ASI INTRAMURAL SPORTS

HANDBOOK

asi CAL POLY

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CONTACT INFORMATION
ASI INTRAMURAL SPORTS

OFFICE PHONE NUMBER

805-756-7546

GENERAL EMAIL CONTACT

General Email: imsports@calpoly.edu

Student Manager Email: smimsports@calpoly.edu

INDIVIDUAL SPORT EMAIL CONTACT

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Flag Football: imfootball@calpoly.edu

Pickleball: impickleball@calpoly.edu

Soccer/Futsal: imsoccer@calpoly.edu

Softball: imsoftball@calpoly.edu

Volleyball: imvolleyball@calpoly.edu

Tournaments/Misc. Sports: imtournaments@calpoly.edu

ADDRESS

ASI Intramural Sports

Cal Poly Recreation Center

1 Grand Ave., Building 43

San Luis Obispo, CA 93407-0209

ASI MISSION STATEMENT

The mission of Associated Students, Inc. (ASI) is to enhance the quality of student life and to complement the educational mission of Cal Poly through meaningful social, cultural, recreational, and educational programs. We provide valuable experiences through student advocacy, shared governance, student employment, and leadership opportunities.

ASI RECREATIONAL SPORTS STATEMENT OF PURPOSE

ASI Recreational Sports supports ASI's mission through the fulfillment of the Recreational Sports Statement of Purpose to:

- Promote personal wellness through a comprehensive program of recreation by emphasizing individual fitness, structured group activity, team sports, and healthy lifelong leisure pursuits.
- Provide excellent service to participants and staff through programs and procedures that are fun, social, welcoming, inclusive, consistent, ethical, and fair.
- Ensure a safe environment for participants and staff through well-maintained facilities, properly operating equipment, recognized standards, and successful program practices.
- Develop leadership opportunities for participants and student staff in a professional, educational setting through student-directed programs, collective and collaborative decision-making, and personal responsibility.

INTRAMURAL SPORTS MISSION STATEMENT

The ASI Intramural Sports program at Cal Poly strives to provide an inclusive environment for the Cal Poly community to participate in a variety of recreational sports, tournaments, and activities. We are dedicated to developing a culture that promotes healthy living, sportsmanship, positive interaction, and skill development for our participants, officials, and supervisors. We welcome all skill levels to participate in our athletic programs with the hope that they will grow an appreciation for physical activity and healthy competition, while enhancing their experience through ASI.

INTRAMURAL SPORTS STATEMENT OF PURPOSE

ASI Intramural Sports is a program within Recreational Sports. The purpose of the Intramural Sports program is to offer a variety of structured leagues, sports, and tournaments in a safe, recreationally competitive environment. Intramural Sports are open to all Cal Poly students, alumni, faculty, and staff who are current Cal Poly Recreation Center members.

The Intramural Sports program is not supported by state funding or any ASI or University Union student fees. The entry fees charged must cover all staffing and operational costs for each sport. We strive to offer quality programs at low costs for Cal Poly students and community members.

REGISTRATION & PASSES

Intramural Sports operates two Seasons per semester and each season requires its own Player Pass.

Participants must purchase the appropriate Intramural Sports pass before registering for a league, tournament, or one-day event. Passes can be purchased through ASI Access, available on desktop or through the FusionGO mobile app. After purchasing passes, individuals or team use the Fusion Play mobile app to setup accounts and register for sports, leagues, and tournaments.

A Player Pass is required for league registration. A Player Pass or Tournament Pass is required for tournament or one-day event registration.

PASS OPTIONS

PLAYER PASS ($25)

A Player Pass is a one-time purchase that allows participants to play on any numbe of Intramural Sports league teams or tournaments during one Intramural Sports season.

Season 1 and Season 2 each require a separate Player Pass.

TOURNAMENT PASS ($10)

A Tournament Pass is a one-time purchase that allows participants to participate in one Intramural Sports tournament or one-day event during the semester.

HOW TO REGISTER:

- Purchase a Player Pass or Tournament Pass through ASI Access.
- Download the Fusion Play app on an Apple or Google device.
- Create a Fusion Play profile.
- When registration opens, log in to Fusion Play.
- Select the sport, league, tournament, or event you want to join.
- Create a team, join an existing team, or register as a free agent when available.

