Section A- Definitions

In order to understand the UTM Campus Rec Intramural Handbook of Rules and Regulations the following definitions must be understood:

We have 5 main Athletic Programs at UTM:

1. **Campus Rec Intramurals**- These are intramural activities run by the UTM Department of Physical Education, Athletics and Recreation. They are often run on the UTM Campus and thus are referred to as UTM Campus Rec Intramurals.

2. **U of T Intramurals**- This term refers to the U of T Intramural Program run by the Faculty of Kinesiology and Physical Education on the St. George Campus. UTM will have try-outs for teams to compete against other U of T Colleges and Faculties in divisions based on skill levels. This Program was formerly called Interfaculty at UTM.

3. **Development League/ D-League (formerly Tri-Campus)**- This is the highest level of league play available within the U of T Intramural Program. UTM teams compete in Development Leagues against a team from U of T Scarborough and two teams made up of the best players selected from try-outs at the St. George campus.

4. **Extramurals**- This term refers to the Ontario College’s Committee on Campus Recreation Program that involves teams from UTM, UTSC and other OCAA College’s and members competing in various sport and recreation tournaments.

5. **Varsity**- This term refers to the University of Toronto **Varsity Blues** Program administered by the Faculty of Kinesiology and Physical Education on the St. George Campus. This also refers to the UTM **Eagles Varsity** program that competes in the OCAA administered through the UTM Program Office. UTM students are eligible to participate in the U of T Varsity Blues Program and/or the UTM Eagles Varsity program but they cannot compete in both in the same year in the same sport. UTM Athletes that try-out for Varsity Blues teams are ineligible to try-out for UTM varsity teams in that same sport in that calendar year.

UTM- Abbreviation for the University of Toronto Mississauga.

DPE- Abbreviation for the UTM Department of Physical Education, Athletics and Recreation.

KPE- Abbreviation for the St. George Faculty of Kinesiology and Physical Education.

UTMAC- Abbreviation for the University of Toronto Mississauga Athletic Council.
UTSC- Abbreviation for the University of Toronto Scarborough.

OCAA- Abbreviation for the Ontario College’s Athletic Association.

Campus Rec Review Board- Set up for each UTM Campus Rec Intramural Sport to deal with: Rules and Regulations for each sport, player and team major ejections and subsequent discipline, as well as all Game Protests by Campus Rec Intramural teams.

Default- Failure by a campus rec intramural team to field the required minimum amount of players to start a game within the allocated game/default time of 15 minutes. In addition, teams that have 2 or more players ejected in the same game will lose that game by default. Defaulting the first game of the season will result in a loss of performance bond and removal from the league. Playing with an ineligible player will cause a team to lose that game by default. Teams that default 1 game will lose 50% of their team’s Performance Bond. Teams that default a 2nd game will lose the remainder of the team’s Performance Bond and will be removed from the league.

Forfeit- Teams that advise the UTM DPE Program Coordinator, in charge of that sport, 48 hours in advance of a game that they will not have enough players to play, can have their game recorded as a forfeit loss. Forfeits are weighted the same as defaults in the standings, but do not carry the same 50% loss of Performance Bond as a default. Teams with 2 forfeits or a combination of 1 forfeit and 1 default will still be removed from the league or tournament and will lose their performance bond.

Player Fines/Team Fines- Each Campus Rec Intramural sport has set player and team fines for various infractions such as, but not limited to: Red Cards, Major Penalties, Technical Fouls, Accumulated Penalty minutes etc. Please check the sport specific rules for each sport for more details. Team fines will be deducted from the Team’s Performance Bond at the end of the season. Player fines will be placed on the student’s account and must be paid at the Membership Services counter prior to being reinstated for intramural participation.

Performance Bonds- These bonds are set amounts that are required to be paid prior to a team being admitted into a Campus Rec Intramural League. After the Team Entry Meeting has occurred the Team’s Performance Bond is due at Membership Services by 12pm the day after the Entry Meeting.

Membership Services is located in the lobby of the RAWC. Bonds are returned at the conclusion of the league, provided a team has not defaulted or incurred team fines due to penalties/ejections as per the sport specific rules. If at any time during the regular season a team’s Performance Bond is depleted due to team fines, they must re-pay their bond or they will be removed from the league.

Team Entry Meeting- Each Campus Rec Intramural League Sport and most Tournament sports will have a Team Entry Meeting. Teams that want to enter must attend and send a representative to submit their Team Entry Forms. If there are more teams wanting to enter a league or division, then a ballot system will be used to select the teams that will get in.

