

Intramural Handbook and General Guidelines

Summary of Intramural Sports

The Intramural Sports Program at Saint Leo is designed to provide the opportunity for students, faculty, and staff to participate in organized recreational competition. We offer structured leagues and tournaments in a variety of different sports and activities during both fall and spring semesters. So if you're looking for a great way to get active and enjoy friendly competition, come out and sign up for an Intramural team.

Intramural General Rules

The following rules apply to all Intramural activities unless otherwise stated:

- All participants must have their Saint Leo student ID or staff ID present on them for games. No person will be permitted to play without one.
- Spectators are permitted but must remain off the field of play during events.
- Jewelry is not to be worn by any participant on the field of play at any time.
- Athletic attire is required for all sports. Some sports have specific rules as to what must be worn.
- No pets!

Intramural Eligibility Requirements

All participants must meet the requirements for eligibility in order to be permitted to play in any league or tournament. Participants that are eligible include:

- All full-time and part-time students enrolled in Saint Leo with a valid SLU ID card.
- Faculty and staff of Saint Leo with a valid SLU ID card.

Any student-athletes currently involved in collegiate sports are not permitted to play in the sport which they are involved in. They will be permitted to play in other sports which they are not involved in.

League Eligibility

- Each person is permitted to participate on 1 team per league.
- Each participant must sign a waiver before playing in any league or tournament.
- Players are not permitted to switch teams after the first game.
- Each participant must be registered with their team 24 hours prior to the scheduled game time.

Player Conduct and Responsibilities

Each participant/spectator is expected to abide by Saint Leo University's core values at all times. Any participant who commits any of the following infractions is subject to disciplinary action.

- Any participant that hits, strikes, or makes contact with an intramural employee, player, or spectator will be suspended from play until further review.
- Threatening behavior towards before, during or after any contest will result in a suspension upon further review.
- Any damage to equipment or the facility will result in removal from intramural activities.
- Any negative comments made towards an individual is grounds for ejection from game and possible suspension from league.
- Players are expected to demonstrate good sportsmanship at every event.

It is the responsibility of each participant and captain to know all the rules of the sport in which they are participating. Failure to follow rules and regulations will result in a forfeiture of that game and possible dismissal from league.

Team Captains

Each team entering a league or tournament must have one designated captain. The captain's responsibilities include:

- Attending all captain's meetings
- Submitting team information and team roster.
- Understand all of the eligibility rules and abide by them.
- Understand the rules of the sport in which they are participating in and relay them to their teammates.
- Notifying team members of scheduled game times and any changes to the schedule.
- Only captain may address an official in regards to interpretation of rules respectfully.
- Responsible for their players conduct.

Forfeit Policy

A forfeit is defined as the inability to play a game. This includes, but not limited to: not having enough eligible players; using ineligible players or displaying inappropriate team behavior; not enough eligible players present at scheduled game time (teams will have 5 minutes after scheduled time to field a team consisting of minimum number of legal players to begin play). Teams are not permitted to take players from the opposing team, even if it is mutually agreed upon by both teams.

Forfeited games will not be rescheduled. Following a team's 2nd forfeit, they automatically become ineligible for playoffs.

Registration

Team captains must register their team for each league or tournament through the Campus Recreation webpage. The webpage is located at imleagues.com.

All participants must create an account on imleagues.com in order to be eligible to play. To create an account:

1. Go to www.imleagues.com and click Create account
2. Enter your information using your Saint Leo University email (firstname.lastname@email.saintleo.edu) and submit.
3. You will be sent an activation email upon after following the link your account will be activated.
4. You should automatically be linked to the school. If not, you can search for Saint Leo by clicking on the “schools” tab on the main website.

How to sign-up for an Intramural sport

1. Login to your imleagues.com account.
2. Click on create/join team button at the top right of your user home page.
3. Current leagues and tournaments available will be displayed. Click on the sport in which you want to participate.
4. Choose the league you want to play in (men’s, women’s, co-rec)
5. You can join in one of 3 ways:
 - a. Create a team (for team captains)
 - i. Captains can invite members to their team. Invited members must have an account and accept the invitation to join the team.
 - b. Join a Team
 - i. Accepting a request to join a team
 - ii. Finding the team and captain name and requesting to join
 - c. Join as free agent
 - i. You can list yourself for any division you want
 - ii. You are visible to all members of the site and can request to join any team or post information about yourself for other teams to pick you up.

Policies

Drug and Alcohol Policy

In order to maintain a safe environment for all participants, the participation in intramurals while under the influence is strictly prohibited, regardless of the legality of the consumption. If any participant is suspected to be under the influence of drugs or alcohol by the sports official on duty, that player will be removed from activity. In the event that drugs/alcohol are present at an activity, Campus Security will be notified to take necessary action. Any team or participants with knowledge of noncompliant behavior regarding the drug and alcohol policy should report this activity to the assistant director of athletics.

Blood policy

There is a risk for blood borne infectious diseases to be transmitted from on player’s wounds to another. In the event a player is bleeding, has an open wound, or has blood on their clothing, the official will temporarily stop the game if necessary, and the bloody player must leave the game. The player involved shall not return to the game until the bleeding has stopped, the wound is covered, and the bloody clothing is changed or removed.