

UFV Campus Recreation Intramural Rules and Regulation Handbook

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INTRAMURAL LEAGUES

Intramural Sports provide a fun and active way to stay involved, meet new people, and enjoy friendly competition in an environment that promotes teamwork, respect, and sportsmanship. Leagues are open to UFV students, alumni, faculty, and staff and are organized by Campus Recreation student leaders.

Participants may register as a team (with designated captains) or as an individual. League schedules will be shared by email with all registered participants the weekend before the league start date.

The Intramural seasons run each academic semester and typically include 8–10 weeks of games. Equipment is provided and set up before each league session.

Futsal and Volleyball league champions represent UFV in the Valley Cup, competing against Trinity Western University's top intramural teams. The event alternates between campuses each semester and takes place before final exams.

For individuals who don't want to commit to a weekly schedule or would like to participate more casually we offer a variety of Organized Drop-in Sports as well as Open Gymnasium times. Schedules can be found on the [Xplor Recreation Portal](#).

Objectives of Intramural Leagues:

- Provide opportunities for the UFV community to balance school, work and well-being on campus
- Create opportunities for socialization and campus engagement
- Provide and maintain a safe, comfortable atmosphere for all participants
- Promote fair play and respect for all involved
- A space to have fun, try something new and meet new people!

XPLOR RECREATION PORTAL

To participate in our recreation programming, or to access recreation facilities you will first need an **Xplor Recreation** account.

If this is your first time registering or visiting the facility you will need to:

1. Create your **Xplor Recreation** account, by clicking on the "Signup" link on the [Login website](#).
2. Once you have created an account, you will receive an email to reset your password.

If you think you have an account and are unsure of your password, you can click on “Forgot Password?” and an email from the “University of the Fraser Valley” will be sent to you with a link to reset your password. You may need to check your junk mail for this email. Or you can call 604-504-7441 during business hours and we can manually reset it for you.

Once you have your **Xplor Recreation** account you will be able to see what Campus Recreation programs under “Activity Registration”, as well as register and pay Intramural League fees.

WAIVERS POLICY

All participants must be at least 17 years of age and sign a waiver in person on their first visit to the facility. Participants under 19 years of age who are **not** UFV students must contact the Campus Recreation Program Manager at campusrec@ufv.ca for approval before participating. They will also be provided with a waiver that **must** be signed by a parent or legal guardian **prior to participation**.

INTRAMURAL REGISTRATION

Register as a Team:

If you are signing up with a group of friends as a team, then one person must be designated as the Team Captain and another as the secondary Team Captain.

- The **Team Captain** is responsible for filling out and submitting the team roster with each participant's name using the online **Intramural Team Registration form**. For most current form visit ufv.ca/campusrec/intramurals/.
- Each member of the team must register and pay separately. This can be done on the [Xplor Recreation portal](#) or in person at the Client Service Desk (E150).

Team Captain (and secondary Captains) must be in attendance to the first week of league games to go through rules and regulations.

The registration deadline for team rosters **and** participant fees is posted on the [Intramurals website](#). Any registrations submitted after the deadline will incur a \$10 late fee.

Register as an individual:

Individuals can register on their own or with a single friend. Depending on the number of individuals who register, they may be assigned to a team that needs more players or placed on a team made up of all individuals.

- Participants will need to register and pay on the [Xplor Recreation portal](#) or in person at the Client Service Desk (E150).
- Individuals must be in attendance to the first week of league games to go through rules and regulations.

You will be emailed your team roster the weekend before the first day of leagues.

If you are wanting to be on the same team as a friend who is also registering as an individual, please list your friends name at the time of registration.

TEAM CAPTAIN ROLE AND RESPONSIBILITY

Team Captains play an important leadership role in Intramural leagues. Captains are responsible for communicating with team members, organizing participation, and serving as the primary contact with Campus Recreation organizers.

Integrity, sportsmanship, organization, and teamwork are the most important qualities of an effective captain. The role provides valuable opportunities to develop leadership, communication, decision-making, and collaboration skills.

