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SECTION 01: UTM INTRAMURALS

Vision - Thriving in sport; helping students reach their full potential through sport participation.

Mission - To provide co-curricular sport opportunities for UTM students that positively impacts their post-secondary experience and supports their health and wellbeing in a fun and inclusive environment.
The UTM Intramurals program aims to provide diverse and accessible recreational sport opportunities for the UTM campus that promote fun and fair play! Our goal is to positively impact the post-secondary experience, providing sport opportunities that allow all students to fully participate and make new friends, while having fun!

Whether you are a student, staff, faculty, alumnus, or community member, getting involved in intramurals sports is a great way to meet new people and stay physically active...all while competing for the coveted UTM Intramurals Champion T-Shirt!

UTM Intramurals offers the following sport opportunities:

**Sport Leagues**
- Coed & Open Basketball
- Open Cricket
- Coed Dodgeball
- Coed Outdoor Ultimate
- Open Outdoor Soccer
- Coed & Open Indoor Soccer
- Coed Volleyball

**Sport Tournaments**
- Table Tennis
- Badminton
- Innertube Water Basketball
Team Registration

Follow the step-by-step guide to register your team:

1. Find the league(s) or tournament you’re interested in joining, either on our UTM Sport Calendar or on the UTM Intramurals IMLeagues webpage.

2. Complete a Team Entry Form and submit either in hardcopy to the RAWC program office (DV 061) or electronically to utm.intramurals@utoronto.ca. You will receive an email confirmation that the entry form has been received and will outline further instructions.

3. Attend the scheduled league Captain’s meeting for your sport. A team representative may go in place of the Captain. You will receive your team schedule at this meeting.

4. After the Captain’s meeting, proceed to the RAWC Membership Services desk to pay your Team Performance Bond. This should be done no later than 24 hours after the Captain’s meeting.

5. Once you have paid your Team Performance Bond, create a team on the ‘UTM Intramurals’ IMLeagues page and begin adding or inviting your friends to the roster. Follow the steps outlined in the IMLeagues Signup Guide – Create a Team.

6. Be ready to welcome any Free Agent teammates that may be added.

Please Note:
If you are unable to have a team representative attend, please email utm.intramurals@utoronto.ca.
SECTION 02: REGISTRATION

Free Agent Registration
Want to join in the fun and meet new friends? Want to be picked-up as a Free Agent? Follow these steps:

1. Create an account on the ‘UTM Intramurals’ IMLeagues page – follow the easy Step-by-Step – Participant Registration on IMLeagues
   - If you already have an account on IMLeagues, login to your account

2. Click on the Registration tab in the top right corner and drop down menu will appear

3. Click on “Join as a Free Agent”

4. Click on the sport specific league you are interested in playing

5. Send an email to utm.intramurals@utoronto.ca indicating which league you are interested in joining as a free agent

6. Attend the league(s) Captain’s Meeting and introduce yourself to prospective teams

Please Note:
UTM Intramurals administration staff will do their best to assign Free Agents to a team but cannot guarantee team placement.
SECTION 02: REGISTRATION

Team Performance Bond
A Team Performance Bond is a refundable set deposit, held in trust by the Department, that is required to register in the UTM Intramurals program.

Each team must pay a Team Performance Bond at the RAWC Membership Service desk no later than 24 hours after the Team Captain’s meeting.

- Failure to pay the bond may result in your team being removed from the league

Team Performance Bonds are $50.00 per team and can be paid at the RAWC Membership service desk via debit or credit.

The full amount will be refunded to the individual account who paid the bond at the end of the season provided the team does not commit any infractions, suspensions, roster violations and/or defaults

- 1ST infraction will result in a $25.00 loss of the performance bond
- 2ND infraction will result in a $25.00 loss of the performance bond and the team will be ejected from the league

The Team Performance Bond helps to discourage actions that warrant game suspension, defaults, or use of ineligible players.

If a team wishes to re-enter into the league after being removed (and are eligible), they must write a letter to utm.intramurals@utoronto.ca and provide an additional $50.00 Team Performance Bond.