Registration is completed through Fusion Play and is mobile-only. Participants should download the Fusion Play app before registration opens.

Participants must purchase their pass through ASI Access before registering in Fusion Play.

Participants may register as part of a team or sign up individually as a Free Agent and be placed on a team.

ELIGIBILITY

Participation in ASI Intramural Sports is open to eligible members of the Cal Poly community[DM1.1] who meet all registration, membership, and participation requirements. All participants are responsible for understanding and following Intramural Sports eligibility policies before participating.

ASI Intramural Sports reserves the right to review participant eligibility at any time. Participation may be denied or restricted if a participant does not meet eligibility requirements.

GENERAL PARTICIPATION REQUIREMENTS

To participate in any ASI Intramural Sports activity, each participant must:

- Have a valid Cal Poly Recreation Center membership.
- Purchase the appropriate Player Pass, Tournament Pass, or other required registration pass.
- Be listed on the official team roster before participating.
- Complete all required waivers through ASI Access or Fusion Play.
- Present a valid PolyCard or other approved photo identification when requested by Intramural Sports staff.

Participants who cannot provide proper identification may not participate. Intramural Sports staff may check identification before, during, or after any contest.

ELIGIBLE PARTICIPANT GROUPS

The following groups are eligible to participate in ASI Intramural Sports, provided they meet all membership, pass, roster, and waiver requirements:

- Current Cal Poly students
- Cal Poly faculty and staff
- Cal Poly alumni with current Recreation Center membership
- Household members with current Recreation Center membership

Alumni may be required to show proof of medical insurance before participating.

TEAM CAPTAIN RESPONSIBILITY

Team captains are responsible for ensuring that all team members are eligible before they participate. This includes confirming that each participant is on the official roster, has completed required waivers, has purchased the appropriate pass, and meets all sport-specific eligibility requirements.

A team may be held responsible for the participation of an ineligible player, even if the violation was unintentional.

CLUB SPORT & SPORT-RELATED CLUB ATHLETE ELIGIBILITY

Club sport athletes and members of sport-related clubs or sport-related social clubs may participate in the Intramural Sports version of their club sport, but they must participate in the highest competitive level offered for that sport, when applicable.

A participant who appears on a Cal Poly club sport, sport-related club, or sport-related social club roster at any point during the academic year may be considered a club sport athlete for the remainder of that academic year in that sport or a closely related sport.

Teams may have club sport athletes and members of sport-related clubs on their roster; however, the team may field no more than two club athletes at a time. ASI Intramural Sports reserves the right to determine whether a sport is considered similar or related for eligibility purposes.

CURRENT & FORMER INTERCOLLEGIATE ATHLETE ELIGIBILITY

Current intercollegiate athletes may not participate in the Intramural Sports version of their intercollegiate sport or a closely related sport.

Former intercollegiate athletes may not participate in the Intramural Sports version of their intercollegiate sport or a closely related sport until two academic semesters, not including summer, have passed since they were removed from the active roster.

After the waiting period, former intercollegiate athletes may only participate in the highest competitive level offered for that sport, when applicable.

When participating in sports with five or more players on the field or court, teams may have no more than two former intercollegiate athletes on their roster for that sport or a closely related sport.

When participating in sports with four or fewer players on the field or court, teams may have no more than one former intercollegiate athlete on their roster for that sport or a closely related sport.

ASI Intramural Sports reserves the right to determine whether a sport is considered similar or related for eligibility purposes.

TEAM ROSTERS

The official team roster is maintained through Fusion Play or the designated registration platform. Participants must be listed on the official roster before participating in a contest.

Roster additions may be made during the regular season, but no additions may be made after the team's final regular season game. Participants may only play for one team per league or competitive division in the same sport.

For example, a participant may play on one Open Competitive soccer team and one Co-Rec soccer team, but may not play on two Open Competitive soccer teams.