All captains (and secondary captains) will:

- Will be responsible for filling out and submitting the initial team roster with each participant's name, using the online **Intramural Team Registration form**.
- Read and understand the Intramural Rules and Regulations Handbook in full and hold teammates accountable to these rules, fair play and respect to officials, spectators and others.
- Work in cooperation with the Sport Organizer and referees for the benefit of the game. Lead by example by resolving conflicts within your team and with opposing teams in a respectful, positive, and sportsmanlike manner.
- Communicate game schedule and any changes/updates about the league to teammates.
- Ensure the score sheet is accurately signed by each member of the team at the beginning of each match.
- Team Captain (and secondary Captains) must be in attendance to the first week of league games to go through rules and regulations.

TEAM NAME

We encourage participants to be creative while choosing their team names. However, any team name that is selected must be in good taste, it does not contain language or imagery that is offensive, demeaning or humiliating to any individual or group and must abide by the Universities policies that covers harassment and discrimination. Campus Recreation reserves the right to disallow any team name that we feel is unacceptable. In the event we choose to remove a team name we will change the team's name to the captain's name until a suitable replacement name is provided. Once the league begins, your team's name is still subject to change if any concerns are raised over its intended nature.

TEAM ROSTER SIZE

Each sport has a specific number of players who can participate at one time outlined in the specific game rules, as well as a minimum number of participants needed to begin a game. If a team does not meet the minimum requirement of participants, the game will be considered a forfeit as less than 48 hours of notice was given. If a team can not fulfill the gender rule, then they play with one less player on the court.

Co-ed Futsal

Minimum roster size: 8 players (1 player of different gender)

Maximum roster size: 12 players

Co-ed Volleyball

Minimum roster size: 7 players (2 player of different gender)

Maximum roster size: 10 players

Note: Teams can have a maximum of 2 approved public members on your team.

Email campusrec@ufv.ca for approval.

PARTICIPANT CHECK-IN PROCEDURES

At the beginning of each league season, participants must check in at the Client Services Desk using their Campus Card. Alumni participating in intramural leagues must obtain an alumni Campus Card (<https://www.ufv.ca/campuscard/alumni-membership-cards/>). UFV guests must sign in using their phone number.

For all subsequent games, participants must sign in by adding their name to the scoresheet roster before play. No exceptions.

PLAYER ELIGIBILITY

General Eligibility

Students, staff, and faculty are eligible to participate in intramural leagues. Teams may include up to two guests who are not UFV students. All non-UFV participants must be affiliated with a current UFV student or employee; otherwise, they are not eligible to participate. Team captains must accept the responsibility for the eligibility status of any participant representing their teams.

All participants must have UFV Campus Card and if they do not, may be deemed ineligible to play.

Participants must be a minimum of 17 years of age and have a valid waiver signed by a parent or legal guardian on file prior to playing.

Additional eligibility rules:

- Current varsity athletes attending **any** post-secondary institution **cannot** participate in the same or similar sport they compete in.
- Suspended or delinquent participants **cannot** participate.
- Players not identified on the original roster, are not eligible to play on the game sheet, unless approved by Sport Organizers, a minimum of 24 hours before the start of a game.
- Teams caught using ineligible players may be penalized by being required to forfeit the game that the ineligible player participated in or being removed from the league.

Play-off Eligibility

Players must play in at least half the league games to be eligible for play-offs. It is the team captain's responsibility to ensure all players sign-in prior to every match with the Intramural staff to ensure players become eligible for play-offs. The Intramural Assistant will refer to game sheets to determine player eligibility.

PLAYER CODE OF CONDUCT

At UFV Campus Recreation & Active Living, we are committed to providing a fun, safe, and respectful environment for all participants. Self-control and appropriate conduct are expected at all times.

Inappropriate behaviour during recreation programs will not be tolerated.

All members of the UFV community, as well as guests, are expected to conduct themselves in accordance with UFV's Safe Student Learning Community Policy (No. 204).

By voluntarily participating in Campus Recreation sports, activities and events, ALL participants agree to the following code of conduct:

- Know and follow the Intramural Rules and Regulations, as well as the specific rules of their sports league.
- Arrive before the scheduled start time of all games
- Sign the required waiver before participating in league play
- Sign in on game sheet of every game in which they participate.
- Treat all facilities and equipment with care and respect to help maintain their condition and ensure their preserved use.
- Participants who are under the influence of alcohol or drugs are prohibited from participating in recreational activities or accessing recreation facilities on campus
- Treat others with respect and demonstrate self-control and appropriate conduct at all times. Disrespectful conduct or other inappropriate behaviour during Campus Recreation activities will not be tolerated and will be addressed by the Recreation Program Manager. This includes, but not limited to:
 - any act of physical or verbal assaults, threats and attempts to intimidate.
 - throwing of articles in a deliberate or aggressive manner, aggressively approaching another individual, or striking another individual.
 - attempting to prod or incite violence in others in or around the facility.