Team Names Policy
The UTM Intramurals program is committed to ensuring that its programs are free from discriminatory, inappropriate and disrespectful conduct and communication. We respect the rights of all students, staff and faculty to learn, play and work in an environment free of discrimination and harassment.

As such, the UTM Intramurals administration staff reserve the right to deny and/or alter any team names if they are deemed inappropriate.

In the event a team name is rejected, the UTM Intramurals administration staff will change the team name to the Team Captain’s last name.
SECTION 03: ELIGIBILITY

The Department of Recreation, Athletics & Wellness Intramurals administration staff have the right to investigate any eligibility concerns and act on them accordingly.

To be eligible for UTM Intramurals participation, all participants must meet one of the following requirements:

- Currently enrolled in full or part-time studies at the University of Toronto Mississauga (undergraduate or graduate), where the UTM Athletic ancillary fee is paid
- UTM faculty, alumni or staff with an active RAWC membership
- UTM Intramurals Staff Pass

General Eligibility
Participants must register on IMLeagues before participating in any tournament or game.

- In the event a player registers on IMLeague but does not appear on the game sheet, the UTM Intramurals Game Manager will write the participant’s name
- Proof of registration must be presented to the UTM Intramurals Game Manager before the participants is eligible to play (IMLeagues account)

It is the responsibility of the participants to ensure they are sign in on the game sheet prior to each game with valid identification.

Varsity Athletes Eligibility
Varsity athletes are not eligible to participate in UTM Intramurals programs in the sport for which they compete at the intercollegiate and/or professional level and appear on a declaration list for that full calendar year.

- A Varsity athlete is defined as an athlete whose name has appeared on an OUA or OCAA declaration list for a varsity sport in the current academic year

Participant Transfer Eligibility
Once a player appears on a team roster, they are ineligible for any other teams in that specific sport league.

If a player wishes to change teams, they must submit the Player Transfer Form to utm.intramurals@utoronto.ca

Protesting Player Eligibility
If a team suspects an ineligible player, the concerns need to be brought to the attention of the UTM Intramurals Game Manager before or during the game.

The Game Manager will note the complaint and assist the Team Captain to complete the Game Appeal Form after the game. This form must be filled out by both the Team Captain and Game Manager within 2 hours of the contest in question.

Any investigation will take place by the UTM Intramurals administration staff and will be resolved within 3 business days of the protest submission.

In the case of an ineligible player dispute where someone has played for more than one team in a single sport, the first game sheet that the players name appears on will count as their original team.

Playoff Eligibility
Refer to the Playoff Regulations section of the handbook for more information.
SECTION 04: PARTICIPANT & TEAM CAPTAIN EXPECTATIONS

Team Captain’s Responsibilities

Each team entered into UTM Intramurals programs must appoint a Team Captain. The Team Captain is the official liaison between the team and UTM Intramurals administration staff. They must be listed as a member of the team on the official team roster.

Specific responsibilities of Team Captains include:

- Registering the team by filling out the Team Entry form
- Paying (or having a member of the team pay) the Team Performance Bond
- Attending (or send another team member to) the mandatory Captain’s meeting
- Ensuring all team members have registered on IMLeagues
- Notifying team members of playing times and schedule changes/cancellations
- Assisting the Game Manager to have all players show their T-Card and sign the game sheet, prior to the start of the game
- Promoting good sportsmanship and fair play before, during and after games
- Point of contact for your team and between UTM Intramurals administration staff

Participants Responsibilities

All participants are expected to exhibit good sportsmanship, fair play and abide by sport rules of the UTM Intramurals program. Participants are encouraged to assist their Team Captain with the organization of their team.

Specific responsibilities of participant’s include:

- Registering for your team’s roster on IMLeagues
- Must be dressed in athletic attire and on time for all schedule games/events
- Sign-in using T-Card or another form of identification with the Game Manager prior to the start of the game
- Assist in notifying team members of rules, eligibility policies and playing schedules and/or changes
- Promoting good sportsmanship and fair play before, during and after games
SECTION 05: SCHEDULE

Regular Season Schedule

The regular season schedule will be discussed at the Captain's meeting and any scheduling change request will be considered.

Please Note: UTM Intramurals administration staff will do their best to accommodate all teams’ requests. However, it is not guaranteed that all requests will be accommodated.