Team Entry Form- This form must be submitted at the Team Entry Meeting for each Campus Rec Intramural League or Tournament Team Sport. The form will be then taken to Membership Services so that the team can pay their Performance Bond.
**Play-off Qualifier**- These are games usually played in an open division league where teams will play a game to see who will qualify for the play-offs. Winners will advance and the losers will be eliminated or moved to a lower division play-off bracket. Play-off Qualifier games will count as regular season games for calculating points, goals, assists and games played by a player. Teams defaulting in a play-off qualifier game will automatically be removed from the league.

**Player Registration Form**- This form is due at the team’s first Campus Rec Intramural game and acts as the team’s official roster. This form is the official waiver form for participation and players must read the back of the form. Players’ full names, student numbers and signatures are required. Player’s added after the first game must be on this form prior to participating.

**Player Addition**- This is the process of adding a player to a team roster after the league has started. Player additions may occur at any point in the regular season. New players must sign the player registration for that team prior to participating. **Player additions can only be players that have not previously played for any other team in that league for that semester.** Players’ full names, student numbers and signatures are still required on the team’s player registration form prior to participating. **PLAYERS MUST USE NAMES AS SHOWN ON STUDENT T-CARD.**

**Player Transfer**- This is the process of adding a player to a team roster who has previously played for another team in the league in that same semester. Player transfers may only occur up to and including the mid-point of the regular season. There must be enough regular season games left in the league schedule for the player’s new team to make that player eligible for the play-offs. Only the games played for the player’s new team will be used to calculate play-off eligibility. To transfer a player must first fill in a Player Transfer Form. Teams may only take on one transferred player per semester. These forms must be submitted to the Program Office 48 hours prior to the new teams next scheduled league game. Player will be notified by the Program Coordinator or the League Commissioner if the transfer is approved. Players transferring illegally will receive an automatic one game suspension. **Teams using illegally transferred players will lose all games by default in which the ineligible player participates.**

**Player Transfer Form**- To transfer a player must first fill in a Player Transfer Form. These forms must be submitted to the Program Office 48 hours prior to the new teams next scheduled league game. Form needs to be signed by 3 parties involved: captain of team player is releasing from, captain of the team the player is transferring to and the transferring player. Form is then submitted to the Program Office.

**Game Sheet** – The official game sheet for each campus rec intramural game must only contain players that are dressed and ready to compete. The team captain is solely responsible for ensuring student numbers and full names (as they appear on student T-Cards) are on the game sheet. Players maybe added up until the end of the game, provided that they participate in a portion of that game, no additions will be made after the game is completed. Game sheets are used for playoff eligibility. A team captain’s oversight of players is not …

**Free Agents**- These are individuals who are looking to play on Campus Rec Intramural Teams. Individuals who are unable to find a team should sign-up on the Free Agent lists for that sport in the Program Office. The **Program Office** is located in room 066 of the RAWC. Free Agents should go to the Team Entry Meetings to meet the Team Reps and see if they can get onto a team. If there
are enough Free Agents and space available in the League or Tournament, a Free Agent team will be entered as a unit.

**Open/Combined Divisions**- When there are not enough teams to make a division 1 and division 2 league, all teams may combine to make a combined or open division league. In these situations, an effort will be made to take the top teams to a division 1 play-off and teams from the bottom to a division 2 play-off. Open leagues must have a minimum of 8 or more teams.

**Section B- UTM DPE Fair Play Code**

All Participants using the UTM Department of Physical Education, Athletics and Recreation athletic facilities and/or programs must abide by the UTM Fair Play Code.

*UTM Department of Physical Education’s*  
*FAIR PLAY CODE*

**FAIR PLAY SHOULD BE EVERYONE’S FIRST PRIORITY!!**

Everyone who uses our Fair Play Facility should:

- DEMONSTRATE RESPECT FOR ALL INDIVIDUALS  
- RESPECT THE FACILITY IN WHICH YOU PARTICIPATE  
- SHARE EQUIPMENT, SPACE AND FACILITIES WILLINGLY  
- MAINTAIN SELF-CONTROL AT ALL TIMES  
- CONDEMN VIOLENCE AND HARASSMENT IN ALL FORMS  
- ALWAYS ATTEMPT TO CONTRIBUTE TO THE BETTERMENT OF THE UTM EXPERIENCE

**Players** - Players should compete to the best of their ability within the limits of the rules. All players will:

- Participate for the love and enjoyment of the game  
- Respect the efforts and accomplishments of your opponents  
- Respect their teammates and do their best to be a true team player  
- Respect all players, coaches/captains, officials, spectators and administrators  
- Respect and play by the rules of the game