ELIGIBILITY VIOLATIONS

An eligibility violation may occur when a participant:

- Participates without meeting membership, pass, roster, waiver, or identification requirements.
- Participates on more than one team in the same league or competitive division.
- Participates under another person's name or identity.
- Violates club sport or intercollegiate athlete eligibility policies.
- Participates despite being suspended, restricted, or otherwise ineligible.
- Provides false, incomplete, or misleading eligibility information.
- Eligibility violations may result in one or more of the following actions:
- Game forfeiture or loss for any contest in which the ineligible participant played
- Removal from playoffs
- Suspension of the participant
- Suspension of the team captain
- Team removal from the league
- Loss of future team captain privileges
- Referral to appropriate campus processes

ASI Intramural Sports reserves the right to review eligibility concerns and determine appropriate action based on the nature, timing, and impact of the violation. Staff decisions regarding eligibility and participation are final.

TEAM ROSTERS & WAIVERS

All participants must have a valid Cal Poly Recreation Center membership, purchase the appropriate Player Pass or Tournament Pass, and complete all required waivers through ASI Access or Fusion Play before participating in any ASI Intramural Sports activity.

Participants must be listed on the official team roster before participating in a contest. Team captains are responsible for ensuring that all team members are added to the roster, have completed required waivers, and meet all eligibility requirements before participating.

Roster additions may be made during the regular season. No additions may be made after the team's final regular season game.

Teams that allow an ineligible participant to play, including a participant who is not on the official roster, has not completed required waivers, participates on multiple teams in the same league or competitive division, or violates club sport or intercollegiate athlete eligibility policies, may be subject to game forfeiture, removal from playoffs, team or participant suspension, or other action determined by ASI Intramural Sports.

Please see the Eligibility section of the Intramural Sports Handbook for more information regarding participant eligibility and violations.

MEDICAL COVERAGE

ASI Recreational Sports does not provide medical insurance or medical coverage for individuals participating in Recreational Sports activities. All participants are encouraged to obtain their own medical insurance or verify coverage under an existing parent, guardian, or personal policy before participating.

Students with medical insurance questions are encouraged to contact Campus Health & Wellbeing at 805-756-6181 or wellbeing@calpoly.edu.

Alumni who participate in Intramural Sports may be required to show proof of medical insurance coverage before participating.

LEVELS OF PLAY

ASI Intramural Sports offers a variety of league formats and competitive levels to support participants with different experience levels, goals, and interests. Available divisions may vary by sport, season, registration numbers, facility availability, and program needs.

Participants are encouraged to select the level of play that best matches their experience and desired level of competition. ASI Intramural Sports may adjust divisions, combine leagues, or move teams when needed to support fair and balanced competition.

LEAGUE FORMATS

OPEN LEAGUES

Open leagues are available to all eligible participants. Teams may be made up of participants of any gender, and there are no gender-based participation requirements unless otherwise stated in the sport-specific rules.

CO-REC LEAGUES

Co-Rec leagues are designed to support participation among teams with diverse gender identities. Co-Rec participation requirements may vary by sport and will be outlined in the sport-specific rules.

All participants are welcome to participate in accordance with their gender identity. The goal of Co-Rec leagues is to create an inclusive, fair, and respectful environment for all participants.

COMPETITIVE LEVELS

OPEN REC

Open Rec leagues are designed for participants who want to play in a relaxed, social, and recreational environment. Prior experience in the sport is not required. These leagues are intended for participants who are more focused on fun, participation, and community than highly competitive play.

DIVISION 1 (D1) — HIGHLY COMPETITIVE

Division 1 leagues are designed for participants and teams with significant experience in the sport, including high school, club, travel, or other organized competition. The level of competition in this division is high.

DIVISION 2 (D2) — MODERATELY COMPETITIVE

Division 2 leagues are designed for participants and teams with some experience in the sport who want a competitive environment without the intensity of Division 1. The level of competition in this division is moderate.

DIVISION 3 (D3) — RECREATIONALLY COMPETITIVE

Division 3 leagues are designed for participants and teams with little to no experience in the sport, or those who prefer a lighter competitive environment. These leagues are intended to support skill development, participation, and recreational competition.

REFUNDS

Refund percentages apply to Intramural Sports Player Passes and Tournament Passes only.

- Refund requests submitted by the end of the second week of the season, or by the day before a tournament or one-day event, are eligible for a 100% refund.
- Refund requests submitted after the second week of the season but before the final week of the season are eligible for an 80% refund.
- Refund requests submitted during or after the final week of the season, on or after the day of a tournament or one-day event, or after participation in any Intramural Sports activity are not eligible for a refund.

