

Handley Cup Soccer League

Rules and Regulations

Section A: League Specific Equipment Regulations

1. The use of cleats with metal studs is forbidden in the Handley Cup Soccer League
2. Equipment to be used in the Handley Cup Soccer League
 - a. The use of cleats or turf-specific soccer shoes by all participants in the Handley Cup Soccer League is **STRONGLY** recommended for the safety of all participants in the league.
 - b. The use of shin pads is **STRONGLY** recommended by the Handley Cup Soccer League for the safety of the participant wearing the padding.
3. Equipment for Goalkeepers
 - a. Whenever possible, goalkeepers must identify themselves using a top distinctly different to that of the other players on the field
 - b. The use of goalkeeping gloves in the Handley Cup Soccer League is **STRONGLY** recommended for the safety and well-being of the goalkeeper.

Section B: League Specific Rules of Play

The Handley Cup Soccer league is subject to the 2020/21 Laws of the Game manual published by the IFAB, which can be consulted [here](#).

The laws below are designed to affirm specific IFAB rules and denote exceptions to the Laws of the Game specific to the Handley Cup Soccer League.

1. The Field of Play

- a. Fields used in the Handley Cup Soccer League shall be 65 yards in length (the by line), and 30 yards in width (the goal line).
- b. Each Field will have a penalty area in front of the goals on opposite sides of the field. These areas will be 22 yards long (along the goal line) and 11 yards wide (parallel to the touchline).
- c. Dimensions of the field will be indicated using cones, and the lines of the football field. Dimensions of the penalty area will be indicate using red cones along the goal line and the byline, and a blue cone on the byline will indicate the center line.
- d. Nets used in the Handley Cup Soccer league are of the same dimensions as those approved for full field soccer by the IFAB.

2. The Players

- a. The Handley Cup Soccer League is a six-a-side league, meaning that teams may not have more than SIX (6) players on the field at one time during play, including a goalkeeper.
- b. Each team is required to field FIVE (5) players at the commencement of a match. Failure to have 5 eligible players present at the start of a match will place the offending team in violation of either the Default or Forfeit policy. See Sections C1 and C3 for more information on these policies.

- c. A team may be allowed to continue a game so long as FOUR (4) eligible players remain on the field. A team may only be allowed to have four players present on the field as a result of an injury or an ejection to one of their players. If a team is unable to maintain the minimum number of players on the field, they will be assessed a 3-0 loss.
 - d. In competitive mixed competition, each team may have no more than THREE (3) self identifying males on the field at any phase of play.
- 3. Gameplay equipment
 - a. All soccer balls used for Handley Cup Soccer must be a FIFA standard size 5 and should be approved for game use by REC Officials or staff prior to use.
- 4. Gameplay Time
 - a. Each Game in Handley Cup Soccer features TWO (2) halves, each lasting 20 minutes
 - b. When possible from a scheduling standpoint, officials may add time to make up for time taken away from the game as a result of any of the following instances;
 - i. Substitutions
 - ii. Assessment of injury to players
 - iii. Removal of players from the field of play due to an injury
 - iv. Time wasting
 - v. Any other cause at the official's discretion
 - c. Officials reserve the right to both reduce game time and prematurely end games (game abandonment) for reasons related to scheduling or participant safety.
- 5. Tie/Overtime Rules
 - a. Games which end as a draw at the end of regulation during regular season games will be recorded as such.
 - b. Should a playoff game end in a draw, the game will proceed directly to a penalty shoot-out. Guidelines for penalty kicks will be outlined in H5c

- c. Penalty shoot-outs will proceed in a 5 on 5 format. All 5 penalty takers must have been on the field during the final whistle. If the game is still tied following the penalty shootout, the game moves to sudden death format. If present, the sixth player on the field must be utilized first. No player may shoot again until every eligible player has taken a penalty shot, including those on the bench at the end of regulation. Exemptions will be given for injuries sustained during gameplay which have been documented by REC Staff.
- 6. Beginning the Game
 - a. At the start of each half, and following each goal, play restarts from the center mark at the indication of the Match official.
 - b. Opposition players must cede 7 yards of space from centre prior to kick off.
 - c. Kickoffs are direct.
- 7. Scoring: A ball which an official deems to have completely crossed the line will be declared a goal for the scoring team.
- 8. Ending the game
 - a. Game officials will indicate the end of the game at their discretion, in accordance with scheduling allowances as detailed in section H4b.
 - b. MVP's – Following the game, the official will request that the team select a player from the opposition team to be the designated MVP. No defined criteria to establish an MVP need exist, as MVP awards given for skill, sportsmanship, or general friendliness are all acceptable criteria. Teams are encouraged to recognize a single participant but may recognize up to three players if they so desire, particularly in mixed competition.
- 9. Substitutions
 - a. There are unlimited substitutions in the Handley Cup Soccer League
 - b. All substitutions must occur during a stoppage in play
 - c. All substitutions must be conducted with the permission of the official