**Spectators** - Spectators should maintain a supportive atmosphere that positively motivates players, coaches/captains, officials and other spectators. All Spectators will:

- Encourage players to play according to the rules  
- Refrain from negative communication with players, officials, administrators and other spectators  
- Show respect for their teams’ opponents because without them there would be no game  
- Never influence the outcome of an event or game and must never pose a distraction to players, coaches/captains and officials  
- Remain in the spectators’ section and refrain from entering the playing area at all times
Officials - Officials will make sure that every player has a reasonable opportunity to perform to the best of his or her ability, within the limits of the rules. All officials will:

- Apply rules of the game with consistency, courtesy, intelligence and firmness without provoking antagonism
- Maintain a healthy atmosphere and environment for safe competition
- Not tolerate unacceptable conduct towards themselves, other officials, players, coaches/captains and spectators
- Maintain impartiality at all times
- Avoid or terminate any situation that threatens the safety of the players, coaches/captains, spectators or other officials

Coaches/Captains - Coaches/Captains must act as a team leader. He or she must encourage, motivate and assist in developing players to achieve their maximum potential. All coaches/captains will:

- Teach players to play fairly and respect the rules, officials, spectators and players
- Work in cooperation with the officials for the benefit of the game
- Recognize and respect the differences in their players
- Not ridicule or degrade players for any reason
- Encourage and reward effort, fairplay, participation and commitment

**FAIRPLAY is for EVERYONE!**

UTM Campus Rec Intramural participants (players, spectators, officials etc.) may all face suspensions from the Review Board for Fair Play Code Infractions that occur just prior to, during or immediately after a Campus Rec Intramural game.

Fair Play Code infractions that occur in our facility will be reviewed by the Facility Manager.

**Section C- Eligibility**

1. To be eligible for UTM Campus Rec Intramural participation, a person must:

- be a full or part-time student registered at University of Toronto Mississauga and therefore a member of the UTM DPE. (St. George and UTSC registered students are ineligible)
- be a graduate student registered at the School of Graduate Studies and working towards completing a program at the University of Toronto Mississauga.
- be registered on the official team list prior to participation.
- be physically active. It is recommended that all students wishing to participate in the UTM Campus Rec Intramural Program have a medical examination prior to participation.
- have read the Informed Consent Agreement on the back of the Player Registration Form and have officially signed that form.

2. Full-time appointed Staff and Faculty of the University of Toronto Mississauga are eligible to participate in the Campus Rec Intramural Program, if they elect to pay the UTM DPE membership fees.
3. Alumni of University of Toronto Mississauga are eligible to participate in all of the UTM DPE Campus Rec Intramural Programs if they elect to pay the UTM DPE alumni membership fees. Only two alumni are allowed per Campus Rec Intramural team.

4. During the summer school term only all UTM DPE Membership holders are eligible to participate in the UTM Campus Rec Intramural Program. This includes all UTM students, staff, faculty, alumni and community membership holders.

Section D- Eligibility Restrictions

What Constitutes Varsity Status?

League Sports: Any player who participates in a combination of three games (regular season and/or playoff games).

Tournament sports: Any player who plays in three tournaments and/or one provincial championship tournament.

1. Any professional or semi-professional player, regardless of whether he or she has been reinstated as an amateur, shall be ineligible to participate in the sport in which he or she has participated in professionally.

2. Women are eligible to participate in men's Campus Rec Intramural sports, provided that there are no leagues or tournament divisions offered in the women's Campus Rec Intramural Program for that sport. Men are ineligible for participation in all women's Campus Rec Intramural sports. Women's U of T Intramural or Varsity status does not count as intramural points in men's Campus Rec Intramural leagues or tournaments. However, their point status does count in coed and women's leagues and tournaments.

3. There is a maximum of 2 fee paying alumni members per team.

4. All persons involved in the UTM Campus Rec Intramural Program at UTM, may be requested and may participate on an emergency basis on any U of T Intramural or U of T or UTM Varsity team of the corresponding sport for two league games with no consequences to his or her Campus Rec Intramural status. For tournament sports 1 tournament is the equivalent to 1 league game. An emergency situation is defined as the inability of a U of T Intramural or U of T Varsity team to field a sufficient number of players to start a game. However, if the same person participates in three U of T Intramural or U of T or UTM Varsity league games, he or she has now attained status as a U of T Intramural or U of T Varsity player. If their newly attained Intramural or Varsity status causes his or her UTM Campus Rec Intramural team to exceed the allowable established Intramural point limit, then the team of the player in question, must make adjustments to their team to be within the allowable Campus Rec Intramural point limit prior to that player playing in another Campus Rec Intramural game. Under certain specific guidelines a player may then transfer to another team.