Those demonstrating inappropriate behaviour or language will be denied entry or be asked to leave. Their membership may also be cancelled and banned from the facility.

SPECTATOR EXPECTATIONS

To maintain the safest environment for all facility users, spectators may not sit on the top of the bleachers in the north gym (E105) or south gym (E176). All spectators must turn their attention to games happening and not working on a computer and or scrolling on their cell phones.

Spectators are expected to abide by the Player Code of Conduct, and the participant who invited the spectator is responsible for ensuring their guest adheres to this rule.

SPORTSMANSHIP RATING

To ensure a fun, safe, and respectful environment throughout the semester, each team will receive a sportsmanship rating that reflects their conduct and behavior. Following each regular-season game, teams will be issued a sportsmanship rating based on feedback from the opposing team and the officials present at the game. *Please note that onsite staff and Sport Organizers reserve the right to issue or override a sportsmanship rating based on observed behavior.

Rating very from:

- 5 – Excellent
- 4 – Good
- 3 – Average
- 2 – Poor
- 1 – Unacceptable

For a complete description of each rating level used during league play, please see table of contents for Sportsmanship Rating document.

CONDUCT REPORT

A conduct report is issued when play must be stopped due to the actions or behavior of participants, either on or off the court, that pose a risk to their own safety or the safety of others, or that violate the Player Code of Conduct.

When a conduct report is completed, the Recreation staff may or may not inform the participant and/or the captain depending on the nature of the incident. Participants with an active conduct report will be notified along with their captain within 72 hours of the incident occurring.

In most cases, a conduct review will occur to determine if any additional disciplinary measures must be taken to ensure the safety and fun of all participants. These measures may include, but are not limited to:

- Game suspension(s)
- Term suspension(s)
- Removal from the team
- Removal from the league
- Termination of membership or access for any period of time including a lifetime suspension

Ejection for Misconduct

If a participant is seen or said to be executing unsportsmanlike behavior, they can be ejected and asked to leave the playing surface. If that occurs the participant will be suspended from all intramural activities, effective immediately, while their action/incident is under investigation by UFV Campus Recreation and any other parties that need to be involved (not limited to Athletic & Campus Recreation Director or Campus Security).

Until the participant has been contacted by Campus Recreation staff, they may not return to any intramural or drop-in sport activities. A disciplinary action meeting will be scheduled at the earliest convenience of all parties involved to determine further action/consequence for the participant(s) in question.

LEAGUE SCHEDULES

The first week schedule will be emailed to all registered participants the weekend after the league's registration deadline.

Sport Organizers will make every effort to accommodate preferred scheduling for all participants. Due to facility scheduling and the league structure, preferences can not always be honored. Every effort will be made to complete all scheduled games; however, we cannot guarantee due to team forfeits, defaults, weather issues or facility changes. Games will not be rescheduled for forfeits or default games.

STANDINGS

Sport Organizers will update standings weekly on Instagram (@ufvrec)

Teams will receive the following points in the standings for every sport:

- 3 points for a win
- 2 points for a tie
- 1 point for a loss
- 0 points for a forfeit
- -3 points for a default

In the case of a tie in the standings, tiebreakers will occur as follows:

- Overall wins
- goals for or against ratio

DEFAULTS

A default occurs when a team fails to arrive to the scheduled game with the correct minimum number of players.

The following action will result when a team defaults:

- The team will lose 3 points in the standings for the game not played
- The opposing team (provided they are prepared to play) will receive 2 points
- If it happens a third time they will be removed from the league. If a team is removed from the league, we will try our best to reschedule games for the Opponents based on the facility availability.

FORFEITS

If you know that you cannot field a team, forfeits will be accepted 12 hours in advance of a scheduled game. This will give the Sport Organizers time to notify all participants, officials and facility staff of the cancellation. Reporting a forfeit game will result in being issued a 0 points for the game not played, rather than losing points.

