

UBC Recreation Intramurals

Universal Rules and Regulations

Section A: Eligibility Policies.

1. Intramural participation is open to UBC Point Grey Students who have paid their Athletics & Recreation Fee and to current UBC Point Grey Faculty & Staff**.
 - a. Eligibility is determined by assessment/payment of the Athletics & Recreation Fee:
 - b. Students who are assessed the full amount of the A&R fee will be granted access through to August 2023.
 - c. Student who pay prorated amounts will see reduced access
 - i. Students enrolled in at least one class will be granted "Student Eligibility" for the term in which that class is taking place.
 - ii. Students whose total enrollment for the academic year is greater than 18 credits will have access until the end of August 2023.
 - d. Students who are associated with the university but do not pay an Athletics and Recreation fee (ELI, Affiliated Colleges) are eligible to participate in the same manner as Staff and Faculty but must have a valid UBC ID number. In addition, these students must be on rosters submitted by their affiliated team to UBC Intramurals.

2. Intramural Elite Athlete Restrictions

- a. An Elite Athlete is a person who is defined as currently:
 - i. A Varsity athlete (individual or team)
 - ii. A current “Red-Shirt” or athlete that has been a “Red-Shirt” within the academic year
 - iii. A professional player (paid to play)
 - iv. A representative of their province/state or country at a National or International level
- b. Ineligible Elite Athletes: Elite athletes who have participated at an elite level (varsity, professional, national, or international) within the current academic year are ineligible to participate in any intramural activity in their same or associated sports.
- c. Eligible Elite Athletes: Former elite athletes who have participated at an elite level prior to the current academic year are eligible to participate in all programs but are encouraged to register in more competitive divisions where applicable.
- d. Athletes participating in a Thunderbird Sport Club (TSC) may participate in their own sport (e.g. Ultimate) according to the following guidelines:
 - i. No more than 2 TSC Athletes may play on any Tier 1 Team
 - ii. No more than 1 TSC Athlete may participate in a Tier 2 league. It is expected that this athlete will take on a mentorship capacity within the team.

3. Team Roster Deadline Policy – All players must be registered to their team prior to **February 10, 2023**. Following this date, teams may only use players within their available submitted roster to remain eligible for league and playoff play. For information on penalties associated with violations of this regulation, see Section C.
4. Individual Roster Deadline Policy – Following the roster deadline of **February 10, 2023**, individual players may participate on a maximum of **TWO (2) teams**. These teams must be located within separate gender specific divisions (e.g., Participation on a Mixed and W2STGD team is permissible, participation on Open Teams in both Tier 1 and Tier 2 is not permissible).
5. Playoff Eligibility policy – In order to be eligible to play in playoffs, players must have signed into a minimum of **TWO (2) [THREE (3)]** in the case of Cross Volleyball, Spikeball Dodgeball league] games. This represents **TWO (2)** weeks of gameplay.
6. All players **MUST** sign in before each game to confirm eligibility. See Section B for more details on this policy.

Section B: Waiver/Sign-In Policy

1. Waiver Policy – Without exception, each participant in a UBC Intramurals League must sign a digital waiver for the sport in question prior to participating in a league. Failure to sign a waiver prior to player participation will trigger a Supplementary Discipline System (SDS) Review and could result in a suspension from play. For more information on the SDS, see Section D.
2. Sign in Policy
 - a. Presentation of a valid physical Government-issue photo ID or UBC card matching the league participant is required to sign in and participate in any Intramurals Leagues.
 - b. Participants that attempt to circumvent the Identification Policy through illegal means (using another person's ID, forging ID, etc.) will be subject to possible RCMP intervention, or other non-academic disciplinary processes at UBC. This process will be conducted through the Intramurals Supplementary Discipline System.
 - c. Any team or individual observed by UBC Intramurals Officials or Staff accessing the playing surface without confirming eligibility prior to entry shall be assessed a forfeit for any and all games in which the ineligible participant has played, in addition to the aforementioned investigation by the Intramurals Supplementary Discipline System. For more information on forfeit penalties see Section C.

Section C: Missed Game Policies

1. Default Policy

- a. A default occurs when a team is unable to provide a game with the required minimum number of players within 15 minutes of the scheduled start of the activity. See the Rules and Regulations for the specific league for minimum players required.
- b. Any fewer players than outlined in the Rules and Regulations of the specific league and an inability to utilize the League Forfeiting Substitution Rule, will result in a team receiving a default. Defaulting teams will record a loss for the defaulted game by the following league dependent scores:
 - i. Soccer, Ultimate, Futsal, Ice Hockey, Inner Tube Water Polo: 3-0
 - ii. Basketball: 10-0
 - iii. Volleyball, Roundnet: 2-0
 - iv. Dodgeball: 3-0
 - v. Flag Football: 14-0
- c. If a team defaults 2 times within a season, they are immediately removed from league play without a possibility of refund. A new team from a waitlist will be placed in the league instead and will pay a pro-rated fee based on the number of games available.