SPECIAL CIRCUMSTANCES

ASI-INITIATED CANCELLATIONS

If ASI Intramural Sports cancels a league, tournament, or one-day event, participants will receive a full refund.

INJURY OR ILLNESS

Participants who are unable to participate due to injury or illness may be considered for a full refund if:

- They notify ASI Intramural Sports before participating in any Intramural Sports activity; and
- The injury or illness prevents participation through the final week of the season or for the duration of the tournament or one-day event.

Supporting documentation may be required.

REFUND REQUEST PROCEDURE

1. SUBMIT A REQUEST

Participants should submit refund requests as early as possible before the applicable league, tournament, or event begins.

Requests should include:

- Participant's full name
- League, tournament, or event name
- Date and amount of payment
- Reason for the refund request
- Supporting documentation, if applicable

2. REVIEW AND PROCESSING

Refund requests are reviewed by ASI Intramural Sports and routed through ASI Accounting for approval and processing. Submission of a refund request does not guarantee approval.

Approved refunds will typically be processed within 10–15 business days using the original method of payment whenever possible.

EXCEPTIONS

In exceptional or extenuating circumstances, including verified medical emergencies, family emergencies, university closures, administrative error, or other unforeseen events, refunds outside of the standard policy may be approved at the discretion of the ASI Intramural Sports Coordinator.

DEFAULTS, FORFEITS, & RESCHEDULES

Teams are expected to attend all scheduled games. If a team is unable to participate at its scheduled game time, the team captain is responsible for notifying Intramural Sports staff as early as possible.

DEFAULTS / AUTOMATIC LOSSES

A default, also referred to as an automatic loss, occurs when a team notifies Intramural Sports staff at least 48 hours before its scheduled game time that it is unable to participate.

A default may also occur when a team requests a reschedule, but a reschedule is not available, and the team chooses to accept an automatic loss instead of playing at the originally scheduled time.

Defaults allow staff to notify the opposing team, adjust schedules when possible, and reduce unnecessary use of staffing and facility resources. A default will be recorded as a loss but will not result in a forfeit fee or reduced sportsmanship rating.

Teams that provide appropriate notice may be marked as a default instead of a forfeit.

FORFEITS

A forfeit occurs when a team does not provide appropriate notice or is unable to participate at the scheduled game time.

A team may receive a forfeit if:

- The team does not have the minimum number of eligible players present and ready to play at game time.
- The team does not show up for its scheduled game.
- The team gives less than 48 hours' notice that it is unable to participate.
- The minimum number of players is not available due to absence, ejections, injuries, or eligibility issues.
- The team uses an ineligible participant.
- Forfeits will result in a sportsmanship rating of 2 for the forfeiting team.

A team that forfeits two or more games during the regular season will be ineligible for playoffs.

FORFEIT FEES

A team that receives a forfeit will be charged a $15 forfeit fee. The fee will be assigned to the team captain.

The team captain will be suspended from Intramural Sports participation until the forfeit fee is paid. Forfeit fees must be paid before the team captain may participate in any future Intramural Sports activity.

Unpaid forfeit fees may also impact the team's ability to continue participating in the league.

RESCHEDULES

A reschedule may be requested when a team is unable to attend its originally scheduled game time. Reschedule requests must be submitted by the team captain at least 72 hours before the scheduled game time.

Reschedules require additional notice because they depend on opponent availability, communication timelines, facility space, staffing, league timelines, and other program needs.

Reschedule requests are not guaranteed. Intramural Sports staff will review requests based on facility availability, staffing, opponent availability, league timelines, weather, and other program needs.

If a reschedule is not available, the team may either attend the originally scheduled game or request a default/automatic loss, provided the request is submitted at least 48 hours before the scheduled game time.

If less than 48 hours' notice is provided, the game will be recorded as a forfeit.

PLAYOFF ELIGIBILITY

To be eligible for playoffs, a participant must be listed on the official team roster and must have participated in at least one regular season game with that team.

Rosters close after the team's final regular season game. No roster additions may be made for playoffs.

Intramural Sports staff may verify participant identity and eligibility at any time during playoffs. Participants who cannot provide proper identification may not participate.