- d. Any substitutions which take place in violation of H9b or H9c will be assessed a caution during a stoppage in play
- 10. The following offences shall result in a free kick for the opposite team
 - a. Indirect Free Kick offenses – the following offenses will result in an indirect free kick from the spot of the foul.
 - i. Goalkeeper touching the ball with hand/arm, after it has been deliberately kicked to them by a teammate or returned to the keeper via a throw-in
 - ii. Deliberate impeding of the progress of an opposition player without contact
 - iii. Preventing the goalkeeper from releasing the ball with their hands
 - iv. Ball crossing the halfway line directly from a Goal-kick or a Goalkeeper's throw (See section H13 – Goalkeeper play)
 - b. Direct Free kick offenses
 - i. Playing the ball with the hand in EITHER a deliberate fashion OR in a manner which presents the offending player or team with a clear advantage
 - ii. Kicking or attempting to kick an opponent
 - iii. Tripping or attempting to trip an opponent
 - iv. Jumping at an opponent
 - v. Pushing or attempting to push an opponent
 - vi. Charges or attempts to charge at an opponent
 - vii. Holding or attempting to hold an opponent

11. Serious Offences – Game officials will issue a yellow card for each of the following offenses

- a. The following offenses warrant a yellow card and a direct free kick
 - i. The Match official deems a direct free kick offence to have been committed in a RECKLESS manner
 - ii. An attempt to deceive the referee is made, e.g. by feigning injury or pretending to have been fouled (simulation)
 - iii. Committing any offence which interferes with or stops a promising attack, except where the referee awards a penalty kick for an offence which was an attempt to play the ball
 - iv. Denying an opponent an obvious goal-scoring opportunity by an offence which was an attempt to play the ball and the referee awards a penalty kick (no double jeopardy)
 - v. Handling the ball in an attempt to score a goal (whether or not the attempt is successful) or in an unsuccessful attempt to prevent a goal
 - vi. Playing the ball when leaving the field of play after being substituted
 - vii. Use of a deliberate trick to pass the ball (including from a free kick) to the goalkeeper with the head, chest, knee etc., that the goalkeeper would have otherwise been able to pick up the ball with his hands
 - viii. A SLIDING CHALLENGE where no player on player contact occurs (a sliding challenge is defined as an attempt by an outfield player to win the ball from an opponent or play the ball near an opponent where the challenger forgoes the ability to immediately arrest their momentum. Signs of such a challenge are that the majority of the weight and momentum of the player no longer based in the feet [a sliding motion] and/or the bottoms of a foot/feet exposed to either the ball or an opponent).

- ix. A SLIDING CHALLENGE where player on player contact occurs, but the official deems the slide to have occurred accidentally (i.e. a player slips)
- b. The following offences warrant a yellow card without assessment of a direct or indirect free kick;
 - i. A player verbally distracts or taunts an opponent during play or at a restart
 - ii. Substitution is made without the permission of the official
 - iii. Delaying the restart of play by the opposing team e.g. holding onto the ball, kicking the ball away, obstructing the movement of a player
 - iv. Use of inflammatory or insulting language towards participants or officials – language which does not cross the commonly defined threshold of verbal abuse, yet is designed to belittle, provoke, or otherwise lessen a participant’s recreational experience must be assessed a caution. Examples include but are not limited to “you (sic) are trash”(belittling), “come at me (sic)” (provocative), “put pressure on (sic), they are terrible/ can’t pass the ball” (otherwise lessening).
 - v. Any other cautionable offense is committed during a stoppage in play, or in an instance where an official awards the advantage to the other team following a cautionable foul.
- c. Misconduct – The following offences warrant immediate dismissal (a red card), removal from the playing surface and will trigger a review by the Supplemental Disciplinary System.
 - i. The match official deems an offence to have been committed in an EXCESSIVE manner

