



Intramural Sports Participant Handbook

Created: July 20, 2021

Last Updated: August 17, 2023

Table of Contents

SAFETY	3
INJURIES.....	3
BLOOD POLICY.....	3
IMPAIRMENT	3
PARTICIPATION IN INTRAMURAL SPORTS	3
REGISTRATION FOR INTRAMURAL SPORTS.....	3
ELIGIBILITY GUIDELINES.....	4
MAXIMUM ROSTER SIZE	5
PARTICIPANT EXPECTATIONS.....	5
TEAM CAPTAIN RESPONSIBILITIES & EXPECTATIONS.....	6
PARTICIPANT QUIZZES.....	6
SPORTSMANSHIP	7
FORFEITS.....	7
DEFAULTS	8
EJECTIONS	8
PLAYOFFS.....	9
PROTESTS	9
INCLEMENT WEATHER.....	9
FACILITIES.....	10
EQUIPMENT	10
JEWELRY.....	10
FOOTWEAR.....	10
EQUIPMENT CHECK OUT.....	11
PARTICIPANT CONDUCT AND DISCIPLINE GUIDE.....	12

University of Missouri
Mizzou Intramural Sports Handbook

Welcome to Mizzou Intramural Sports!

Every year thousands of members of the MU community participate in Intramural Sports. For many Mizzou students, Intramural Sports becomes an integral part of their collegiate experience. The Mizzou Intramural Sports staff welcomes participants, both new and returning!

Maximum participation is our department philosophy. Mizzou Intramural Sports aims to provide rules and opportunities that are consistent with this philosophy while promoting inclusivity and a welcoming environment for all members to participate in our sports programming. Intramural Sports CoRec programming is non-binary. Members will be able to participate how they identify on the field of play.

Mizzou Intramural Sports are open to all students and Student Recreation Complex members. We offer Men's Greek, Men's, Women's Greek, Women's, CoRec, Residence Hall, and Open Leagues. Not only does participation in Intramural Sports enhance the college experience, but it also contributes to a fun and healthy lifestyle! For more information about Mizzou Intramural Sports, please visit our website www.mizzourec.com or email us at IntramuralSports@mizzourec.com.

SAFETY

INJURIES

Any injury sustained while participating in Intramural Sports must be recorded on an accident report form by an Sports & Competition Lead or Athletic Trainer. **If a player is removed from play by an Athletic Trainer, that participant must be cleared (by the AT) prior to playing again in an Intramural Sports competition.** **Sports & Competition Staff and ATs reserve the right to prohibit any participant from playing due to injury**

Inherent Risk Statement: *Intramural Sports activities present the possibility of injury. Participation in the program is voluntary; individuals assume responsibility for their own health and safety. All individuals who intend to participate in Intramural Sports should, for their own protection, have a physical examination to determine that they are physically able to participate. Medical insurance, which would cover expenses incurred in the event of injury, is strongly recommended.*

BLOOD POLICY

In an effort to maintain a safe playing area, all participants are to adhere to the following **BLOOD RULE**: Any player who is bleeding must be substituted for until the bleeding stops and any blood on the participant/participant's closed is sanitized and cleaned properly. A Sports & Competition Lead, AT or game official has the authority to remove the player.

IMPAIRMENT

No alcohol, tobacco, e-cigarette, or any other illegal substance is allowed on any University property. This includes all Intramural Sports playing fields and courts. If any illegal substance is discovered, it will be disposed of immediately. If a participant, team, or spectator shows up for a Intramural Sports game impaired or is suspected of being under the influence of alcohol or illegal substances, the

participant or team will be required to leave the area. The team will forfeit if several members of team are impaired, or if participant(s) will not cooperate with Mizzou Intramural Sports staff. Attempts will be made to deal with individuals first, and the team second, if the individual(s) will not cooperate.

REGISTRATION FOR INTRAMURAL SPORTS/ACTIVATING MEMBERSHIP

Log on to services.mizzourec.com to access the MizzouRec FUSION Portal. From there, you will click on the Login icon. Then, click the yellow button that reads “SSO/MU Credentials” since you are a member of Mizzou. It should redirect you to the university log in page. Then, type in your 6-digit PawPrint and your university password. Once you have done that, you should click on the Intramural Sports Link. You should then click on “Join a Team” or “Sign Up Now” buttons. Once you have done this, you are logged in. If you have any problems or issues, please contact intramuralsports@missouri.edu

Every sport is open for “Waitlist” registration on IMLeagues.com beginning the first day of registration. A captain can create and invite members to any team for any sport during the current semester. Invites must be accepted by teammates and will be sent to your university email address. Leagues will be filled on a first come, first serve basis.