PLAYOFF SEEDING

Playoff participation is not guaranteed. Teams may be selected for playoffs based on league structure, available bracket space, team record, head-to-head results, sportsmanship rating, point differential, forfeits, and other relevant league factors.

Any team that forfeits two or more games during the regular season will be ineligible for playoffs.

Once the regular season has officially concluded, Intramural Sports staff will create playoff brackets through Fusion Play. ASI Intramural Sports reserves the right to adjust playoff eligibility, seeding, and bracket placement based on league needs, team conduct, sportsmanship, forfeits, scheduling limitations, or other program considerations.

EQUIPMENT USE

ASI Intramural Sports provides the necessary equipment required to participate in scheduled Intramural Sports leagues, tournaments, and events. Participants may be permitted to check out program equipment from Intramural Sports staff when needed for participation.

Participants who check out equipment are responsible for returning it to Intramural Sports staff by the end of the scheduled game, activity, or event unless otherwise directed. Equipment must be returned in the same condition in which it was issued, except for normal wear and tear.

Participants may be required to provide their name, contact information, and any other information needed to document equipment checkout.

Failure to return equipment, returning equipment late, or returning equipment damaged may result in one or more of the following:

- Late, damage, or replacement fees
- Suspension from Intramural Sports participation until the issue is resolved
- Referral to ASI or campus processes for unresolved fees or unreturned equipment
- Additional restrictions on future equipment checkout or program participation

ASI Intramural Sports reserves the right to determine appropriate action based on the type of equipment, length of time the equipment is missing, condition of the returned equipment, and impact on program operations.

ATTIRE, EQUIPMENT, & SAFETY GUIDELINES

JEWELRY, APPROPRAITE APPAREL, CLOTHING, & EQUIPMENT

Participants are responsible for wearing appropriate athletic clothing and footwear for each sport. Intramural Sports staff may restrict participation if clothing, footwear, jewelry, accessories, or equipment creates a safety concern for the participant, other participants, or staff.

JEWELRY & ACCESSORIES

Jewelry is not permitted during Intramural Sports play. This includes, but is not limited to, rings, necklaces, bracelets, watches, earrings, piercings, and other hard or sharp accessories.

Medical alert bracelets or similar medical identification items may be permitted if they are safely secured and approved by Intramural Sports staff before participation.

ATHLETIC APPAREL

Participants must wear appropriate athletic shoes and clothing for the activity. Clothing or accessories that create a safety concern, restrict movement, or may damage equipment or facilities are not permitted.

Prohibited items may include, but are not limited to:

- Jeans or non-athletic pants
- Belts
- Shorts or pants with exposed belt loops, zippers, or hard/sharp materials
- Clothing with exposed metal or hard plastic
- Footwear not appropriate for the playing surface
- Any item determined unsafe by Intramural Sports staff
- Jeans and hats may be permitted for softball only, unless otherwise restricted by Intramural Sports staff.

BRACES & SUPPORTS

Braces, casts, splints, or supports with exposed metal, hard plastic, sharp edges, or other unsafe materials are not permitted unless properly covered and approved by Intramural Sports staff.

Intramural Sports staff have final discretion regarding whether a brace, support, or other item may be worn during play.

AWARDS

Teams that win their championship game will receive Intramural Sports Championship T-shirts.

Championship shirts will be awarded to active rostered players who participated with the team during the season. The maximum number of shirts awarded to a championship team is equal to the number of players allowed on the field or court during play for that sport, plus three.

For example, a 5-on-5 basketball team may receive a maximum of eight championship shirts.

ASI Intramural Sports reserves the right to verify roster and participation status before distributing championship shirts.

TEAM & INDIVIDUAL SPORTSMANSHIP

Good sportsmanship is essential to ASI Intramural Sports. All participants, team captains, and spectators are expected to treat opponents, teammates, officials, spectators, and Intramural Sports staff with respect.

Participation in Intramural Sports is a privilege. ASI Intramural Sports may restrict, suspend, or remove any participant, spectator, or team whose conduct is unsafe, disrespectful, disruptive, threatening, or inconsistent with the purpose of the program.

