

Please note these are only some highlights from the Intramural Sports Handbook.

[1.1] It is the responsibility of the participant and team captain to be aware of and abide by all Intramural Sports Program Policies & Procedures and sport rules.

[2.1] All students currently enrolled (full-time or part-time) on the Kent State University – Kent Campus and all faculty and staff at the Kent State University – Kent Campus, and spouses of each of the above shall be eligible to participate in the Intramural Sports Program until they no longer meet the rules of eligibility.

[2.2] An intramural team may have no more than two members of a related sport club on its roster.

[2.3] A person who participates at the varsity level is ineligible for that particular intramural sport for one calendar year from the time of their most recent involvement on the varsity level.

[2.4] An intramural sports participant may legally play on one appropriate men's team or women's team plus one co-recreational team in the same sports league. Eligible males and females that are active members of a Greek organization may also play on a single team in a Greek league. Any participant found to have played for two teams in the same league will be declared an ineligible participant and shall be ineligible for the remainder of that sports season and/or academic year.

[2.6] All participants must be listed on the IMleagues.com team roster prior to participating. In order to play in a particular game, players must be added to the team's roster by the day prior to the game (by 11:59pm). Remember that players are not considered to be on a team's roster until either the player has accepted the team captain's invite, or the team captain has accepted the player's request to join. Identification cards (Kent State University Flash Card) are also required for checking in with the intramural staff at the activity site and for equipment checkout. If you cannot produce your validated identification card prior to a game, you will not be allowed to participate.

[3.2] It is the responsibility of the team captain to Register his/her team(s) during the registration period by completing the following:

1. Completing the Registration Form and signing the Team Manager Agreement Statement.
2. Pay the appropriate entry fee for each activity at the time of registration.
3. Create his/her team(s) on IMleagues.com in the same section the team registered for in the Pro Shop.
4. Ensure that all players are listed on the IMleagues.com team roster prior to the roster deadlines.

[4.1] All participants in the Kent State University Intramural Sports Program must sign the Hold Harmless Agreement before they may participate in any intramural activity. There shall be no exceptions to this rule.

[4.5] There shall be no use of alcohol, illegal drugs or tobacco on, or in any Kent State University recreation facilities, including all intramural playing fields, before, during or after intramural activities. Participants and/or spectators that play under the influence of any of these substances may be subject to penalties at the discretion of the Assistant Director or Coordinator of Intramural Sports.

[5.1] The activities, leagues, sections, format, and semester offered vary. Please check the Intramural Sports website or the current Program Guide for updated information on program offerings.

[9.5] A player disqualified (ejected) from the game for any unsportsmanlike conduct must leave the area/complex immediately for the remainder of the night, and will be declared ineligible for play in all Intramural Sports events until he/she has met with the Assistant Director or Coordinator of Intramural Sports and will receive a minimum one game suspension.

[9.6] At the completion of each game the game officials and the Intramural Staff present will evaluate your team and assign a sportsmanship rating based upon the criteria for each rating listed in the Intramurals Handbook.

[10.2] Any person involved in a fight will be suspended a minimum of one semester from all intramural sports.

[12.1] The possibility of Intramural Sports activities being cancelled due to weather always exists. In the event of inclement weather the Intramural Sports Office will have a recorded message indicating whether or not the events for that day have been cancelled. The following phone number shall generally have information regarding cancellations, based upon the location of the activity. [Intramural Sports Office: 330-672-0487]

[13.1] If at any time the Intramural facilities become unplayable or unsafe, the Intramural Staff on site will make a determination regarding postponement or cancellation. All efforts will be made to maximize playing opportunities. In the unfortunate event of cancellation, all efforts will be made to reschedule the contest. However, the decision of rescheduling is left solely up to the Assistant Director or Coordinator of Intramural Sports and there will be no refund if games cannot be rescheduled.

[14.1] Game balls provided by Intramural sports are for game use only and will not be available for warming up.

[14.2] Appropriate athletic footwear must be worn at all times during intramural sports activities. Dress shoes, hiking shoes, and sandals are prohibited during all intramural sports activities. Pliable rubber cleated shoes are acceptable for outdoor sports. No metal cleats, or screw on type cleats are to be permitted.

[14.3] No jewelry is to be worn at any time during an intramural sports event by participants. All participants are expected to remove all jewelry prior to the start of the contest.