- ii. Any SLIDING CHALLENGE where player on player contact occurs (a sliding challenge is defined as an attempt by an outfield player to win the ball from an opponent or play the ball near an opponent where the challenger forgoes the ability to immediately arrest their momentum. Signs of such a challenge are that the majority of the weight and momentum of the player no longer based in the feet [a sliding motion] and/or the bottoms of a foot/feet exposed to either the ball or an opponent). If the official determines that a sliding challenge in which contact occurs to have been incurred accidentally (i.e. a player slips) they MAY classify such a challenge as cautionable, rather than dismissible. **ALL SLIDING CHALLENGES DEEMED BY THE OFFICIAL TO BE DISMISSABLE TRIGGER AN AUTOMATIC BAN OF A MINIMUM OF ONE MATCH.**
- iii. Receiving a second caution in the same match.
- iv. Using offensive, insulting or abusive language and/or gestures to participants, staff, officials or spectators.
- v. Entering the field of play to: confront either a match official, an opposing player, or to interfere with play.
- vi. Physical or aggressive behaviour (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator or any other person
- vii. Violent conduct

12. Penalties

- a. Any direct free kick foul committed within the Penalty Area shall not have a free kick assessed from the spot of the foul, but rather from the penalty spot.
- b. The penalty spot is located 12 yards away from the center of the goal, 1 yard beyond than the edge of the penalty area.

- c. Penalty kicks may only proceed upon a signal from the official. All players other than the penalty taker and the goalkeeper must remain at least 6 yards beyond the penalty mark until the ball has been kicked.
- d. The goalkeeper may not leave the goal line until the ball has been struck by the penalty taker.
- e. These shall also be the procedure for a penalty shootout, with the exception that in a penalty shootout the taking of the penalty does not constitute a restart in play.

13.Goalkeeper Play

- a. Balls deemed to be 50/50 between a goalkeeper and an attacker are considered the goalkeeper's ball, and the attacker has the obligation to pull out of the challenge. Failure to do so is subject to disciplinary action.
- b. Goalkeepers may not drop-kick or rugby punt the ball. Such action will be assessed an indirect free kick from the spot of the kick.
- c. When the goalkeeper releases the ball with their hands, the ball may not cross the halfway line without first contacting either a player on the field of play or the ground. If the ball does cross the halfway line without another contact, an indirect free kick shall be assessed from the point on the halfway line nearest to where the ball crossed.
- d. When a goalkeeper or any other player takes a goal kick, the ball may not cross the halfway line without first contacting either a player on the field of play or the ground. If the ball does cross the halfway line without another contact, an indirect free kick shall be assessed from the point on the halfway line nearest to where the ball crossed.
- e. Goalkeepers are granted limited exceptions to the slide tackling rule. While it is permissible for a goalkeeper to forgo their ability to arrest momentum when attempting to play the ball (as they would when diving to make a save), a goalkeeper may not lead with their feet when challenging for the ball. If the official deems that the goalkeeper has led their challenge for the ball with their feet OR that the goalkeeper

has made the challenge in a RECKLESS manner, a direct free kick or penalty must be awarded and a caution shall be issued. Should the keeper fail in their challenge for the ball and commit a foul under the laws described above or within the laws of the game, the keeper must be penalized as a defender would.

14. Free kicks, Corner Kicks, and other miscellaneous laws

- a. Opposition players must yield 7 yards of space from the ball prior to all free kicks.
- b. Opposition players must yield 5 yards of space from the ball prior to all corner kicks.

15. Yellow Card Accumulation

- a. Players will be suspended for a period of ONE (1) game once they have accumulated 5 and 7 yellow cards over the course of a season respectively.
- b. In the event that a player receives a controlled ejection (2 yellow cards), both cards will count towards a player's overall total. In the event of a direct red card, a suspension separate to the yellow card accumulation rule will be served through the SDS system.
- c. If a player accumulates 9 yellow cards, they will be ineligible to play in the Handley Cup Summer Soccer League.
- d. The yellow card count of specific players will reset at the end of the regular, but any suspensions incurred during the last week of the season will carry over to the playoffs. (e.g. if a player incurs their 5th yellow card in week 10 of the season, they will remain suspended for the first round of the playoffs).