Sportsmanship ratings are used to evaluate team conduct before, during, and after each Intramural Sports contest. Ratings are determined by Intramural Sports staff and are based on the behavior of participants, team captains, and spectators. The examples listed below are not exhaustive. ASI Intramural Sports reserves the right to assign a rating based on the totality of the team's conduct.

TEAM CAPTAIN RESPONSIBILITIES

Team captains are responsible for:

- Informing team members and spectators of Intramural Sports policies and behavior expectations.
- Promoting respectful conduct before, during, and after each contest.
- Assisting Intramural Sports staff in addressing team or spectator behavior.
- Understanding that the behavior of one participant or spectator may impact the entire team.

A team captain's response to misconduct may be considered when determining team consequences. However, ASI Intramural Sports reserves the right to take action against an individual, team, or both.

Sportsmanship Rating Scale

Teams begin each contest with a sportsmanship rating of 4. Ratings may increase or decrease based on team conduct.

5 — EXCELLENT CONDUCT & SPORTSMANSHIP

A rating of 5 may be awarded when a team demonstrates excellent conduct throughout the contest.

Examples may include:

Team members consistently demonstrate respect toward teammates, opponents, officials, spectators, and Intramural Sports staff.

- The team captain actively supports positive team behavior.
- Team members accept official decisions appropriately.
- Team members respect equipment, facilities, and program policies.
- The team is checked in, ready to play, and has the minimum number of eligible players present before game time.

Teams that are late, not checked in, or not ready to play before game time are not eligible to receive a rating of 5.

4 — GOOD CONDUCT & SPORTSMANSHIP

A rating of 4 reflects good conduct and is the standard starting rating for each team.

Examples may include:

- Team members generally demonstrate respectful behavior.
- Minor concerns occur but are addressed appropriately.
- Team members may question a call or decision but do so without aggressive, abusive, or prolonged dissent.
- The team captain maintains control of team and spectator behavior.

3 — AVERAGE CONDUCT & SPORTSMANSHIP

A rating of 3 may be assigned when a team demonstrates conduct concerns that require staff attention.

Examples may include:

- Repeated verbal complaints or dissent toward officials, staff, or opponents.
- Unsportsmanlike conduct penalties, technical fouls, yellow cards, or similar sport-specific penalties.
- Profanity or inappropriate language not directed at an individual.
- A team captain who does not actively assist staff in addressing behavior concerns.
- Team or spectator behavior that disrupts the flow or tone of the contest.
- Teams that receive multiple unsportsmanlike conduct penalties may not receive higher than a rating of 3.

2 — POOR CONDUCT & SPORTSMANSHIP

A rating of 2 may be assigned when a team demonstrates poor conduct, unsafe play, or behavior that significantly disrupts the contest.

Examples may include:

- Continued dissent toward officials, staff, opponents, or spectators.
- Abusive, inappropriate, or targeted language.
- Intimidating, taunting, or escalating behavior.
- Dangerous or malicious play.
- A team captain who is unresponsive or uncooperative when asked to address team or spectator behavior.
- A player ejection.
- A forfeit.

Teams that have a participant ejected may not receive higher than a rating of 2.

1 — DISQUALIFYING CONDUCT & SPORTSMANSHIP

A rating of 1 may be assigned when a team's conduct is severe, unsafe, threatening, or incompatible with continued participation.

Examples may include:

- Threatening behavior toward participants, spectators, officials, or Intramural Sports staff.
- Aggressive physical contact or attempted physical contact.
- Fighting, instigating a fight, or throwing a punch, whether contact is made or not.
- Multiple participant ejections.
- Complete disregard for staff authority or program policies.
- Participants or spectators who are intoxicated or under the influence of alcohol or drugs.
- Misuse of another person's identification or participation under another person's identity.
- Damage or attempted damage to equipment, facilities, or property.
- Participation by an ineligible player.
- Any behavior that causes staff to end a contest for safety or conduct reasons.

A team that receives a rating of 1 may be removed from the league, removed from playoffs, placed on probation, or suspended from Intramural Sports participation. Individual participants may also be suspended and required to meet with ASI Intramural Sports staff before returning to play.

EJECTIONS & SUSPENSIONS

A participant who is ejected from an Intramural Sports contest must leave the playing area and facility immediately, as directed by Intramural Sports staff.

