr>
</tbody>
</table>

Responsibilities of the Team Captain
Captains are responsible for team and player conduct before, during, and after games which directly affects team sportsmanship ratings.

• Enter his or her team in the proper sport before the closing date; be aware of deadlines set by the Department of Recreational Services.

• Attend the captains meeting prior to the start of the event.

• Notify team members of scheduled games, date, location, and time. In case of bad weather, captains will be notified of cancellations which they must then inform their teams of schedule changes.

• See that all team members meet eligibility requirements.

• Be familiar with intramural sports policies and rules. Communicate all policies and rules to team members.

• All captains must sign the score sheet after each Intramural contest.

• See that those individuals representing his/her team play according to the rules of the game and conduct themselves in a sportsmanlike manner.

• Act as a sole team representative in discussions with intramural sports staff and in filing protests.

• Act as sole team representative in receiving information from the Recreational Services office concerning captain’s meetings, playoff meetings, rule changes, tournament brackets, and schedules.
• See Assistant Director, Programs for questions/concerns.

Team Sports
• Complete Captain’s Agreement form prior to receiving team schedule (Captains not completing Captain’s Agreement form prior to first game will result in the team not participating until the form is completed).

Rainouts/Snow Days
• Cancellations due to weather are only rescheduled during tournaments or playoffs.

• Rulings concerning cancellations will be made no later than 2:00p.m. on the day of the event. If no notification is given, games are as scheduled until otherwise noted.
**All-Sports Championship Points, Rules, and Events**

All teams competing for the title of All-Sports Champion must declare they are doing so by the registration deadline. They can officially register by visiting Customer Service in the Rec Center.

Teams must indicate on info sheet to earn points towards an All-Sports Champion competitor.

### Championship & Runner-Up Points

<table>
<thead>
<tr>
<th>Fall</th>
<th>1st</th>
<th>2nd</th>
</tr>
</thead>
<tbody>
<tr>
<td>Whiffle ball*</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>Flag Football^</td>
<td>100</td>
<td>50</td>
</tr>
<tr>
<td>Outdoor Ultimate Frisbee^</td>
<td>100</td>
<td>50</td>
</tr>
<tr>
<td>Sand Volleyball*</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>Volleyball^</td>
<td>100</td>
<td>50</td>
</tr>
<tr>
<td>Floor Hockey^</td>
<td>100</td>
<td>50</td>
</tr>
<tr>
<td>Punt/Pass</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Table Tennis</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Holiday Basketball*</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>Late Night Volleyball*</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>Homecoming Madden*</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Tennis</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>Texas Hold’em</td>
<td>50</td>
<td>25</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spring</th>
<th>1st</th>
<th>2nd</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basketball^</td>
<td>100</td>
<td>50</td>
</tr>
<tr>
<td>Indoor Ultimate Frisbee^</td>
<td>100</td>
<td>50</td>
</tr>
<tr>
<td>Racquetball</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>3pt Contest</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Indoor Soccer^</td>
<td>100</td>
<td>50</td>
</tr>
<tr>
<td>Softball*</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>Doubles Badminton</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Golf Scramble</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>SpringFest Sand Volleyball*</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>Billiards</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Dodge ball Tournament*</td>
<td>80</td>
<td>40</td>
</tr>
<tr>
<td>NCAA Bracket Challenge</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Card Night Euchre</td>
<td>50</td>
<td>25</td>
</tr>
<tr>
<td>Global Sports Challenge</td>
<td>80</td>
<td>40</td>
</tr>
</tbody>
</table>

^Team League
*Team Tournament

### Team Tournament Participation Points

First Team Entered:
- A-B Average, No Forfeits = 75 points
- C Average, No Forfeits = 60 points
- D-F Average, No Forfeits = 0 points
- Forfeit, At Least One Match Played = 0 points
- Forfeit, No Matches Played = -10 points
- Team Disqualified = -20 points

Each Additional Team Entered:
- A-B average, No Forfeits = 15 points
- C average, No Forfeits = 10 points
- D-F average, No Forfeits = 0 points
- Forfeit, At Least One Match Played = 0
- Forfeit, No Matches Played = -10 points
- Team Disqualified = -20 points

*One forfeit/default will result in elimination from that respective competition.

### Singles/Doubles Participation Points

First Entry:
- No Forfeits = 50 points
- Forfeit, At Least One Match Played = 0 points
- Forfeit, No Matches Played = -10 points
- Entrant Disqualified = -20 points

Each Additional Entry:
- No Forfeits = 10 points
- Forfeit, At Least One Match Played = 0 points
- Forfeit, No Matches Played = -10 points
- Entrant Disqualified = -20 points

*One forfeit will result in elimination from that respective competition.

Anyone interested in having team shirts made should contact MVD Sports to take advantage of the AU Rec Sports Discount!

**Stay Active, Live Well.**