2. Cancellation Policy

- a. If a team is unable to play a game for any reason, they are permitted to provide written notice of this to league staff at any time up to 3 school days prior to the match. E.g., A Soccer team may cancel their Sunday game provided written notice is given before the Wednesday of their game week. Even though this deadline comes 4 days before the match, only Wednesday, Thursday and Friday are school days. Note that reading breaks and statutory holidays are not considered school days either.
- b. If a game is cancelled by one team while the other team is able to play, the game is canceled, and the requesting team records a loss (1-0). The cancelling team will receive no default but will receive a missed game point.

- c. If less than 3 school days notice is given in league play, the team is required to play. If the team fails to show up to a game, a default is assessed, and the team may be removed from further competition. If the team does show up, but with insufficient numbers, they may attempt to use non-roster players to avoid defaulting. If this occurs after the roster deadline, the team will incur a Forfeit (please see section C3).

3. Forfeits

- a. A Forfeit occurs when a team requires the use of non-roster players to provide the minimum number of players for a game to avoid a default. This can only occur after the roster deadline.
- b. A forfeit can also be applied when a Mixed team does not have minimum gender requirements of the specific league, or as punishment for the use of an ineligible player.
- c. Forfeiting teams will record a loss for the forfeited game by the following applicable score:
 - i. Soccer, Ultimate, Futsal, Ice Hockey, Inner Tube Water Polo: 3-0
 - ii. Basketball: 10-0
 - iii. Volleyball, Roundnet: 2-0
 - iv. Dodgeball: 3-0
 - v. Flag Football: 14-0

4. League Forfeiting Substitution Rule

- a. Teams in danger of defaulting may use any player with a valid student/staff/faculty standing to avoid defaulting. However, a forfeit will still be recorded and the team will receive a loss for the game if this occurs after the roster deadline.

5. League Rescheduling Procedures

- a. The league will attempt to reschedule any canceled, defaulted, or forfeited games to the best of its ability. Other teams of the same Tier may be asked to play on in an exhibition game or on a competitive basis. This is at the discretion of the League.

6. Missed Games System

- a. For each game that is cancelled, forfeited, or defaulted, a team will accumulate missed game point(s) according to the following scale:

Cancellation	1 Point
Forfeit	1 Point
Default	2 Points

- b. If a team accumulates 3 missed game points, it shall be permitted to finish the season, but will not be eligible for playoffs.
- c. Once a team accumulates 4 missed game points, they shall be removed from the league without a possibility of refund. UBC Recreation reserves the right to replace a team which has reached this stage with a new team, which can pay a pro-rated fee dependant on how many games remain in the regular season.

Section D: UBC Alcohol and Substance Policy

1. In accordance with [UBC's Alcohol Policy](#), (UBC Policy #13) consumption of alcohol or illegal substances is not permitted at any Intramurals event, league, or facility. Any person or team found consuming alcohol or an illegal substance at an event or league or in a facility (including dressing rooms) will be immediately removed from all further participation (including both staff and participants alike). Any person arriving at a league, event or facility under the influence will likewise be removed.
2. Spectator Conduct Policy
 - a. Intramurals expects the spectators of its intramural league games and events to uphold and abide to the same standards as its participants. All Intramural League games and events are dry (Non-alcoholic) events.
 - b. In cases where spectator conduct is unacceptable, Intramurals staff reserve the right to stop or cancel a game and charge the team whose supporters are at fault. If incidents continue, the team in question may be reprimanded with spectator bans, elimination of sports points, or disqualification from participation.
 - c. UBC Intramural Staff reserve the right to implement league-wide spectator bans. These bans may be implemented for reasons including but not limited to:
 - i. Persistent disruptive conduct
 - ii. Spectator/Participant/Staff safety concerns
 - iii. Specific facility request

Section E: Supplementary Discipline System (SDS)

1. Individuals who are attending any Intramurals activity are responsible for conducting themselves in an appropriate manner as designated by the UBC Recreation Code of Conduct and the [UBC Student Conduct policy](#).
2. Individuals or teams that breach these guidelines while participating in any Intramurals activity will be subject to review and, if necessary, appropriate disciplinary action.
3. Individuals or teams that are involved in an incident of misconduct in, at, or surrounding an Intramurals activity or facility that is beyond the reasonable and acceptable limits of that activity, will be subject to review and, if necessary, appropriate disciplinary action.
4. Disciplinary actions can include, but are not limited to, monetary fines and suspensions from play with a range of severity from temporary suspensions from an individual activity up to a complete ban from access to UBC Recreation activities and facilities. Depending on the nature and severity of the incident these actions may affect single participants (UBC Students and UBC Faculty/Staff), team captains and/or entire teams.
5. In cases where the severity of the incident is extreme, Intramurals reserves the right to report any incident to the University Committee on Student Discipline and/or the RCMP for review and possible further sanctions following the disciplinary actions taken within the UBC Recreation program.

