



DALHOUSIE INTRAMURALS POLICY MANUAL

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CONTACT INFORMATION

For general inquires, questions, comments and/or concerns:

Campus Recreation Office	902-494-1959
	intra@dal.ca

For lost & found or facility questions:

Dalplex Customer Experience Centre	902-494-3372
Studley Equipment Centre	902-494-8833
Sexton Memorial Gymnasium	902-494-6053

I. Intramural Purpose

The Campus Recreation Office of Dalhousie University aims to deliver fair, enjoyable, and rewarding recreational opportunities for all eligible members of the Dalhousie community. Intramurals are an integral part of campus life, providing relief from the stress of daily academic commitments, improving health and well-being, and providing an opportunity to make connections with others in the Dalhousie community.

II. Eligibility

II.a. Participation Eligibility

II.a.i. Any Intramural participant must be affiliated with the University as either a full-time student, part-time student, faculty member, staff employee, or Dalplex member. Each participant must have a current Student I. D. or Dalplex membership card (employees, faculty members, and part-time students must hold a Dalplex membership to participate).

The student's name and I. D. number or Dalplex membership number must be provided by each participant on site for identification purposes. A participant may be asked to provide their card at any point by the Intramural Supervisor or Convener to validate their eligibility.

II.a.ii. Players are restricted to participate on only one team in any given division/sport.

II.a.iii. All eligible players must be registered on the official online team roster. Names can be added to the team roster after the start of the league up until the last regular season game or last round robin game of a tournament.

II.a.iv. Current members of university varsity or club teams will not be eligible to participate in the corresponding intramural sport (a varsity basketball player cannot play basketball intramurals but can play a sport other than basketball). For participants who play in one of the leagues mentioned below, participation is limited to the competitive division of that sport:

- Hockey - Professional and Semi-Professional, Junior "A" (Tier I and Tier II), Junior "B" & "C", Senior
- Football - Canadian Junior Football League, Professional
- Basketball - Senior
- Volleyball - Senior, Professional
- Soccer - N.S. Soccer "AAA" League or other provinces' equivalent, Professional
- Softball - Senior, Intermediate, Masters
- Other Sports - participants of a known ranking at a local, regional or national level

II.a.vi. A candidate for a university varsity or club team will be ineligible in the corresponding intramural sport for the time they are in the process of trying out for the team in question. If the candidate is cut from the team, they are eligible.

II.b. Team Eligibility

II.b.i. The transfer of an individual from one team to another during the league season is subject to approval by the Campus Recreation Office.

Participants may transfer from one team to another in the same league and sport only once during the regular season with the expressed permission of the Campus Recreation Coordinator. Applicants must provide a written request stating a valid reason for the transfer (i.e. move from residence to off-campus; move from one faculty to another).

II.b.ii. A participant of a team that has forfeited from league play during the regular season may join another team during the regular season.

II.b.iii. Non-male individuals are eligible to participate in men's leagues and non-female individuals are eligible to participate in women's leagues with the following stipulations:

- Their playing history does not include any high-performance competition in the leagues' sport (deemed by the Campus Recreation Office, see II.a.v.-II.a.vii.);
- No league is offered for the sport in question with their gendered eligibility.

II.b.iv. Hockey Goaltenders registered for a team may substitute for other teams at a higher or equal level.

II.c. Game Eligibility

II.c.i. All players must be on the online roster, according to the Fusion Play app, in order to be eligible to play. All players must sign-in with the convener prior to each game. Players are not permitted to sign-in other players. It is the players' responsibility to have their current Student I. D. or Dalplex membership card with them to prove their identity.

II.c.ii. Any team found to have played with a player that is not on their online roster shall be recorded with a forfeit loss for that game. Suspensions may be given to the team and the ineligible player, based on the discretion of the Campus Recreation Office. Additional follow-up from student services may occur in these situations.

III. Registration Guidelines

III.a. Deadlines

In order to accommodate as many participants as possible, individuals are restricted to participating on one team in each division (see II.a.ii.-II.a.iii.). Due to restricted field/court availability, each league can allow only so many teams. Deadline dates for team registrations must be adhered to, and late entries will not be accepted. Players can be added to the team roster after the start of the league up until the last regular season game or last round robin game of a tournament.

