Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

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General Intramural Sports Policies and Procedures

Signing-In and Rosters
1. All players must present a valid I-Card in addition to their Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the first team they sign in for.
3. A participant can only play on 1 Co-Rec team and 1 single gender team (i.e. Men’s or Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn’t have their I-Card and their Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

Forfeits and Defaults
1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
   a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
   b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.
c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.

3. The team captain of a team that has forfeited will be assessed a $5 forfeit fee. Additionally the team will be ineligible for playoffs.

4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.

5. A team that has one less than the minimum number of players required to start the contest will receive a default.

**Sportsmanship**

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.

2. Sportsmanship ratings are given to teams after each contest by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team’s overall sportsmanship. The decision will be final and ratings will exist on the following scale:

   4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.

   3. Team shows good-to-average sportsmanship, or one (1) unsportsmanlike conduct penalty is assessed.

   2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.

   1. The intramural contest has been terminated due to three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.

   0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:

      - Fighting or abusive, violent behavior.
      - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
      - Spectator or player clearly gestures or shouts obscenities.
      - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

**Playoffs**

1. To advance to playoffs during a season, a team must be one of the top 2 in their division.

2. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
3. Captain must have completed the online Captain’s Quiz prior to the end of regular season to advance to playoffs.
4. Teams must have NO regular season forfeits to advance to playoffs.
5. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests
1. A team captain may protest player eligibility and rule interpretation, but not the judgement of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the next live ball.
3. A player’s eligibility must be protested prior to the end of the contest. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather
1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
   a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
   a. A game shall be considered “official” and the result final if after the conclusion of the first half of the game, the contest is canceled due to inclement weather.
   b. If the first half of the game is complete, but the contest is tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season.
   c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment
1. All players are required to bring a valid I-Card and show their Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.
   a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of
Competitive Sports and Community Programs. If approved, these pieces will still need to be covered during play. To learn more about this process, please reference our Intramural Activities Handbook.

3. All players must wear athletic apparel (shorts, sweat pants, t-shirts, etc.) with no exposed metal. Baseball style hats, bandannas, or any other headwear with knots or dangerous materials is not allowed.
   a. Casts or splints are not permitted. Any knee brace with exposed metal or metal hinges is required to be covered.
   b. Players are allowed to wear gloves if they desire.
   c. Sunglasses are not permitted.
   d. If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Supervisor clears them to play.

4. Participants will receive two intramural jerseys as part of the membership fee upon registering for Intramurals.
   a. Each participant will receive a navy blue and orange numbered jersey at no additional cost each semester they register for an intramural sport.
      i. A team can choose to wear their own uniform jerseys with printed numbers (not taped or drawn).
   b. The home team will wear orange while the away team will wear navy blue, but participants are encouraged to bring both jerseys to their scheduled games.
   c. Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest.
   d. Intramural Staff on duty will have the final say whether a team has acceptable jerseys to begin a contest.

5. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
   a. No boots, sandals, or cleats will be allowed.

6. All equipment is subject to the approval of the intramural staff on duty.

GENERAL INFORMATION
a) All Intramural Canoe Battleship games are played at the South End of the ARC Outdoor Pool.
b) All participants must have their University of Illinois Student Identification Card (I-card) with them at all times – NO EXCEPTIONS
   c) Each team is required to have four people in the canoe. No more, no less. Any less than four players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.
   d) Each team shall designate to the Referee the team captain or captains for the contest. The captain is required to sign the scorecard at the end of each game. The team captain is responsible for all information and policies contained in the Intramural Canoe Battleship Rules and Intramural Handbook.
   e) All players must follow Campus Recreation’s swimming pool policies found at the following link.
      i) http://www.campusrec.illinois.edu/membership/policies/policies_pool.html.

No Show Procedure for 10 minute wait period
a) If a team is not present and ready to play by the scheduled game time (in proper swim attire and minimum number of players in the pool area) the opposing team will be given the choice to take a
forfeit win or grant the team that is not ready a 10 minute wait period to field a legal team. If the 10 minute wait period is granted, the game clock will be started at the scheduled game time.

b) If the team that is not present shows up or achieves a legal lineup within the 10 minute wait period, the game will be started immediately with the following exceptions:
   i) Time that has already run off the game clock will not be replaced.
   ii) The team that originally granted the wait period will automatically start with possession of the ball and an indirect throw from the center of the pool.

c) If the ready team grants a 10 minute wait period, they may not rescind that decision and must wait out the entire 10 minutes.

The Playing Area

a) The playing area of the pool will be laid out according to the diagram below.

Players

a. Each team is required to have 4 people in the canoe.
b. No more, no less. Any less than four players will be considered a forfeit due to an unfair advantage of weight difference in the canoe.

Starting the game
a. Participants will climb into their respective canoes from the edge of the pool while the canoes are in the loading zones of the pool.
b. Intramural Staff will survey all canoes for proper equipment and all make sure all safety requirements are met
c. After canoes have been inspected, they will be spread out evenly throughout the Battle Waters of the pool.
d. The Intramural Supervisor/Official will blow his/her whistle and the battle will begin.

Scoring
a. Scoring will be best 2 out of 3.
b. The team to stay afloat by the end of the match will move on in the tournament.
c. In playoffs the scoring will be single elimination so sink or be sunk.

Timing
a) Teams may engage as soon as the whistle has blown.
b) Each heat will last no longer than 15 minutes or until there is only one boat remaining afloat.
c) 5 minutes will be allotted between heats to remove and reset all canoes.

Restrictions
Teams may not
a) Throw water from inside the canoe out into the pool or in other canoes.
b) Stand on the edge of the canoe or cross beams at any time (players may only stand on the floor of the canoe).

Fouls
a) The team committing the foul must fill up all of their buckets and pour it into their boat as a warning. The next offense will be disqualification.
b) Jump out of the boat at any time during the battle.
c) Physically contact any member or equipment from another team to keep them from attacking or defending.

Penalty
a) Disqualification

Contact Information
If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.