All regular season games will be posted on IMLeagues 48 hours after the Captain’s meeting.

Playoff Schedule

Playoff schedules and brackets will be posted on IMLeagues.

Team Captains will be contacted via email once the schedule is posted and must review the schedule carefully and inform their team.

Once playoff games are scheduled, no further changes will be made.

Rescheduling Regular Season Game Procedure

Once the schedule is released online (IMLeagues) it is the teams’ responsibility to make any changes.

See below for steps to take to make schedule changes after the league times have been posted:

1. Email your opponent and notify them you are requesting to change a game time.
2. Contact other teams in your leagues to swap games times.

3. Once the approval of all 3 Team Captains is confirmed for switching game times, contact the UTM Intramurals administration staff with all Team Captains CC’d.
4. The UTM Intramurals administration staff will confirm the receipt and reflect the change on IMLeagues.

Facility Closure and Inclement Weather Policy

In the event of facility closure or inclement weather where games are cancelled; all Team Captains will be notified via email and sent an announcement via IMLeagues.

The UTM Intramurals administration staff will do their best to reschedule games due to closure and/or inclement weather based on facility availability.
SECTION 06: PARTICIPANT CODE OF CONDUCT

The UTM Intramurals administrative staff program realizes that games and events are very important to the Intramurals sports participants, but the importance should not be so great that good sportsmanship is overlooked.

Please review the UTM Fair Play Code:

All Participants using the UTM DRAW’s athletic facilities and/or programs must abide by the Fair Play Code. The UTM Fair Play Code is as follows:

**Fair Play Should Be Everyone’s 1st Priority!**

Everyone who uses our Fair Play Facility should:

- DEMONSTRATE RESPECT FOR ALL INDIVIDUALS AND 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:** 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

**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
 SECTION 06: PARTICIPANT CODE OF CONDUCT

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
  www.utmeagles.ca
- Maintain impartiality at all times

Coaches/Captains: must act as a team leader. All coaches must encourage, motivate and assist in developing players to achieve their fullest potential. All coaches/captains will:
- Encourage players to play fairly and respect the rules, officials, spectators and players
- Cooperate with the officials for the benefit of the game
- Recognize and respect the differences in their player’s capabilities
- Not ridicule or degrade players for any reason
- Encourage and reward effort, fair play, participation and commitment
UTM Intramurals participants (players, spectators, officials etc.) may face suspension from the UTM Intramurals administration staff for Fair Play Code infractions that occur prior to, during or immediately following a UTM Intramurals competition.

Fighting, rough play, and/or verbal abuse of any kind will not be tolerated! The minimum penalty for fighting is expulsion from competition for one calendar year, followed by probation for one additional calendar year. This applies to all players, coaches, officials and spectators. Referees are instructed to report all infractions of this nature on the game sheet.
SECTION 07: GENERAL DISCIPLINE & APPEALS GUIDELINES

**Ejection Policy**
- An official has the right to remove a player or spectator from any contest at any time if they feel the individual’s actions will interfere with the normal operation of the contest.

- A misconduct or major penalty, as well as multiple minor penalties, assigned to a team/individual should be considered a warning to players to control team behavior.

- In instances beyond the official’s control, where safety is a concern, contests may be suspended and/or cancelled at any time.

- Any player ejected by an official under this policy will be required to meet with the UTM Intramurals administration staff to discuss a course of action prior to any re-instatement.

**Guidelines for Discipline**
- Any team having disciplinary action against them, including a meeting with UTM Intramurals administration staff regarding sportsmanship, will automatically be placed on probation for the duration of the activity. Team Captains will be notified if their team, or a member of their team, has been put on probation.

- Any violation of program regulations by a team or individual who is already on probation may result in that team or player being removed from competition for the duration of the league. This also includes the loss of Team Performance Bond.

- Teams or players being suspended and/or expelled from UTM Intramurals programs will be notified in person or via email.

- Teams or individuals with a history of poor sportsmanship, warnings, probation, suspensions or expulsions may be barred from further competition in other UTM Intramurals programs.