PROTESTS

Only protests concerning the eligibility of players or misapplication of a rule will be reviewed. Judgment calls by the officials will not be considered for protest.

Player eligibility protests: Team Captain must inform the official that they wish to protest the eligibility of an opposing player prior to the completion of the game in question. As soon as a player eligibility protest is filed, a full review of the eligibility of players on both teams will take place.

Rule interpretations protest: Team Captain must inform the official that they are protesting the interpretation of the rule at the time of the incident and before play resumes.

PLAYOFFS

Playoff rankings are determined by % games won/lost, then by % points for/against, then by head-to-head games.

Player Eligibility: To be eligible for playoffs, participants must be listed on the team's master roster, registered through the Xplor Recreation portal, and have signed in and participated in a minimum of three (3) of the team's scheduled regular-season games. In the event of a dispute regarding team or player eligibility, the Sport Organizers will review the matter and make a final determination.

Expectations due to injury may be made at the discretion of the Sport Organizers. Requests should be made 48 hours before the playoff schedule begins.

PARTICIPANT ATTIRE

The following equipment must be worn by all participants:

- Athletic closed toe shoes, with non-marking soles
- Athletic shorts or pants
- Athletic shirt

The following items are **not** permitted:

- Hats (unless it is turned backward)
- sunglasses

JEWELERY

- All jewelry must be removed or taped over from visible parts of the body before the participants are permitted to play.
- Jewelry that is not removable for religious or medical reasons must be made as safe as possible. Medical alert necklaces or bracelets must be taped down with the medical information still showing.
- Any braces must be fully padded with no movable/sharp areas showing.

Some types of jewelry (such as rings and earrings) pose a significant safety risk to participants and as such must be removed or taped. If a participant cannot remove these articles for any reason, he/she will not be permitted to play.

BLOOD AND FLUID SPILLS

- Any person(s) with visible blood on themselves or on their clothing will be immediately asked to stop playing. They will only be permitted back into an activity after the clothing has been removed, the blood flow has stopped, or the affected area has been bandaged.
- A game will be stopped if any body fluid spill occurs on the playing area, until such time that spill can be appropriately cleaned and sterilized.

SPORT SPECIFIC RULES

Futsal Intramurals

Length of Game

- Games will consist of two 23-minute halves. Half time will be 5-minutes
- Play stops at whistle
- 15-minutes will be allotted to warm-up at the start at each game. (i.e. 7:00-7:15pm, 8:15-8:30pm,)

Roster

- The Team Captain must fill in the score sheet prior to the start of the game with the names of each teammate present at the beginning of the game
- Teams should have a minimum of 8 players and max of 12
- No more than max two approved public members on a team. Email campusrec@ufv.ca for public player approval.
- 5 players (includes the goalkeeper) on the floor at once, rolling subs throughout the game
- Varsity athletes who currently play for the Cascades or any University are not eligible to play in the league

Start of Game

- First ball will be decided by a coin toss
- The ball must be stationary for kickoff
 - The ref will whistle before kickoff can occur
 - Upon kickoff, the ball may be played forwards or backwards
- Teams line up on each half of the court. No one may cross the center line until the ball has been played

Playing the Ball

- Sliding tackles and Headers are NOT allowed at anytime during the game
- The goalkeeper may play the ball with hands or arms only within the crease
 - The goal crease is the women's basketball 3-point line
- Pass-back to the goalkeeper is allowed
 - The goalkeeper has 6 seconds to release the ball otherwise there will be a corner kick.
 - The goalkeeper may pick up the ball with their hands from a pass-back, however, to

prevent back and forth passing between defense and the goalkeeper, they cannot pick the ball up with their hands again until the ball has completed one of the following:

- Passes the halfway line
- Completes 3 passes
- Is lost in possession to the other team
- After a goal or to start the second half the ball will start at the centre line with a kickoff signaled by refs whistle
- Only the South wall is in play, all other boundaries are marked by the outermost line
- Play stops if the ball hits the ceiling or a basketball hoop
 - Ball is given to the opposite team (that did not put the ball out of play) as a kick-in from the sideline of where it hit the roof or hoop
- To tackle or play the ball, players must be on their feet. Tackling can only be made from the front of an opponent whilst they have control of the ball

Fouls

Free Kick (Indirect, direct, penalty – if foul occurs in the crease). Calls are due to the officials discretion

- 5 fouls per half per team. The 6th foul and every foul after will be a penalty kick for the other team.