Each sport has a minimum number of players that must be on a team. CoRec sports also have a minimum number of players per gender in which they identify that must be on a roster. You cannot take a time slot in any sport until your team has the minimum number of players on the roster. Check IMLeagues for minimum player requirements per league. Review the sport you want to play online, then choose the league and time you want to play in.

FREE AGENTS (PLAYERS WITHOUT A TEAM)

Want to play but don’t have a team? Add your name to the “Free Agents” list on IMLeagues.

1. Find the sport and league you are wanting to join in IMLeagues (i.e. Football>Men’s)
2. Click the “Free Agents” tab at the top of the screen.
3. Select “Join as Free Agent” and fill out the information to be posted on the Free Agent list!

Teams looking for extra players follow these same steps but select “Add Free Agents” to pick up players.

None of these steps are a guarantee that everyone will be placed on a team through the Free Agent Program

ELIGIBILITY GUIDELINES

ELIGIBLE PARTICIPANTS

- University of Missouri students with a valid Student Recreation Complex Membership
- University of Missouri faculty/staff with a valid Student Recreation Complex Membership
- Any other individual that possesses a valid Student Recreation Complex Membership

ID POLICY

Updated August, 2023: A valid Mizzou ID, either physical or electronic, will be accepted to check-in to Intramural Sports competitions. Alternative government-issued forms of identification (driver's license, passport, etc.) are also acceptable.

- *Note: MizzouRec facility policies may differ from Intramural Sports. Please visit mizzourec.com to view the policies and procedures regarding entrance into the facility.*

If a participant tries to use another person's Mizzou ID, it will be confiscated. The player and the owner of the ID will be suspended from IMleagues. Both people will need to meet with the Sports & Competition Staff.

Day-passes purchased at the MizzouRec membership desk will **NOT be sufficient for checking in for Intramural Sports contests.**

TEAMS

An individual may participate on one team per league. Exception: If there is a Men's A and Men's B division for example, teams/players must choose 1 of these leagues to participate in. A male may participate on one Men's A basketball team OR one Men's B team, one CoRec team, and one open/ResHall team. They may NOT participate on two teams in the same league. For example, a female may not participate on two CoRec Flag Football teams.

FRATERNITY LEAGUE TEAM PLACEMENT

- Each chapter gets a 1 team priority.
- No teams will be automatically confirmed. The 1st team from each chapter to meet the minimum roster requirement will be placed in the division of choice (pending availability).
- 2nd, 3rd, etc. teams from the same chapter will be placed on the Waitlist.
- Once registration closes, Waitlist team will be placed in remaining open spots in order of registration completion.

VARSITY ATHLETES

Varsity athletes may not participate in intramural sports for their specified event. A person is considered a varsity athlete (for the purposes of intramural sports) if they practice with the University Athletics team at any time or are listed on any rosters throughout the previous or present academic year. ***A varsity athlete may not participate in intramural sports in their specified sport for one (1) calendar year after their last official contact with the team.*** Eligibility issues must be brought to the attention of the Sports & Competition Staff. The intramural staff is not responsible for checking eligibility of each participant.

CLUB ATHLETES

Club athletes must refer to each sport specific rules on how many club players are eligible to play on one team (*typically it is 2 club athletes max for their specified sport*). If questions are posed to Intramural Sports staff, the criteria looked at for club player status are:

1. Dues paid for the year
2. Name listed on the current club roster
4. Participation in practices and/or team competitions
5. Activity on Engage or other organization member-only sites

ELIGIBILITY OF OPPONENTS

When questioning the eligibility of an opponent, it is mandatory for the protesting player(s)/team(s)/official(s) to "announce" those questions to the opposing designated captain AND game official(s) before the game is completed. If warranted, player(s)/team(s)/official(s) need to follow up with a written protest by scheduling a meeting with the Sports & Competition Staff within 48 hours of that Intramural Sports contest. The Mizzou Intramural Sports program reserves the right to handle eligibility violations without formal protest.

MAXIMUM ROSTER SIZE

The maximum roster size is typically $2x+2$ the number of participants allowed on the field/court of play at once. For instance, 5v5 basketball: the maximum number of players on a roster is 12. For sport-specific information, check the specific rules on IMLeagues under "Handbooks & Manuals"

TEAM CAPTAINS AND INDIVIDUAL SPORT PARTICIPANTS RESPONSIBILITIES

Each team or organization should select a representative to act as the contact person with Mizzou Intramural Sports. All matters affecting a team will be directed to this person and it will be their responsibility to communicate all information to team members.