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<tr>
<th>OFFENCES &amp; INFRACTIONS</th>
<th>MINIMUM SUSPENSION</th>
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<tr>
<td>Unsportsmanlike Behavior</td>
<td>Minimum 1 game suspension plus probation</td>
</tr>
<tr>
<td>Ejections Under Sport Specific Rule</td>
<td>Minimum 1 game suspension plus probation</td>
</tr>
<tr>
<td>Verbal Abuse of Official, Player, Staff or Spectator</td>
<td>Minimum 1 game suspension plus probation</td>
</tr>
<tr>
<td>Fighting **</td>
<td>Minimum 1 calendar year suspension plus probation for next calendar year of participation</td>
</tr>
<tr>
<td>Intent to Injure - Participants **</td>
<td>Minimum 1 calendar year suspension plus probation for next calendar year of participation</td>
</tr>
<tr>
<td>Physical Abuse of Official **</td>
<td>Minimum 1 calendar year suspension plus probation for next calendar year of participation</td>
</tr>
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** Cases of physical abuse, Intent to Injure and Fighting are also potentially subject to action under the Criminal Code of Canada. In addition, these cases could be subject to review in accordance with the U of T Code of Student Conduct and will involve UTM Campus Police.

The maximum penalty for any of the above offences and infractions is under the authority of the UTM Intramurals administration staff on a case-by-case.
SECTION 07: GENERAL DISCIPLINE & APPEALS GUIDELINES

Appeals & Protests
Game protests and appeals may be submitted when one or both of the following occur:

1. There is a misinterpretation of the playing rules and regulations by the referee(s) of the game in question (NOTE: No judgement calls made by officials during games are subjected to protests).

If a Team Captain requests to protest a game based on the misinterpretation of the playing rule and/or regulation, the following procedure appeal process must occur:

1. A verbal statement is made to either the referee and/or game manager at the time the incident occurs. The game and clock will then be stopped.

2. The referee and game manager shall separate themselves from the other participants and determine the correct ruling.

3. If either Team Captain believes the official’s ruling to be in error, they should inform the Game Manager that they wish to file a protest.

4. The Game Appeal Form must be submitted by the Team Captain no later than noon the next business day. Game Appeal Forms should be sent to utm.intramurals@utoronto.ca or in hardcopy to the Program Office DV 0081.

5. The UTM Intramurals administration staff will rule on all written protests. If a rule interpretation protest is determined to be valid, every attempt will be made to replay the game from the point at which the protest was made.

6. If a rule interpretation protest is determined to be invalid, then the game will be played to completion.

If a Team Captain requests to protest a game based on player eligibility, the following procedure must occur:

- Ineligibility should be made immediately aware to the UTM Intramurals Referee and Game Manager rather than waiting to see the outcome of a game.

- If an eligibility protest is made prior to a game and it can be determined that a player is ineligible to participate, he/she will not be allowed to participate.

- If the eligibility of the player in question can’t be determined, the Team Captain has the option of using the player. However, if it is determined later that the player was ineligible, the game played with an ineligible player will be recorded as a default-loss.

- If either Team Captain believes there is an eligibility concern during or immediately after the game, he/she should inform the Game Manager that she/he wishes to file a formal protest. The Game Manager will give the Captain the Game Appeal Form.

- The protesting Team Captain then has until NOON the next business day to deliver the protest form to the UTM Intramurals administration office or via email.

- The UTM Intramurals administration staff will examine the protest and rule on the eligibility of the player in question.
SECTION 08: FORFEITS, DEFAULTS & CANCELLATIONS

Forfeits & Defaults
The main purpose of scheduling games is so that people can play! Rules have been established in each sport to determine a fair and safe procedure to start the games as soon as possible.

Forfeits
- Notification to the UTM Intramurals administration staff (utm.intramurals@utoronto.ca) at least 48 hours before game time that team is unable to reschedule and/or play.
- The forfeit will result in a 1-0 loss in the standing.

Default
- Team provides less than 48 hours’ notice of forfeit and/or does not meet the minimum amount of players (including gender-specific requirements in Co-ed) by 10 minutes after the game start time.
- Teams will lose 50% of their Team Performance Bond after their first default and 100% after their second, as well as removal from the league.
- When a team defaults out of a league, all games that would have involved that team will be removed from the schedule and standings (ie. future opponents do not receive “free” wins).
- The results from games that the defaulting team did play will remain in the standings, including defaulted games.