An **indirect free kick** is awarded to the opposing team for the following actions:

- Intentionally heading the ball
- Handballs
- Time violations
- Impeding of the progress of an opponent when the ball is not being played
- Preventing the goalkeeper from releasing the ball from his hands
- The goalkeeper illegally picking the ball up with their hands inside their crease

A direct free kick is awarded to the opposing team for the following actions:

- Slide tackling
- Kicking, or attempting to kick an opponent
- Tripping, or attempting to trip an opponent
- Tackling an opponent
- Pushing an opponent
- Charging an opponent
- Holding an opponent

Taking a **free kick**:

- When taking a free kick, players have 5 seconds to take a free kick. Players must wait for the whistle.
- The ball must be stationary when the kick is taken. Opposition players may form a wall but must stand 3 meters from the free kick spot
- If a foul is committed within 3 meters of the goalkeeper area, the ball may be moved back away from the defending wall to allow more room to take the free kick. This will also apply if a free kick is given close to the nets.

A **penalty kick** is awarded if the player commits any of the above offenses within their own penalty area while the ball is in play:

- The penalty kick will be taken from the top of the free-throw line. All players except the kicker and the goalkeeper (on the goal line) must be outside the penalty area
- The kicker may only take one step into the kick

Advantage or “play-on” will be played in an effort to keep the play going.

- If the ball hits the referee, the decision will be play-on as long as no team gains an unfair advantage. If the referee decides there is an unfair advantage, the ball will be returned to the team previously in possession.

Disciplinary Penalties

The Sport Organizers and Referees have the authority to penalize players and make them sit off. For serious offenses the Sport Organizer/Referee is able to remove players from the game.

Cautionable offenses (yellow card) 3-minute penalty

- Excessive or repeated fouls
- Unsportsmanlike behaviour
- Purposeful delay of game
- Repeated slide-tackling (e.g. sliding to try to keep the ball in play but by doing so interferes or contacts with another player, multiple times)
- Over aggressive play
- Deliberate handballs
- Constant arguing

Serious offenses (red card) Not returning to play until reviewed (see handbook)

- Intentional slide-tackling an opponent after serving 3-minute penalty
- Violent conduct, intimidating or harassing opponents
- Excessive verbal abuse, swearing, obscene gestures
- Striking or attempting to strike an opponent
- Spitting at opponents, officials or spectators
- Denying an obvious goal-scoring opportunity
- Anything the referee feels is unsportsmanlike behaviour
- Disputing, arguing with the referee.
- Two yellow cards in one game

Misconduct and Card System

Misconduct will be monitored by applying the yellow and red card system as follows:

1. Yellow Card

The offending player must exit the game for 3-minutes, during this time their team must play down a player (4 on the court), unless the opposing team scores. In which case they may have another player enter the court, but NOT the offending player until their penalty minutes are done.

2. Red Card

When a red card is issued, the player is to be ordered off the court and they cannot be replaced or substituted. The team will have to play with 4 players on the court for the remainder of the game. The offending player will serve a minimum one game suspension, but may be increased under the discretion of the Sport Organisers, Referees and Campus Recreation, Program Manager.

A player is not entitled to a warning (yellow card) for these offenses and could be instantly given a red card or be suspended:

- Fighting
- Threatening players and / or referees.
- Spitting
- When the offense follows a previous yellow card.

A red card offense is a minimum of a one (1) match suspension or two (2) matches if the player has previously been suspended.

Guiding Principles

- UFV Campus Recreation places a high value on friendly competition and respect. Referees, team captains, and players are all responsible for the proper conduct of the game. Disrespect will not be tolerated.
- The referee's judgment is final for all decisions regarding gameplay.
- **All players must present their UFV Campus Card to the Sport Organizer or Client Service Desk (E105) prior to participating.**
- All players must have filled out a Campus Recreation waiver and **paid the league fee to be eligible to play in Intramural Leagues**

Team Captains

- Filling out the Game Sheet Roster, before each match
- Captains should be the only ones who discuss league or game disputes with officials
- Are responsible for ensuring all players on their team are eligible to play
- Responsible for ensuring their team knows the schedule

All Players

- Must be wearing appropriate athletic footwear (non-marking runners) and athletic clothing.
- Hats with a brim must be removed or turned backward during any game play.
- Warm-up is up to the individual.