III.b. Team Approval

Teams having met the minimum participant requirement will be approved for league play. Having been approved for league play does not guarantee a team will be included in the schedule. Some leagues and tournaments fill up before the stated deadline. Following the deadline, leagues will be evaluated for scheduling and teams will be included in the following order:

1. Teams having met the minimum participant requirements of the league
2. Order of team submission (league vs. waitlist status)

IV. League Schedule, Games, & Forfeits

IV.a. Schedule Changes

IV.a.i Rescheduling of games WILL NOT be considered unless a legitimate conflict with is evidenced (for example: faculty/residence events, exams, etc.) Notice of conflict must be given to the Campus Recreation Office at least 2 weeks before the scheduled game to be considered for rescheduling.

IV.a.ii. Forfeited games WILL NOT be rescheduled.

IV.a.iii. Postponements that occur due to inclement weather or other factors that make rescheduling necessary shall be the responsibility of the Campus Recreation staff exclusively. On such days that there is a question as to whether a game shall be played, contestants will receive an email and/or text indicating the cancellation no less than 2 hours prior to the game.

IV.a.iv. Games which are postponed due to inclement weather conditions may be recorded as a tie or may be rescheduled depending on the availability of facilities.

IV.a.v. If officials do not show up for the scheduled game, teams can let the game stand as a tie or are encouraged to play by the appropriate rules. Games where officials do not show up will not be rescheduled.

IV.b. Schedule Change Notice

IV.b.i. All advanced schedule changes will be communicated to teams via email no later than 24 hours in advance of the originally scheduled game.

IV.b.ii. Changes to the schedule may not be made less than 24 hours in advance of the originally scheduled game except in extenuating circumstances. For example, inclement weather, facility changes, facility closures, etc.

IV.c. Forfeit Notice & Fees

IV.c.i A non-refundable “forfeit fee” of \$20 is to be paid when a team forfeits. This must be paid within 48 hours of the forfeit in order for the team to remain in the league. The fee is to be paid in person or by calling the Dalplex front desk (902-494-3372).

IV.c.ii. Should a team need to default in advance of a game the team captain or organizer must contact intra@dal.ca 24 hours in advance of the game to concede event. This will count as a default (not a forfeit), and the “forfeit fee” of \$20 will not be charged.

IV.c.iii. A team will be required to forfeit a game if they have less than the minimum number of players required for the game or match as stipulated by the established Intramural rules for that sport at ten minutes following the start time of their game. The game may be played and counted if the opposing team captain agrees to play with the numbers present.

IV.c.iv. If neither team appears with the minimum number of players, then a double forfeit can be avoided with the two teams mutually agreeing to play the game with the number of players present. If the game is played with the consent of the officials, sport convener and/or supervisor then the game will be determined to be a legal game and the score will stand as recorded. If the game is not played, then a double forfeit is recorded for the game.

IV.c.v. Should both teams or contestants show up more than ten minutes late for a scheduled game, and there is still at least half of the scheduled playing time remaining, then at the sanction of the official or sport convener in charge, the game may be played as a shortened regular game, and the final score shall stand.

IV.c.vi. Any team proven to have played a game with an ineligible player will forfeit the game and the ineligible player will be suspended from all leagues within intramurals for the remainder of the season. Additional follow-up from student services may occur in these situations.

IV.c.vii. A contest may be declared forfeited by the official(s) when a team or individual displays flagrant poor sportsmanship or leaves the playing area prior to the completion of the contest.

IV.d. Team Removal

IV.d.i. All teams are given one chance to forfeit without notice.

IV.d.ii. If a team forfeits a second time they must have permission from the Campus Recreation Office to be able to pay the fee & remain in the league.

IV.d.iii. If a team is on the waitlist they will be given priority to obtain the spot in the league if the forfeit fee is not paid within 48 hours of the game.

IV.d.iv. If a team forfeits/defaults three times, they may be removed from the league.

V. Player Code of Conduct

V.a. Participant Standard

V.a.i. All intramural participants will be held to the highest standard of respect before, during and following matches in all facilities for which intramural programming operates.

V.a.ii. Participants will comply with all of Dalhousie's university policies while participating in intramural programming.