- In the event of a tie between two teams in the standings, any team that has been assessed a default will automatically be ranked the lower of the two teams.

Cancellations
- UTM Intramurals administration staff may cancel games due to inclement weather, space conflicts, staff do not show, etc.
- Games will be rescheduled when possible, pending facility availability.
- Only UTM Intramurals administration staff have the right to cancel a game.
- Game cancellations will be announced on IMLeagues and the Team Captain will be sent an email.
SECTION 09: PLAYOFFS

- UTM Intramurals leagues will play a minimum of 5 regular season games followed by a post-season single elimination playoff bracket.

- Playoff league schedules will be released and available for teams to view on IMLeagues. An email will be sent when posted.

Participant Playoff Eligibility

- All participants MUST check-in with the Game Manager with their T-Card, RAWC Membership or IM staff pass prior to all games, or when they arrive, in order to be eligible for playoffs.

- The UTM Intramurals administration staff tracks player attendance throughout the season and uses these records to determine playoff eligibility.

- Should a player have forgotten to sign-in on the game sheet, the match will be recorded that they did not play and may affect their playoff eligibility.

Please Note: In order to play in the playoffs, a player must meet the following criteria:

1. A player must have signed in for a minimum of 40% of regular season league games

2. For forfeit and/or default win(s) where a game is cancelled or not started, the team that did not default/forfeit will have participants that signed-in counted as having played

3. For default/forfeit wins of games played, only players that signed the game sheet will get credit

4. A player who, through injury, does not qualify under (1) may on written application be made eligible through a ruling of the UTM Intramurals administration staff. Acceptable medical proof of injury provided by the University Health Service or attending physician must be presented

Note:

- Games in which a player has been suspended do not count towards play off eligibility.

- A team that does not have enough playoff eligible players to field a team for the playoffs shall be removed prior to the commencement of games. The next team in the standings will take its place.
SECTION 09: PLAYOFFS

Playoff Tie-Break Formula

- A minimum of the top 50% of teams with each sport league/division will advance to the playoffs.

Where a tie exists for a playoff position, the following formula shall be used:

1. A team with a record of no defaults during the regular season play shall be given a preferred position over a team that has defaulted a regular season game.

2. When two or more teams are tied for a playoff position or positions, the order of finish shall be decided by the greatest number of wins in a head to head competition amongst the tied teams.

3. If a tie still exists, the team with the greatest number of wins in overall competition shall be given the preferred position in the draw.

4. If a tie for any playoff position still exists, the team with the best point differential in games amongst the tied teams shall be given the preferred position. The differential shall be calculated by subtracting the points/goals scored against from the points/goals scored for.

5. If a tie still exists, the team with the best record against mutual opponents shall be given the preferred position.

6. If a tie still exists, the team with the best point differential in games amongst the tied teams will be given the preferred position. The differential shall be calculated by subtracting the points/goals scored against from the points/goals scored for.

7. If a tie still exists, the position in the draw shall be decided by a coin toss, unless the UTM Intramurals administration staff can arrange time to play a deciding game.
SECTION 10: APPENDICES/FORMS

Team Entry Form
Player Transfer Form
Game Appeal Form

For internet friendly users, please visit:
www.utm.utoronto.ca/athletics/intramural-sport/utm-intramurals/schedule-forms-playing-rules
TEAM ENTRY FORM

* Teams must pay their $50 performance bond (refunds are processed at the end of the season) at the Membership Services Desk in the RAWC before the Captain’s Meeting in order to be considered for a spot to play in any UTM intramurals sport league.

CO-ED OPEN SPORT: ___________________ DIV: __________
TEAM NAME: __________________________
TEAM REP/CAPTAIN: ___________________
DAY-TIME/CELL PHONE (if different): _______________
ADDRESS: _______________________________________
E-MAIL: _______________________________________
PHONE: _______________________________________

TO BE ELIGIBLE FOR COMPETITION A STUDENT MUST:
1. Be a registered student at UTM and have paid the Department Athletic Fee.
2. Eligible to play based on UTM Intramurals Eligibility rules in the Handbook.