Volleyball Intramurals

League Divisions

Competitive

This category is designed for players with volleyball experience and a solid understanding of the game's fundamentals. Expect hard hitting from one to three players per team, with occasional back-row attacks. Most participants serve overhand, and games typically showcase accurate passes and organized offensive plays. Blocking is common, though it may not always involve a solid double block. Teams usually make three contacts before sending the ball back over the net, maintaining a structured and competitive level of play.

Recreational

This category is ideal for those who are new to the sport and those with some experience playing volleyball at a recreational level. Players can expect a hit in approximately one out of every three rallies. Teams in this division prioritize a "fun-first" approach, emphasizing enjoyment in every game.

Players

- All players must check in at the front desk before their first league game and ensure their name is listed on the game sheet. For subsequent games, players only need to be listed on the game sheet, with participation verified by the Sport Organizer or Referee.
- Captains are the only ones who may discuss matters with the officials.
- Six (6) players per team are allowed on the court at a time. A minimum of four (4) players are necessary to begin or continue play.
- Volleyball is a co-ed league; therefore, a minimum of two (2) players on the court must be of the opposite sex. Your team may play with one (1) member of the opposite sex; however, the other position must remain vacant.
- Substitutions can only be made before the opposing team serves (dead ball), while a proper rotation is occurring.

Length of Game

- Each game will be played to 25 points with rally scoring
 - A team must win by (2) points in a regular season game, with a point cap at 28.
 - There will be no point caps during playoffs.

- A match will be the best two (2) out of three (3) games or a maximum of 60 minutes. During the regular season the team winning at the end of 60 minutes will be declared the winner.

Start of Match

- Teams must arrive ready to play within 5 minutes of the scheduled game time or else a forfeit will be declared.
- The coin toss winner may elect to serve, receive the serve and the side. The other team has the opposite choice.

Playing the Ball

- Service may be made from anywhere behind the end line (No blocking of serves).
- Cannot touch the net when attempting to play the ball, however accidental net contact when not attempting to play the ball is legal.
- Only three (3) hits per side (not including the block) and no player may hit the ball twice in a row (not including the block).
- Any ball landing on the line is in bounds.
- There are no position restrictions of any kind.

Badminton Doubles Tournament

A. Team Requirements

- Each team will consist of two players for doubles.
- Each team participating must register on the Xplor Recreation portal with the team captain doing the registration and listing their teammates at time of registration
- Each player must present a valid Student ID card to the tournament organizers at the beginning of the event. If a player is not able to do so, they will not be permitted to play.

B. Equipment/Jerseys

All players must wear proper athletic footwear and attire. Racquets and birdies will be available for use from the Campus Recreation staff with a valid Student ID card; players are welcome to bring their own racquet if they prefer.

C. Referees/Officials

Games will be self-officiated by both teams/players. Teams call their own side lines by the honor system. Recreation staff are available for any disagreements and may determine whether or not the point will be replayed or stand as is.

D. Sport-specific Rules

1. Tournament rules are based on Badminton Canada's Laws of Badminton (in general).
2. Prior to beginning the game, service will be determined by tossing the shuttle into the air and letting it land on the floor. Whichever side the nose of the birdie is pointing to will indicate the team that has choice of serving or receiving or taking a particular side of the court.
3. Each match is scheduled for 20-minutes games with a 10-minute transition between games. The game is won by the team which scores 21 points first.
4. The team that has the greatest number of wins will be declared the Champion. In the event of a tie there will be a final match between those teams.

E. Defaulted Games

For the game to start, all players must be present. If one of the opponents is not present, a five-minute grace period will be allotted starting from the official time of the scheduled match. If after five minutes the team or player still has not arrived, then it is a default.

F. Code of Conduct

All participants are expected to abide by Intramural Rules and Regulations and to always act in the spirit of fair play, exhibit sportsmanship and to be respectful of all parties involved in the sport programming. If for any reason a team or player does not abide by these rules or regulations, suspension or removal from the program may occur.