Section C – League Specific Facilities of Play

1. The Handley Cup Soccer League will take place at Thunderbird Stadium and South Turf.
2. Spectator Policies: While spectators are welcomed and encouraged to attend Intramural Leagues, the following regulations apply:
 - a. Spectators may not enter the playing surface, without express permission of an Intramural Staff member or official.
 - b. Spectators must remain within the designated spectator areas, listed below:
 - i. Thunderbird Stadium: East Stand
 - ii. South Turf: Outside of the fence of the field

UBC Recreation Intramurals

Universal Rules and Regulations

Section A: Eligibility Policies.

1. Intramural participation is open to UBC Point Grey Students, Faculty and Staff who have been assessed the Athletics & Recreation Fee.
 - i. Eligibility is determined by assessment/payment of the Athletics & Recreation Fee. Students who are assessed the full amount of the A&R fee in September 2023 will be granted access through to August 2024
 - ii. Eligibility can be seen by logging into <https://portal.recreation.ubc.ca/> and logging in with your CWL.
 - iii. 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 Provided that their school/faculty/program have opted into the fee payment plan, for more information contact info.recreation@ubc.ca.
 - iv. For more information, regarding student eligibility, you can click [here](#).

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. To see Intramural activities associated with the associated sport check Appendix A.
- 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 Clubs (TSC) may participate in their own sport league (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.
- e. Any individual who meets the criteria of an Elite Athlete or a Thunderbird Sport Club Athlete may participate in their Associated Sport during a designated Elite Heat.

3. Team Roster Deadline Policy

- a. All players must be added to their team's roster to their team prior to the Team Roster Deadline issued in the Captain's Packages. 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 team roster deadline, individual players may participate on one team per competitive gender specific division in each sport (Just for Fun is not considered to be competitive gender specific division).

Until roster deadline, players may participate in as many teams as they want.

Allowable Participation within a single league example

- a. Open Tier 1 and Open Tier 2/Mixed Tier 2 and Mixed Tier 3/Women (Trans Welcome) Tier 1 and Women (Trans Welcome) Tier 2 – NOT ALLOWED
 - b. Open Tier 1, Mixed Tier 2, Women (Trans Welcome) Tier 3 and Just for Fun – ALLOWED
 - c. Open Tier 2 and Mixed Tier 1– ALLOWED
- ### 5. Playoff Eligibility policy – In order to be eligible to play in League playoffs, players must have signed into a minimum of **TWO (2)** [**THREE (3)** in the case of Cross Volleyball, Roundnet and Dodgeball league] games. This represents **TWO (2)** weeks of gameplay.
- ### 6. All players MUST sign in with Intramural Staff 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 Program must sign a digital waiver for the program in question prior to participating. 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-issued Photo Identification or a valid physical UBC Card matching the participant is required to sign in and participate in any Intramurals Program.
 - i. Participants are required to meet the eligibility requirements outlined in Section A.
 - 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 (SDS).
 - 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 more information on forfeit penalties see Section C) for any and all competitions in which the ineligible participant has played and the individual will be assessed a minimum of 1 game suspension. Individuals may also be subject to an investigation by the Intramurals Supplementary Discipline System.

Section C: Missed Game Policies (Intramural League Sports)

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: 3-0
 - ii. Basketball: 10-0
 - iii. Dodgeball: 5-0
 - iv. Volleyball, Roundnet, Pickleball, Badminton: 2-0
 - 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: 3-0
 - ii. Basketball: 10-0
 - iii. Dodgeball: 5-0
 - iv. Volleyball, Roundnet, Pickleball, Badminton: 2-0
 - 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. The scheduling of the aforementioned replacement match, and match status vis-à-vis its competitive nature within the structure of a league is at the discretion of the league administrators.

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

In accordance with UBC's Alcohol Policy, (UBC SC9) consumption of alcohol or other substances is not permitted at any Intramurals event, league, or facility. Any person or team found consuming alcohol or 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.

Section E: Captain Responsibilities

Team captains are the key to success of the Intramural program and should act with respect and leadership.

The captain's duties and responsibilities include but are not limited to:

- Acting as a liaison between the league and the team
- Ensuring your team has the minimum number of players before the first scheduled game.
- Checking eligibility of each player before and during the regular season as well as prior to playoffs.
- Ensuring that all players sign into the league
- Being present at the captains meeting before the start of a sport. If the captain can not attend, send one representative of the team to attend.
- Educating team members about Intramurals rules and regulations.
- Informing team members of game times and dates to avoid forfeits and defaults.
- Confirming that team representatives comply with all rules, policies, and procedures.
- Conducting themselves in a civil and sporting manner at all times – before, during and after Intramurals games.