V.a.iii. Any person whose conduct before, during or immediately after a game that is considered by the Campus Recreation Office, the Sport Conveners or the Sport Officials to be:

- 1) an infringement of the rules outlined in this policy or Dalhousie's policies;
- 2) threatening and/or disrespectful to players, officials, spectators, and staff;
- 3) aggressive and/or violent to players, officials, spectators, and staff, or;
- 4) intentionally disruptive to play,

will be subject to disciplinary action according to the policies governing misconduct. Cases of gross misconduct will be referred to the Campus Recreation Office and possibly to the University's Disciplinary Board for further decision.

V.b. Minor & Major Penalties

The game officials according to the rules and regulations of the game will invoke minor and major penalties. (Minor and major penalties - minor penalties, major penalties, fouls, violations, etc.)

V.c. Misconduct Penalties

V.c.i. The official(s) shall assess misconduct penalties and determine the appropriate penalty according to game regulations. Their decision will be final.

V.c.ii. Misconduct penalties are:

- Hockey - 10 minute misconduct;
 - In hockey, a substitute is permitted for the penalized player. Any player who is assessed a second misconduct penalty in the same game shall automatically be assessed a Game Misconduct Penalty.
- Basketball - technical foul; bench technical foul; intentional foul;
- Soccer - yellow card;
- Volleyball - yellow card;
- Football - unsportsmanlike penalty, etc.

V.d. Game Misconduct Penalty

V.d.i. The official shall assess game misconduct penalties to any player or team representative warranting such action. The player or team representative shall be ejected from the game and ordered to the dressing room for the remainder of the game. A substitute is allowed to replace the penalized player except in soccer.

V.d.ii. If a game misconduct penalty is assessed in the last 15 minutes of the game, then the player/representative will be automatically assessed a one game suspension in addition to the game misconduct penalty.

V.d.iii. When a game misconduct penalty is assessed an automatic game suspension is levied by the sanction of the Campus Recreation Office. Anyone receiving a game misconduct penalty must meet with a Campus Recreation Office representative to receive:

- 1) Further possible suspension(s) at the discretion of the Supervisor
- 2) Permission to resume play in Intramural activities

Game officials may assess penalties in gravity up to a game misconduct.

V.d.iv. Game Misconduct Penalties are:

- Hockey - game misconduct;
- Basketball - flagrant foul, disqualifying foul;
- Soccer - red card;
- Volleyball - red card;
- Football - unsportsmanlike penalty, dangerous play penalty.

All officials decisions will be final.

V.e. Suspensions

V.e.i. The initiation, duration, and cessation of all suspensions are the decision of the Campus Recreation Office. Games missed by a suspended participant prior to a meeting with the Campus Recreation Office, are not considered suspended games and are not transferable to the suspension term.

V.e.ii. When a person is under a term suspension or an indefinite suspension, they are ineligible to participate in all Intramural activities including employment within the Campus Recreation programs, until such time as the person is interviewed and reinstated by the Campus Recreation Office.

V.e.iii. Game Suspensions

The Campus Recreation Office may assess 1-3 game suspensions after a game misconduct penalty and a resulting match suspension has been given. The number of

games suspended will be based on the following criteria: gross profanity, unsportsmanlike conduct, verbal threats, inciting a fight, repeated misconduct penalties etc.

V.e.iv. Term Suspensions

The Campus Recreation Office may assess a term suspension after a game misconduct and a resulting match suspension has been assessed. The gravity of the misconduct will determine the length of the suspension. A term suspension may be 1-4 months in duration. Criteria pertaining to term suspensions are such things as: two (2) prior 1-3 game suspension offenses, participation in Intramurals while under suspension, unnecessary roughness or life-threatening actions, deliberate intent to injure, being under the influence of alcohol, stimulants, depressants or hallucinogens, and participating under a false or assumed identity, etc.

V.e.v. Indefinite Suspension

The Campus Recreation Office may assess an indefinite suspension after a game misconduct and resulting match suspension has been given. An indefinite suspension is warranted for such reasons as: two (2) term suspension offenses, participation in Intramurals while under term suspension, deliberate injury, or any other gross misconduct which is deemed warranted. Such suspension is expressed by the decision of the Campus Recreation Office.