Expectations:

1. Pass Participant's Quiz with a score of 100%
2. Ensure all teams are entered in the proper sport before the registration deadline.
3. Notify team members of date, time, and location of all contests.
4. Be familiar with all Intramural Sports rules, policies, and sportsmanship procedures and ensure all team members comply accordingly.
5. **Captains are responsible for their team's actions: This can include suspensions for team's actions.**
6. **Captains are also responsible for the actions of their team's spectators.**

PARTICIPANT QUIZZES

Each participant is required to take a quiz designated for each sport they want to play. Participant quizzes are used to replace in-person captains' meetings to ensure everyone playing a sport has received the information the captain is supposed to deliver to their team. To pass the quiz, a participants must receive a 100% score. All answers can be found in the handbook or rules book.

SPORTSMANSHIP

After each game, each team will be awarded a sportsmanship rating (0-4). This score will be determined by the officials and Leads based on the behavior and actions of each team during the game.

The sportsmanship rating scale will be as follows:

- **4 – Good:** A NORMAL flowing game. Some questioning of the officials' calls and/or very few complaints. Some foul language not directed at opponents, teammates, or officials. No warnings are issued, and teams have been good sports to each other and all officials.
- **3 – Moderate to Difficult:** Teams or individuals repeatedly question the official and their judgment. A team or individual is unsportsmanlike to their opponent in terms of fair play or communication. Conduct violations occur during the game. If an unsportsmanlike penalty is assessed (U.C., Technical Foul, Yellow Card) a team cannot receive a score higher than 3.
- **2 – Poor:** Multiple warnings are issued to a team or its players. An ejection may occur for an individual due to repeated warnings based on their sportsmanship (a red card, two technical fouls, continuous unsportsmanlike behavior, etc.). Harassment towards officials or supervisors is continuous and abusive.
- **1 – Unacceptable:** Multiple ejections; verbal and abusive language towards officials, supervisors and/or participants; the game being forfeited or ended before its completion. Teams or individuals may be subject to removal from the league.
- **0 – Fighting:** Any physical confrontations between players or teams. This also includes threatening or assaulting an official or supervisor. Teams will be subject to removal from the league, and subject to the possibility of being banned from all Intramural competitions indefinitely.

PLAYOFF ELIGIBILITY

For major sport offerings, teams will be considered playoff eligible IF they:

- Win OR tie at least one (1) game
- End the regular season with a Sportsmanship Rating Average of a 3.0 minimum
- Have less than two (2) combined forfeits and defaults

SPORTSMANSHIP REQUIREMENTS

- Teams must maintain a 3.0 Sportsmanship Rating throughout playoffs, which will be a continuation of the regular season average. There will be no reset of sportsmanship ratings when playoffs begin.

FORFEIT POLICY

Game time is forfeit time. If a team does not have the minimum number of required players checked in to participate (indicated on the sport rules found on IMLeagues) at the time the game is scheduled, the opposing team has the option to take the win immediately **OR** wait 10 minutes to see if their opponent can gather enough players. If they decide to wait the 10 minutes, this time will be taken off the game clock and once enough players have arrived the first half will start with decreased time. Once the team with the correct number of players has decided to take the win or wait 10 minutes, they cannot change the decision. The officials must abide by their first response.

For team sports, there will be a \$25 forfeit fee assessed to the team that will need to be paid prior to the start of the next game. For individual sports, there will be a \$5 forfeit fee assessed to the individual that will need to be paid prior to the start of their next game. Proof must be shown to the Sports & Competition Lead via receipt. Forfeiting a game will result in a Sportsmanship Rating of “1” for that game.

DEFAULT POLICY

A team may call the Intramural Sports Office, email intramuralsports@missouri.edu to default **OR** fill out the Default Form to avoid the Forfeit Fine Penalty. The team captain must call **OR** fill out the form before 3:00pm on the day of the game. Defaulting a game will result in a Sportsmanship Rating of “3” for that game.

CONDUCT POLICY

Intramural Sports participants must adhere to all MizzouRec general facility guidelines and policies. Failure to comply with any MizzouRec policies could result in a range of disciplinary actions. Sportsmanship, ejections, and other conduct issues will be reviewed on an individual basis by the Sports and Competition staff. Singular offenses can be subject, but not limited to verbal warnings, unsportsmanlike conduct penalties, and ejections. Repeated offenses can be subject, but not limited to conduct meetings with the Sports and Competition staff, suspensions, reimbursement for damages, and temporary or permanent suspension from all MizzouRec facilities/programs without refund. Additionally, depending upon severity of the situation, any violation of these rules could result in disciplinary action taken by the university, including the Office of Student Accountability and Care and MUPD. **MizzouRec staff reserve the right to end any game by forfeit at any time.**