NOTE: The Department of Recreation, Athletics & Wellness strongly recommends that students in all years who engage in athletics have a medical examination regularly. All students should ensure that they have OHIP coverage, particularly those 21 years or older who are no longer covered on their parents’ policy.
5. Be registered with the Program Office for the team on which he/she participates. Having signed the player registration form signifies compliance with eligibility rules and agreement with the Participants Informed Consent Agreement.

A STUDENT MAY PLAY FOR ONLY ONE TEAM IN ANY SPORT. PARTICIPATION BY AN INELIGIBLE PLAYER CARRIES A HEAVY PENALTY FOR THE TEAM, AS WELL AS THE INDIVIDUAL. A DETAILED EXPLANATION OF ELIGIBILITY RULES CAN BE FOUND IN THE INTRAMURAL HANDBOOK AVAILABLE AT THE PROGRAM OFFICE & ON OUR WEBSITE.

FOR OFFICE USE ONLY: DATE RECEIVED: __________ INITIAL: __________
Performance Bond Type:  Paid: yes no Amount: ______________
TEAM CAPTAIN'S DUTIES

The Team Captain’s duties shall be as follows:

1. For each team sport, complete the team registration form and submit it to the Program Office before the first scheduled Team Captain’s meeting.
2. Be responsible for updating the team registration list on IMLeagues.
3. Be responsible for the eligibility of the members of their team.
4. Ensure that team members are aware of the recommendation for a medical examination and the need for medical insurance.
5. Ensure that team members are wearing the proper protective equipment as defined in the sport regulations.
6. Be responsible for having the team on the field of play ready to start at the scheduled time.
7. Be the only team member authorized to conduct business with the Program Office.
Under specific circumstances, players are allowed to transfer teams. The transfer rule can only be used once by a team during the semester.

Examples of legitimate reasons for players to transfer:

- The current team’s playing schedule does not match their student course schedule
- Player wants to move to play on a team with their friends
- Player wants to move to a team in a division that better suits their skill level

Transfer will be approved if the following conditions are met:

1. Transfer is occurring prior to or up to the midpoint of the regular season for the team in which they are transferring.
2. The player transferring loses all games played in the league with the original team. The player then must play in enough league games with their new team to be eligible for competition.
3. The team that the player is transferring to has not taken on any other transferred players during that season (only one transfer is allowed per team, per semester).
4. Transferring player is aware that they cannot transfer again to any other teams in that sport for that semester (only one transfer per player, per semester).
5. Transferring player has submitted this form 48 hours prior to their new team’s next game.
6. Signatures of both team captains/reps involved approving the transfer are on the form below:

Transferring Player’s Name (as appears on Student Card):
Signature: _______________________________ UTOR Net Email: _______________________________
Student #: ________________________________

ORIGINAL (1st) TEAM’S NAME: ________________________________ SPORT/ LEAGUE: ________________________________
DATE/ TIME OF LAST GAME PLAYED: ________________________________
Original Team Captain’s Name (as appears on Student Card):
Signature: _______________________________ UTOR Net Email: _______________________________
Student #: ________________________________

NEW (2nd) TEAM’S NAME: ________________________________
DATE/ TIME OF NEXT GAME: ________________________________

New Team Captain’s Name (as appears on Student Card):
Signature: _______________________________ UTOR Net Email: _______________________________
Student #: ________________________________

FOR PROGRAM STAFF USE ONLY

Date/ Time Form Received: __________________ Staff Member Name: __________________ Staff Initials: ___________
GAME APPEALS FORM

This form is to appeal and/or protest the game played on ______________________ at the time of ________________ in the sport league ___________________.

The reason for this appeal and/or protest is because of the following:

Team Captain Signature: ____________________________________________

Game Manager Signature: __________________________________________

Date of Submission: ______________________________________________

Please submit to UTM. Transferring player is aware that they cannot transfer again to any other teams in that sport for that semester (only one transfer per player, per semester). Transferring player has submitted this form 48 hours prior to their new team’s next game.