INTRAMURAL SPORTSMANSHIP RATINGS

Harassment & Unsportsmanlike Conduct Policy

The league does not tolerate any form of harassment or unsportsmanlike conduct toward opponents, spectators, or staff. Reports of such behavior will be taken seriously, and the captain of that team will have a meeting with the league managers. Depending on the severity of the incident, disciplinary actions may include but are not limited to meetings with the involved players, forfeits of games, suspensions of individual players, suspension of teams, removal of players from the league, or removal of teams from the league. This will be up to the discretion of the league managers, in consultation with the Recreation, Program Manager.

Sportsmanship Rating – Purpose

To ensure a fun, safe, and respectful environment throughout the semester, each team will receive a sportsmanship rating that reflects their conduct and behavior. Following each regular-season game, teams will be issued a sportsmanship rating based on feedback from the opposing team and the officials present at the game. **Please note that onsite staff and league managers reserve the right to issue or override a sportsmanship rating based on observed behavior.*

Sportsmanship Rating – 5

Excellent Conduct and Sportsmanship

Teams receiving a rating of **5** consistently demonstrate outstanding sportsmanship and positive conduct.

- Players maintain an exceptional attitude throughout the game and cooperate fully with officials and opposing teams, always engaging calmly and respectfully.
- They respected all staff, facilities, equipment, and opponents always.
- Players scheduled for the first and last games of the evening assist with setup and takedown without being asked.
- There are minimal incidents and penalties during gameplay.

Sportsmanship Rating – 4

Good Conduct and Sportsmanship

Teams receiving a rating of **4** generally demonstrate positive sportsmanship and appropriate conduct.

- Players maintain a good attitude and exhibit self-control toward opponents and officials.
- They respected all staff, facilities, equipment, and opponents always.
- There are few conflicts, and penalties are minimal throughout gameplay.

Sportsmanship Rating – 3

Average Conduct and Sportsmanship

Teams receiving a rating of **3** demonstrate generally acceptable sportsmanship, though occasional issues may occur.

- Team members mostly cooperate with officials and maintain a positive attitude for the majority of the game.
- Any negative behavior is typically limited to an individual player rather than the entire team.
- They respected all staff, facilities, equipment, and opponents.
- Conflicts are minimal, and penalties are few.
- Teams who receive one unsportsmanlike penalty, yellow card, or technical foul during a game will receive **no higher than a rating of 3**.

Sportsmanship Rating – 2

Poor Conduct and Sportsmanship

Teams receiving a rating of **2** demonstrate poor sportsmanship and a lack of respect during gameplay.

- Team members make inappropriate comments toward officials and/or the opposing team from the court/field and/or sidelines and display disrespect toward staff, facilities, equipment, and opponents throughout the game.
- The team captain demonstrates limited control over teammates and/or themselves.
- Teams are not prepared to play at the scheduled start time.
- This rating includes the use of profane and/or vulgar language, arguing with opponents, officials, or staff, and continued negative behavior.
- The team notifies the league manager or opposing team captain less than one business day (Monday–Friday) prior to game time.
- Multiple conflicts occur, and the number of penalties assessed is higher than average.
- Teams that receive an ejection, one red card, two yellow cards, two technical fouls, or two unsportsmanlike penalties during a game will receive **no higher than a rating of 2**.

Sportsmanship Rating – 1

Unacceptable Conduct and Sportsmanship

Teams receiving a rating of **1** demonstrate unacceptable behavior and a complete disregard for sportsmanship.

- Team members consistently make inappropriate or confrontational comments toward officials and/or the opposing team from the court/field and/or sidelines, showing a complete lack of respect for staff, facilities, equipment, and opponents.
- The team captain exhibits little or no control over teammates and/or themselves.
- The team fails to appear for a scheduled game without notifying the league manager or the opposing team captain.
- Any major conflict, including but not limited to a physical altercation or fight, will result in an automatic rating of 1.

Qualifying for Playoffs

At the end of the regular season, teams must maintain an average sportsmanship rating of 3.5 or higher to be eligible for playoffs. Teams that do not meet this requirement will not be permitted to participate in playoffs, regardless of their position in the standings.

During Playoffs

For each playoff game teams will be expected to earn a sportsmanship rating of 3 or higher. Teams who do not meet this requirement will lose the game and be ineligible for the remainder of playoffs regardless of the score.