An ejected participant is not eligible to participate in any other Intramural Sports activity on the same day as the ejection.

An ejection carries a minimum one-game suspension. The suspension will be served during the participant's next scheduled game in the league or division where the ejection occurred. Additional suspension may be assigned based on the severity of the incident.

To be considered for reinstatement, the ejected participant must contact the appropriate Intramural Sports staff member within 48 hours to begin the reinstatement process. The participant may not return to play until they have been cleared by Intramural Sports staff.

A participant who is ejected from a playoff game, receives multiple ejections in a season, or is ejected for severe misconduct may be suspended for the remainder of the season or longer.

Disqualification through normal sport rules, such as fouling out, is not the same as an ejection and does not result in the same consequences unless accompanied by unsportsmanlike conduct.

TEAM CONSEQUENCES & ADMINISTRATIVE FOLLOW-UP

Teams are responsible for the conduct of their participants and spectators.

Any team that receives a sportsmanship rating of 1 must have its team captain contact Intramural Sports staff within 48 hours to discuss the incident and next steps. The team may be placed on probation for the remainder of the season.

If the team captain does not complete required follow-up before the team's next scheduled game, the team may be suspended from participation or receive a loss for that game.

A second rating of 1 in the same season may result in removal from the league and forfeiture of all remaining regular season or playoff games.

Any team that receives two ejections in one contest will forfeit that contest and may be subject to additional team consequences.

PLAYOFF SPORTSMANSHIP

Teams are expected to maintain appropriate sportsmanship during playoffs.

A team that receives a sportsmanship rating of 1 during playoffs will be eliminated from the playoff bracket. If the winning team receives a rating of 1 and is removed from playoffs, the losing team will not advance in its place. The next round may result in a bye.

Teams that fail to complete required administrative follow-up before their next playoff game may be removed from further playoff participation.

UNACCEPTABLE CONDUCT

Unacceptable conduct may result in ejection, suspension, team consequences, referral to campus processes, or removal from Intramural Sports participation.

Unacceptable conduct includes, but is not limited to:

- Verbal abuse, harassment, or threatening behavior.
- Physical abuse, fighting, aggressive contact, or attempted aggressive contact.
- Spitting at or toward another person.
- Discriminatory, degrading, or targeted language or behavior.
- Intimidation, taunting, or behavior intended to escalate conflict.
- Participation or attendance while intoxicated or under the influence of alcohol or drugs.
- Refusal to follow staff instructions.
- Damage or attempted damage to equipment, facilities, or property.
- Any behavior that creates a safety concern or disrupts the Intramural Sports environment.

Individuals who are ejected or suspended for unacceptable conduct may not participate in any Intramural Sports activity until they have completed the required follow-up process and received approval from ASI Intramural Sports staff.

ASI Intramural Sports reserves the right to refer incidents to the appropriate campus office or process when necessary.

ALCOHOL, DRUGS, TOBACCO, & INTOXICATION

ASI has zero tolerance for the use, possession, or being under the influence of alcohol, drugs, tobacco, or nicotine products during Intramural Sports activities. This includes participants, spectators, and team representatives before, during, or after scheduled Intramural Sports contests or events.

Alcohol, drugs, tobacco, vaping products, and nicotine products are not permitted at Intramural Sports activities or within activity areas. Participants or spectators who appear to be under the influence of alcohol or drugs, or who are using or possessing prohibited substances or products, may be removed from the activity area or facility.

If Intramural Sports staff determine that a participant or spectator may be under the influence of alcohol or drugs, or is otherwise violating this policy, staff may take one or more of the following actions:

- Ask the individual to stop the behavior or leave the activity area or facility.
- Remove the participant from the contest or event.
- Notify the team captain or team representative.
- Contact University Police or other campus staff if safety concerns arise.
- Complete an incident report.
- Refer the incident to the appropriate ASI or campus process.
- Suspend the participant or spectator from Intramural Sports participation or attendance.

A participant removed for alcohol, drug, tobacco, nicotine, or intoxication-related concerns may be suspended from Intramural Sports for the remainder of the season and may be required to meet with ASI Intramural Sports staff before returning to participation.

ASI Intramural Sports reserves the right to determine appropriate action based on the behavior observed, safety concerns, impact on the activity, and any prior conduct concerns.