5. Intramural point systems are as follows:
• Current U of T or UTM Varsity players shall count as THREE points.
• *U of T Intramural D-League, Division 1 players shall count as ONE point.
• U of T or UTM Ex-Varsity players shall count as ONE point.

*Note- Where there is a D-League in a sport, then Division 1 players in the same or correlating sport shall count as ZERO points in that sport. If there are 2 teams in the same division of a U of T Intramural sport, D-League or Division 1, then only the players on the A team shall count as 1 point and the B players will be 1/2 (.5) points. NOTE- If the two teams in one division were picked evenly at the try-outs and not as A and B teams, then all players will count as 1 point.

Unless stated otherwise in the posted Campus Rec Intramural League Entry Information prior to the start of the League:

• MEN’S BASKETBALL - All men's division 1 Campus Rec Intramural teams are permitted to use any combination of U of T Intramural, Varsity and ex-Varsity players whose UTM Campus Rec Intramural point sum totals FOUR. All men's division 2 Intramural teams are permitted to use any combination of players whose UTM Campus Rec Intramural point sum totals ONE.
• MEN’S BALL HOCKEY - All men's division 1 or open division Campus Rec Intramural teams are permitted to use any combination of U of T Intramural, Varsity and ex-Varsity players whose UTM Campus Rec Intramural point sum totals FOUR. All men's division 2 Intramural teams are permitted to use any combination of players whose UTM Campus Rec Intramural point sum totals ONE.
• MEN’S INDOOR CRICKET - All men's division 1 or open division Campus Rec Intramural teams are permitted to use any combination of U of T Intramural, Varsity and ex-Varsity players whose UTM Campus Rec Intramural point sum totals SIX. All men's division 2 Intramural teams are permitted to use any combination of players whose UTM Campus Rec Intramural point sum totals TWO.
• MEN’S SOCCER - All men's division 1 or open division Campus Rec Intramural teams are permitted to use any combination of U of T Intramural, Varsity and ex-Varsity players whose UTM Campus Rec Intramural point sum totals SIX. All men's division 2 Intramural teams are permitted to use any combination of players whose UTM Campus Rec Intramural point sum totals TWO.
• COED INDOOR SOCCER - All Coed division 1 or open division Campus Rec Intramural teams are permitted to use any combination of U of T Intramural, Varsity and ex-Varsity players whose UTM Campus Rec Intramural point sum totals SIX (Max of THREE Points may be Male and Max of THREE points Female). All coed division 2 teams are permitted to use any combination players whose UTM Campus Rec Intramural point sum totals THREE. All coed division 2
teams are permitted to use any combination of players whose UTM Campus Rec Intramural point sum totals ONE.

- **COED BASKETBALL** - All Coed division 1 or open division Campus Rec Intramural teams are permitted to use any combination of U of T Intramural, Varsity and ex-Varsity players whose UTM Campus Rec Intramural point sum totals THREE. All coed division 2 teams are permitted to use any combination of players whose UTM Campus Rec Intramural point sum totals ONE.

- **COED ULTIMATE** - All Coed division 1 or open division Campus Rec Intramural teams are permitted to use any combination of U of T Intramural players whose UTM Campus Rec Intramural point sum totals THREE. All coed division 2 teams are permitted to use any combination of players whose UTM Campus Rec Intramural point sum totals ONE.

The following sports have correlation in the calculating of allowable U of T Intramural, Varsity and ex-Varsity players per UTM Campus Rec Intramural team.

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<thead>
<tr>
<th>Varsity/U of T Intramurals</th>
<th>UTM Campus Rec Intramural</th>
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<tbody>
<tr>
<td>Tackle or Flag Football</td>
<td>Flag Football</td>
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<td>Outdoor Soccer</td>
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<td>Indoor Soccer</td>
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<td>Basketball</td>
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<td>Baseball</td>
<td>Softball</td>
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<tr>
<td>Ultimate Frisbee</td>
<td>Indoor or Outdoor Ultimate Frisbee</td>
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<tr>
<td>Indoor Cricket</td>
<td>Indoor Cricket</td>
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</table>

**NOTE:** If a player is playing both indoor and outdoor soccer in the U of T Intramural Program, or UTM Varsity their UTM Campus Rec Intramural Points will be calculated using their highest level U of T Intramural or Varsity team only. If a player is playing both D-League and Division 1 in the same sport their UTM Campus Rec Intramural Points will be calculated using their highest level U of T Intramural team only.