6. Referrals to the SDS will proceed as follows:
 - a. The incident is reported by an Intramurals staff member (Manager, Official, Volunteer Staff, Building Operations Staff, etc.)
 - b. After an initial review of the incident by the professional, a temporary suspension of privileges is put in place, until such time as the parties responsible have arranged to meet with the SDS Commissioner.
 - c. Team Captains, and where possible, individuals involved in the incident, will be notified via email, and where possible, via phone, of the incident and the immediate consequences and procedure. It is the team captain's responsibility to make sure that all necessary information involving their teammates is relayed to the appropriate parties.
 - d. The incident will then be reviewed by the SDS Commissioner with all necessary parties and a decision will be made.
 - e. Individuals involved in the incident will be notified via email of the decision.
 - f. After serving the necessary suspension or other disciplinary consequence, the team or player will be automatically reinstated in most cases into the program(s) by the Intramurals Coordinator/Manager responsible for the area that the suspension occurred. However, there may be circumstances that require the team or player to be manually reinstated by the Intramurals Coordinator/Manager responsible for the area.
 - g. All incidents are kept on file and can affect future disciplinary actions taken by Intramurals.

Section F – Leagues Structure

- The table below displays all the league structures possible within UBC Intramurals Leagues as well as outlining eligible participants. Please note that not all configurations are available in each league.

Level of Play	Open Men, Women, Two Spirit, Trans, Gender Diverse	W2STGD Women, Two Spirit, Trans, Gender Diverse	Mixed Men, Women, Two Spirit, Trans, Gender Diverse, with a cap on the number of self-identified males allowed to be on the field of play	Playoffs	Officials
Tier 1 – <i>Highest Level of Competition</i>				Yes	Yes
Tier 2 - <i>Competitive</i>				Yes	Yes
Tier 3 – <i>Recreationally Competitive</i>				League Depend ant	League Depend ant

2. Intramurals Leagues Staff reserve the right to move individual teams from one tier to another, or to rearrange tiers. Such actions will only be taken to ensure equal competition within tiers and/or for the safety of participants. Teams may only be moved from one gender-based division (i.e. from Mixed to Open) at the request of the team captain.
3. Following the end of regular season, competitive leagues will move into a single knockout playoff format. Playoffs can generally be anticipated to last a maximum of two weeks. Following a loss, continued match play MAY take place in the form of friendly matches, however UBC REC cannot guarantee any further games, as match time is contingent on facility availability.
4. Further information on Intramurals Leagues rules on inclusive participation can be found [here](#).
5. Further Information on player regulations pertaining to mixed competition can be found in the Rules and Regulations of each league.

Section G – UBC REC Mandatory Equipment Policies

1. League Uniform Policy - For the purposes of player and team recognition, each team must have similar colored team uniforms that make the team both unified and uniquely identifiable with respect to the opposing team, per the judgement of UBC Intramurals Leagues Staff (Officials and/or Supervisors). Each of these jerseys must be numbered. At the game official's discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.
 - a. Numbers must be clearly displayed on the BACK of the uniform. Clarity is evaluated at the discretion of Intramurals League Officials and/or staff.
 - b. Numbers must be both a minimum of 6" in height and permanently inscribed (e.g., tape and chalk are not permitted, numbers clearly written in permanent markers are).
 - c. Each member of a team must have a unique number in relation to the rest of their team.
 - d. Uniforms need not be professionally made.
 - e. In reference to team uniforms, team logos and names are responsible for adhering to the UBC policy on Harassment and Discrimination, which can be found [here](#).

2. Uniform Deadline Policy – Following the uniform deadline of February 10, 2023 all teams in violation of the uniform regulations stipulated in section E1 are subject to the following sport specific penalties:

League	Uniform Penalty
Cross Volleyball/Roundnet	2 points per player per set per infraction
Dodgeball	1 point per player per set per infraction
Handley Cup Soccer	1 goal and 1 yellow card per infraction
Nitobe Basketball	5 points and 3 personal fouls per infraction
Todd Ice Hockey	1 goal against and 1 minor penalty per infraction. Served consecutively, not concurrently
Ultimate	2 points per player against
Flag Football	7 points per infraction and a 10-yard penalty on receiving kicks, enforceable consecutively not concurrently

3. Dangerous Apparel Policy - The official or supervisor has the right to request the removal or covering of any piece of equipment which they deem to be dangerous or inappropriate for league play, including, but not limited to:
- a. Jewelry (this includes earrings, watches, bracelets, necklaces, etc. with exceptions for medical alert necklaces and bracelets.)
 - b. Orthopedic braces with exposed metal
 - c. Towels attached to the players
 - d. Any hooded shirt or hooded sweatshirt