EJECTIONS

If a player is ejected, they are immediately suspended from every Intramural Sports competition. The Sports & Competition Staff will review the Ejection Form submitted by the Sports & Competition Lead to determine if further action is warranted. If a meeting between the Sports & Competition Staff and participant is required, the steps below must be completed and will meet with the ejected participant(s) and appropriate penalties will be determined, if applicable. If a meet participants must complete the following steps to become eligible to play in **ANY** sport:

1. The Sports & Competition Staff will contact the ejected participant to inform them of their status (no suspension necessary, meeting required, report send to Student Accountability, etc.).
2. If a meeting is required, the ejected participant must respond to the Sports & Competition Staff with three times that they are available to meet, within 24 hours of receiving the notification.
3. The Sports & Competition Staff will reply to you confirming one of your meeting times or proposing alternate times to meet.
4. Serve your suspension, if applicable.
5. Eligibility reinstated.

*Incidents involving physical violence, verbal/nonverbal bias, and threatening language may be report to the Office of Student Accountability & Support for further review.

PLAYOFFS

All teams who meet sportsmanship and forfeit requirements will be eligible for postseason. For sportsmanship requirements please refer to the sportsmanship section of this handbook. For forfeit requirements please refer to the forfeit section of this handbook. Due to the number of teams in some activities and the limited time available to complete the playoffs not every eligible team is guaranteed a playoff spot. Brackets larger than 16 teams may be subject to being split into smaller brackets. The requirements may be adjusted at the Sports & Competition Staff discretion.

- *Teams must maintain a 3.0 Sportsmanship Rating throughout playoffs, which will be a continuation of the regular season average. There will be no reset of sportsmanship ratings when playoffs begin.*

PROTESTS

Protests may be filed for two reasons:

1. The misapplication of a playing rule.

NOTE: An official's judgment cannot be protested (i.e. ball going out of bounds on Team A)

2. Participant Eligibility (i.e. Basketball team having more than 2 Club Basketball members)

Protests will be handled in the following manner:

1. Protests must be brought to the attention of the Official or Sports & Competition Lead. These questions will be handled on the field by the Officials. The Officials may meet with the Sports & Competition Lead on duty to determine the ruling. Once this decision has been made, the game will proceed under the given ruling.
2. If the team is not satisfied with this ruling, the team captain must notify the Sports & Competition Lead that the game is being played "under protest". This indicates the team wishes to appeal the decision to the Intramural Professional Staff. For eligibility protests, there will be extension of 24 hours following the conclusion of the game.

3. At the time of protest, the Sports & Competition Lead must fill out a Protest Form. This form will include time remaining in the game, score, and result of the protest. If a Protest Form is not filled out, the protest consideration cannot be granted.
4. Protests **MUST** be completed prior to the next batter, timeout, play, etc. (depending on the sport). (I.e. a team cannot decide in the fourth quarter of a flag football game that they want to protest a play from the first quarter of that same game).

INCLEMENT WEATHER

If weather has delayed or cancelled any intramural activity, an email will be sent through IMLeagues message center to all participants stating this and explaining if/when games will be rescheduled. Phone calls may also need to be made in order to reach out to participants who have games starting within 5-15 minutes of the cancellation.

RAIN

Intramural sports will continue through light rain. No rain cancellations will be made before 3 p.m. of the scheduled day of play. Once play begins it will be up to the Athletic Trainer/Sports & Competition Staff if on-site. If not on site Sports & Competition Leads will cancel or delay play based on the weather.

LIGHTNING

If lightning is a possibility during the night's scheduled programming, the Sports & Competition Lead will track the weather using the WeatherBug app on the iPad, as well as look for lightning while watching the game.

SNOW

If there is precipitation such as light snow, flurries, sleet, etc. and Stankowski Turf Fields are not covered, play shall continue. The Sports & Competition Lead should make the final call on the field conditions. If it is determined that the surface is unsafe due to ice or snow, games will be delayed/cancelled.

*****If Stankowski Fields are covered in a blanket of snow, games will not be played*****

TORNADO

If Tornado sirens go off in MizzouRec, Sports & Competition Leads will instruct participants to come through the emergency exit under the West Entrance of MizzouRec past the North and South Courts into the Aquatic Hallway until the "all clear" is given. Participants may also leave Stankowski Fields at their own risk.