Points are accumulated for U of T Intramural or OUA or OCAA Varsity League participation only. Exhibition games, U of T Intramural Tournaments or OCAA Extramural Tournaments do not count towards a participant's Campus Rec Intramural point status.

The Intramural point system was established to create a greater balance between the UTM Campus Rec Intramural teams, by distributing, as equally as possible, the more highly skilled players. A player's Varsity or U of T Intramural status remains for the year in which he or she is currently
playing Varsity or U of T Intramurals and does not carry over into subsequent years if the player chooses not to participate in the Varsity or U of T Intramural Program. However, a player's ex-Varsity status will remain for a calendar school year after they cease to be a UTM Eagles Varsity or Varsity Blues athlete. After a calendar school year, they will then be subject to the point system as outlined above.

6. Any of the above eligibility regulations may be waived by the Program Committee of the UTM Governing Council on Athletics. Members of the Program Committee must be present to hear the eligibility appeal and no proxy votes shall be counted in cases of this nature. Individuals must present their reasons for requesting an eligibility waiver in writing to the Director of the Department of Physical Education, Athletics and Recreation. Each case will be decided upon separately from all others, upon its own merits.

7. It is the duty of the team reps/team captains, coaches, managers and players to enforce these eligibility rules and report any infractions or problems to the attention of the League Commissioner or Tournament Convener and/or the UTM DPE Program Coordinator.

PENALTY: Playing for a team for which a student is not eligible results in default of all games in which the ineligible person participated and the loss of all points accumulated from these games. The UTM Review Board's decision is final in cases of this nature.

Section E- Registration

1. Team Entry Forms can be obtained from the UTM DPE Program Office, on-line, or at the Equipment Counter and must be completed by the team representative, team captain, coach, or manager of each team to be entered and brought to the Team Entry Meeting. The best playing times (within the allocated dates and times) (not guaranteed) for the team must be indicated on the registration form.

2. Completed Player Registration Forms with players’ names, student numbers and signatures are to be handed into the League Commissioner or Tournament Convener at the team’s first game. Team Reps/Coaches must ensure that players have read the Informed Consent Agreement on the back of the Player Registration Form. Registration of additional players, after the official Player Registration Form is handed into the League Commissioner or Tournament Convener must be done in person by the player to be added and the captain, coach, or manager of the team in question. Players may only be added to a team’s roster up to and including the mid-point of the regular season. However, under specific situations a player may be added under the emergency replacement rule. Refer to Section G.

3. Players who want to participate in a Campus Rec Intramural team event, but are unable to find a team, can sign up on a free-agent list located in the UTM DPE Program Office. All free-agents should attend the Team Entry Meeting so that they can meet with team reps and possibly join a team looking for extra players. In some leagues where there is space available and enough individual players, a Free Agent team may be formed and entered into the league.

4. All Intramural League sports require a refundable Team Performance Bond to be posted with the Team Entry Form at the Membership Services Counter after the Team Entry Meeting. The sports
that require a Performance Bond and the cost of the bond will be posted and announced prior to the commencement of the league or tournament entry deadline. Bonds must be paid by debit or credit card. Cash is not accepted for bond payment.

**Section F- Transfers**

Transfer of players during league play is done so that a participant may have the opportunity to play and so that teams are adequately balanced in order to ensure reasonably fair competition.

**NOTE: A player is not considered on any team roster until they have played for and had their name appear on ONE game sheet for that team. Even if they have or have not signed the Team Registration Form for that team or another team.**

1. Teams may add only one transferred player (legally or illegally transferred) per season provided the transferred player was added under the following regulations:

   - Transfers may occur up to and including the mid-point of regular season.
   - All transfers must be approved by both of the team captains involved and the League Commissioner and duly recorded on the team roster forms on file at the Program Office prior to the players’ participation in another league game.
   - Player Transfer form must be submitted to the Program Office 48 hours prior to the player’s new team’s next scheduled game.
   - No other transfer of players will be permitted.
   - A player may transfer only once in one season. The team to which the player transfers must be within the allowable Intramural point limit and have enough games left in the season to have the transferred player be eligible for the play-offs.
   - Once a player has transferred, only the games in which he or she participated for their second team will be used in order to determine the player's play-off eligibility status.
   - Teams may add any player/s from the FREE AGENT Team without affecting their one transfer per team status.
   - Free Agent players may transfer from the Free Agent team, but must continue to play on the team they transfer to for the remainder of the season. The Free Agent Team may accept only 1 transferred player onto their team.
   - Players playing in Division 1 of a Campus Rec Intramural Sport may transfer to a Division 2 League in the same sport.
   - **NOTE-** Adding a player who has not played on another team is not considered a transfer. Player additions can occur at any point during the regular season. However, added players must meet the minimum amount of games played to be eligible for the play-offs.