Captains will be held accountable for the conduct of their team members and spectators.

Section F: Code of Conduct

Individuals who are attending any Intramurals program are responsible for conducting themselves in an appropriate manner as designated by the [UBC Recreation Code of Conduct](#), [UBC Student Conduct policy](#), and the [UBC Respectful Environment Statement](#). Some of the expectations of participants and spectators are outlined here as well these include but are not limited to.

Intramural Conduct Policy

Participants in UBC Intramural League Sports are responsible for:

- a. Knowing the Universal Rules and Regulations as well as the specific rules of their sports league
- b. Arriving at the game ahead of the games scheduled start time
- c. Signing a waiver before playing in the league
- d. Signing into every game they play in the season in accordance with the Waiver/Sign in Policy (Section B)
- e. Conducting themselves in a civil and sporting manner at all times – before, during and after Intramurals games.

Spectator Conduct Policy

- a. Spectators may be present in designated spectator areas. Spectators will not be allowed to be on the active surface of play.
- b. Intramurals expects the spectators of its league games and events to uphold and abide to the same standards as its participants. All Intramural programs are dry events.

Some of these standards include but are not limited to:

- i. Encouraging players to play according to the rules
- ii. Refraining from negative communication with players, officials, Intramurals Staff and other spectators
- iii. Showing respect for their teams' opponents
- iv. Never influencing the outcome of an event or game and must never pose a distraction to players, and officials

- v. Remaining in the spectators' section and refraining from entering the playing area at all times
- vi. Conducting themselves in a civil and sporting manner at all times – before, during and after Intramurals games.
- c. 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.
- d. UBC Intramural Staff reserve the right to implement league-wide, team specific or fixture specific spectator bans. These bans may be implemented for reasons including but not limited to persistently disruptive conduct of spectators, concerns regarding the safety of Spectators, Participants or Staff, or at the request of facility operators.
- e. Continued issues with spectator conduct will be dealt on a case by case basis and can result in temporary or permanent removal of teams and/or closure of the league.

Section G: Supplementary Discipline System (SDS)

1. Individuals who are attending any Intramurals program are responsible for conducting themselves in an appropriate manner as designated by the [UBC Recreation Code of Conduct](#), [UBC Student Conduct policy](#), and the [UBC Respectful Environment Statement](#) and the sport specific rules.
2. Individuals or teams that breach these guidelines while participating in any Intramurals program 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 program 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 G – Leagues Structure (Intramural League Sports)

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 All Genders	W2STGD Women, Trans	Mixed All Genders with a cap on the number of self-identifying men 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>				Yes	League Depend ant
Just for Fun				No	No

1. Intramural 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.
2. Following the end of regular season, competitive leagues will move into a single knockout playoff format. Playoffs can generally be anticipated to last up to two weeks. Following a loss, continued match play MAY take place in the form of friendly matches, however UBC Recreation cannot guarantee any further games, as match time is contingent on facility availability.
3. Further information on Intramurals Leagues rules on inclusive participation can be found [here](#).
4. Further Information on player regulations pertaining to mixed competition can be found in the Rules and Regulations of each league.

Section H – Mandatory Equipment Policies (Intramural League Sports)

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 November 3, 2022 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	2 points per player per set per infraction
Dodgeball/ Roundnet/ Pickleball/ Badminton	1 point per player per set per infraction
Handley Cup Soccer/SRC Futsal	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

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:
- Jewelry (this includes earrings, watches, bracelets, necklaces, etc. with exceptions for medical alert necklaces and bracelets.)
 - Orthopedic braces with exposed metal
 - Towels attached to the players
 - Any hooded shirt or hooded sweatshirt

Appendix A: Elite Athlete Associated Sport List

Intramurals Program	Associated Sport
Cross Volleyball/ Howl at the Moon	Volleyball
Handley Cup Soccer/SRC Futsal	Soccer/Futsal
Nitobe Basketball	Basketball
Todd Ice Hockey	Ice Hockey
Ultimate	Ultimate
Storm The Wall	Track and Field, Swimming, Triathlon, Cycling
Great Trek	Track and Field