**PENALTY:** The team to which a player illegally transfers shall DEFAULT all games in which that individual played and lose all points accumulated from those games.

If a player plays illegally (transfer procedure not followed) for a second team in the league, they will automatically become part of the second team’s roster and cannot switch back. In addition, the player will receive a one game suspension for illegally transferring.
Section G - Emergency Replacements

In order to maintain a sufficient numerical strength to sustain league play during the regular season and the play-offs, injured players may be replaced under the following regulations:

1. An emergency replacement will be granted only, if due to injuries, the eligible signed players are fewer in number than the following table of minimum strength:

   - Ball Hockey: 6 (includes goalie)
   - Basketball: 6
   - Outdoor Soccer: 11 (includes goalie)
   - Volleyball: 7
   - Indoor Soccer: 7 (includes goalie)
   - Ultimate Frisbee: 7
   - Indoor Cricket: 7

2. An emergency replacement may be any individual who has met the eligibility requirements, including Campus Rec Intramural point limits, and who has not participated for any other Campus Rec Intramural team in that sport.

3. A request for an emergency replacement must be made in writing to the UTM DPE Program Coordinator in charge of that sport. Individuals must present their reasons for requesting an emergency replacement in writing (along with the appropriate medical documentation for the injured player) to the UTM DPE Program Coordinator at least 24 hours prior to the scheduled game.

4. The emergency replacement rule is not intended to increase the quality of play of a team. Replacements will only be granted to teams who have met the above requirements.

Section H - Play-off Eligibility

To be eligible to compete in any play-off series, a player must qualify under one of the following regulations:

1. A player must be in uniform for, participate in and have his or her name appear on the game sheet of at least half (50%) of the regular season league games. Games in which a player has been suspended from playing, do not count towards games played for play-off eligibility. For play-off eligibility 50% of games will be calculated by rounding down when there is an odd amount of league games played ie. 2 games of a total of 5. For forfeit/default wins where a game is cancelled or was not started, the winning team’s entire roster will get credit with playing. For default/forfeit wins of game being played, only the players listed on the game sheet will get credit with a game played.

2. A player who, through injury, does not qualify under (1), may on written application, be made eligible through a ruling of the Review Board for that particular sport. Acceptable medical proof of injury provided by the University Health Service or attending physician, must be presented in order to support the application.
3. A team that does not have enough play-off eligible players to field a team for the play-offs, shall be removed prior to the commencement of the play-offs. The league standings shall be recalculated excluding all teams that fall into this category, enabling teams with the required eligible participants to advance to the play-offs. Each sport has its own specific rules regarding minimum number of required players. Check with the UTM DPE Program Office or on the web page for these sport specific rules.

Team reps/team captains, coaches and managers are responsible for checking the eligibility of participants. However, they should remember that the UTM DPE Program Office keeps all completed game sheets and all cases of ineligibility will be dealt with according to the rules. League Commissioners are required to post Play-off Eligibility lists prior to the start of the play-offs. Team Captains/Reps are responsible to verify the eligibility of all players prior to the first play-off games. If there is a Game Protest in regards to the ineligibility of a player it must be made on the back of the game sheet immediately following the game in question.

Section I- Play-off Regulations

1. The number of teams to qualify for the play-offs, and the formula to be used, shall be approved by the League Committee, at the Team Entry meeting prior to the leagues commencement. The League Committee shall consist of the team reps/captains, coaches, or managers of each team, League Commissioner(s), Head Official(s) and the UTM DPE Program Coordinator. If the approved play-off formula becomes non-applicable during the regular season, the League Committee must hold another meeting to devise and approve a workable play-off formula.

2. In order to determine the position of a team in the play-off draw, the following point system shall be employed for the regular season:

Win: 3 points   Tie: 2 points   Loss: 1 point   Default: 0 points   Forfeit: 0 points

3. Where a tie exists for a play-off position, the following formula shall be used:

- When two or more teams are tied for a play-off position or positions, the order of finish shall be decided by the greater number of wins in mutual head to head competition, as described in (2) above.
- Notwithstanding the above concerning tied position in the play-off draw, a team with a record of least defaults/forfeits during league play shall be given a preferred position.
- If a tie for any play-off position still exists, the team with the least goals/points scored against over the regular season shall be given a preferred position. This will be calculated using the goals/points against from games against teams the tied teams have mutually played, exclusive of defaulted/forfeited games.
- If a tie for any play-off position still exists, the team with the best point differential in mutual head to head competition shall be calculated by subtracting the points or goals scored against from the points or goals scored for. If a tie for any play-off position still exists, the team with the greater positive point or goal differential over the regular season on a points/goals per game basis (points for minus points against) shall be given a preferred position. This will be calculated using the +/- from games against teams the tied teams have mutually played, exclusive of defaulted/forfeited games.
• If a tie for any play-off position still exists, the team with the greatest number of wins in overall league play shall be given a preferred position.
• If a tie still exists after applying the above formulae, positions in the draw shall be decided by the toss of a coin, unless the League Commissioner can arrange a time to play a deciding game between the teams involved.
• NOTE- If the teams in a league have not played the same amount of games, a winning percentage will be used to determine the final standings. Number of points earned divided by the number of points that were available.

Section J - Penalties for Default

1. If a team defaults in two league games, it will result in expulsion of that team from the league. Repeated defaults by the same individuals or teams, in more than one Campus Rec Intramural activity, may subject these individuals or teams to possible expulsion from all Campus Rec Intramural activities.

2. Teams will lose 50% of their Performance Bond after one default and 100% after their second default. Intramural teams not defaulting during league play, which includes both the regular season and the play-offs, will receive their full Performance Bond refund at the conclusion of the league.

3. Teams defaulting/forfeiting in game one or two of a two game total point play-off series, will be removed from the play-offs. A default/forfeit in a best 2 of 3 play-off series shall count as a loss. If two play-off games are defaulted/forfeited during the play-offs it will result in the expulsion of that team from the play-offs.

4. During the regular season, a team that has defaulted out of the league can repay their Performance Bond and return to the league, provided that no other team is on the waiting list. Defaulted teams re-entering the league maintain the same record with the 2 default losses. Teams on the waiting list that enter in place of a defaulted team will have their standings calculated based on winning % of the games they have played.

Section K - Fighting and Rough Play

1. A disregard of good sportsmanship or of the fighting and rough play rules (as defined in rules of each individual sport) will result in immediate expulsion from that contest and suspension from all Campus Rec Intramurals until the incident is referred to the UTM Intramural Review Board. This rule applies to all players, coaches, officials and spectators.

2. Any abuse of an Intramural official by players, coaches, and spectators, both verbally and physically, will not be tolerated. Referees are instructed to report all infractions of this nature on the game sheet. These cases will be referred to the Review Board.

3. Fighting will not be tolerated! The minimum penalty for fighting is expulsion from that league for one calendar year, followed by probation for one additional calendar year. A fight is defined as one blow (i.e. punch, kick) or as a deliberate attempt to injure an opponent. Note: It is a punch or kick thrown or attempted!!
4. Racial, homophobic and gender based slurs will result in an immediate game ejection! These cases will be dealt with severely by the Review Board.

Section L- Game Protests

Game Protests occur when a game result is affected by one or both of the two grounds listed below.

1. Grounds
   - There was a misinterpretation of the playing rules and regulations by the referee or referees of the game in question.
   - Questions of player eligibility.

   No judgment calls made by officials during a game are subject to protest.

2. Protest Procedure

   1. Any intention of protest must be indicated on the reverse of the score sheet at the time of the game and signed by the team captain/coach or representative. A protest letter must be then submitted in writing to the League Commissioner or the Program Coordinator in the UTM DPE Program Office within 24 hours of game time. Failure to indicate intent to protest on reverse of game sheet, will nullify any written protest within the 24 hour period.
   2. The protest will be reviewed by the League Commissioner or Tournament Convener and the UTM DPE Program Coordinator. If deemed necessary, a Review Board meeting will be called, within three (3) days of the game in question.
   3. A team representative will be invited to attend the meeting and be allowed the opportunity to present the protest grounds to the Review Board. The opposing team representative, game officials, timers and scorers and other witnesses, if necessary, will be asked to attend the hearing.
   4. The Review Board's decision is final on all Game Protests. Teams or players may not appeal the Review Board's decision on matters dealing with Game Protests.

Section M- Review Board

The purpose of the Review Board is to rule on cases of major game ejections of players and all Game Protests listed in L (section above). The Review Board will make decisions on player suspensions on a case by case basis, based on the nature of the infraction. The Review Board will also hear all cases of Fair Play Code infractions that are directly related to Campus Rec Intramural games and/or activities.

1. Players, spectators or officials that are ejected from a Campus Rec Intramural game for major infractions or Fair Play Code violations must appear before the Review Board before they can participate in their teams’ next scheduled game and/or any other Campus Rec Intramural activities.
2. The Review Board will consist of the UTM DPE Program Coordinator, League Commissioner/s or Tournament Convener/s, (1) UTM Athletic Council Representative, (2) UTM DPE appointed Student at Large members from the student body and, if applicable, the Head Official for that sport.

3. The Review Board will attempt to meet as soon as possible following the incident. It is up to suspended individuals to ascertain the date and time of the Review Board meeting. Review Board information will be posted on the Campus Rec Intramural bulletin board for that sport.

Section N- Appeals

Appeals to the UTM Governing Council on Athletics Program Committee may only occur in cases where a player has been disciplined by the Review Board and will be heard only under the grounds listed below.

1. Grounds
   - Improper review/decision process in relation to the guidelines set within the Review Board Handbook.
   - Improper penalty or punishment in relation to the guidelines set within the Review Board Handbook.
   - Cases where a timer, scorer or referee has recorded the players number erroneously.

   **Appeals will not be heard on the basis of facts not being presented at the initial Review Board hearing.**

2. Appeal Procedure
   1. Any player disciplined by the UTM Review Board has the right of appeal to the UTM Governing Council on Athletics and Recreation Program Committee.
   2. Notice of intent to appeal must be submitted in writing to the Director of the UTM DPE within five (5) business days of notification of penalty assessed.
   3. Appeals, that have sufficient grounds, will be heard by the UTM Governing Council on Athletics and Recreation Program Committee. The Chair and Vice Chair of the Review Board and the appealing player will be asked to attend this meeting.
   4. An appealing player who is to appear before UTM Governing Council on Athletics and Recreation Program Committee is suspended from all UTM Campus Rec Intramural activity until the appeal is heard.
   5. All decisions on appeals heard by the UTM Governing Council on Athletics and Recreation Program Committee are final.

Section O- Protective Equipment

1. All students wearing eye-glasses who participate in sports where body-contact may occur must wear eye guards or glasses with shatter-proof lenses and do so at their own risk.
2. It is recommended for ball hockey that all goalies wear throat guards and all players wear shin guards. All players/goalies must wear Canadian Standards Association (C.S.A.) approved ice hockey helmets and ice hockey/lacrosse gloves for all ball hockey games. The helmets must have full C.S.A. approved facemasks attached.

3. It is **strongly recommended** that all players wear approved **shin guards** while participating in all indoor and Campus Rec Intramural soccer games. Shin guards are mandatory for all Outdoor Campus Rec Soccer, Extramural, U of T Intramural and Varsity Soccer games.

4. Mouth guards are advised for all sports and eye guards are highly recommended to be worn by anyone entering the squash courts or playing doubles badminton.

5. Participants in the UTM Campus Rec Intramural Program do so at their own risk having read the Informed Consent Agreement on the back of the Player Registration Form.

**Section P- Health & Safety**

If in doubt as to the nature or extent of an injury during an intramural activity, do not move the injured player. Use the following procedures:

- Contact a staff member located at the Main Control Desk if the injury is minor in nature, the Department of Physical Education, Athletics and Recreation Control Staff will treat the injury.
- In the event of a medical emergency requiring on site treatment, the Department of Physical Education, Athletics and Recreation Control Desk Staff may call for an ambulance if required and must inform Campus Police that an ambulance has been called.
- If a serious injury has occurred on an outdoor play area, an emergency call box may be used to contact Campus Police directly for emergency medical assistance.

**A FIRST AID KIT, OTHER EMERGENCY NUMBERS AND A TELEPHONE ARE LOCATED AT THE CONTROL DESK.**

**EMERGENCY CALL BOXES ARE LOCATED AT OR NEAR THE OUTDOOR FIELDS AND COURTS AND CAN BE USED IN EMERGENCIES TO CONTACT THE CAMPUS POLICE.**

For insurance purposes, Athletic Injury Forms must be filled out by the DPE Control Staff immediately! The forms must be then sent to the Department of Physical Education, Athletics and Recreation Facility Manager within 24 hours of the incident. Injury Forms are available at the Control Counter or in the UTM the DPE Program Office.