FACILITIES

With the high use and traffic in all facilities, participants are responsible for their own garbage/trash. Your cooperation and help is also needed with keeping bicycles, scooters, and other hazards away from all playing areas. Please notify Intramural Sports staff of any safety hazards regarding the equipment or

facility. *Dogs and other pets are not allowed on or in MizzouRec facilities. Please do not bring food, pets, tobacco products and gum onto Stankowski Field. Sportsmanship points may be subtracted for garbage and forbidden products.*

*****Service animals are allowed. Emotional support animals are not allowed on MizzouRec property.*****

EQUIPMENT

JEWELRY

The safety of all that participate in the program is of utmost importance to the organization and administration of each activity. **All Intramural Sports activities require the removal of all jewelry including but not limited to watches, chains, bracelets, necklaces, and piercings.** If jewelry cannot be removed, that player **cannot** play. In these activities, only a medical alert necklace or bracelet may be worn. Medical alert necklaces and bracelets must be secured with athletic tape so that no sharp edges are exposed while still leaving the medical alert visible. Jewelry worn for religious purposes must also be taped down so that no sharp edges are exposed. Rulings by the Intramural Sports staff regarding jewelry are final. Please leave all other jewelry at home. Intramural Sports staff will not be responsible for any lost jewelry. MizzouRec Staff will not supply participants with tape.

FOOTWEAR

In all sports, players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed. For outside sports, cleats are limited to studs or projections that do not exceed ½ inch in length and are made with nonabrasive rubber or rubber-type synthetic material that does not chip or develop a cutting edge. Sports that are exceptions to this policy are: Sand Volleyball or sports taking place in the Mizzou Aquatic Center.

EQUIPMENT CHECK OUT

Some specialty equipment will be provided by Mizzou Intramural Sports for each Intramural Sports competition. Those items may be checked out at the Stankowski Fieldhouse or at Brewer Station during Intramural Sports game times. Players may also check out equipment for practice or warm-up at the Brewer Station in the Student Recreation Complex. A current MU ID Card or Student Recreation Membership Card is required to check out equipment. Users shall be responsible for payment for loss, theft of, and/or any and all damages/repairs to equipment items (other than normal wear & tear).

HEADWEAR

Hats are not allowed. Headwear with a knot is not allowed. No exceptions.

SPECTATOR POLICY

A spectator pass is available for nonmembers of MizzouRec to watch Intramural Sports games without purchasing a guest pass. Spectators are directed to enter the East entrance no more than 15 minutes before game time, required to be at least 18 years old, provide a photo ID with DOB on ID, and must

exit the building within 15 minutes after participants game has ended. **Spectators are not eligible to utilize the facility and responsible for conducting themselves in an appropriate manner. The member is also responsible who their spectator's actions and may be charged for use of guest pass if spectator doesn't follow guidelines.

Spectators must be registered in advance. Here are the steps to get your spectator registered and entered into the building:

1. Complete the Spectator registration Form at mizzourec.com by 3pm on the day of the game, or by 3pm on Fridays for Sunday games. To complete the form you will need the following information:
2. Spectator's Name & Email
3. Member's Name
4. Sport
5. Team Name
6. Date and Time of the Game
7. Enter the building using the East entrance with the spectator and have them check in at the membership desk with a photo ID.
8. Attend the game.
9. Check out at the membership desk and exit the building through the East entrance.

Spectators not registered in advance will have to be registered via facility guest pass guidelines.

For more information or questions please contact intramuralsports@mizzourec.com or 573-882-4911.



Intramural Sports

Participant Conduct & Discipline Guide

This document serves as a guide for participant conduct issues, offenses, and disciplinary follow-up procedures for all MizzouRec Intramural Sport contests. These include, but are not limited to:

- Major sport offerings
- Single-day events/tournaments
- Esports offerings
- Virtual offerings (i.e. Intramural Trivia)

All conduct issues that rise to the level of ejection, removal from facility, or general conduct issues for participants and fans will result in an “Incident Report” which will be filled out by an Sports & Competition Lead on shift.

Participation in intramural sports is a privilege. Teams that repeat offenses or commit severe policy violations are subject to removal from the league.

Listed below are offenses and the level of follow-up recommended for the incident that occurred. **All offenses/incidents are subject to review and final decisions will be made by Sports & Competition Professional Staff members.**

Level 1:

Type of Incidents/Offenses:

- Ejections that are rule-breaking incidents and are **not** related to conduct issues.
 - o Example: Illegally secured flag belt in Flag Football is a penalty that results in an ejection of the participant, but is not an ejection due to conduct.
- Participants who are ejected for attempting to participate while violating jewelry, equipment, and ID policies outlined in the Intramural Sports Participant Handbook.

Follow-up required:

- Sports & Competition Leads will fill out an Incident Report on-site and have a conversation with the ejected participant(s).
- If the Lead determines a suspension/meeting with the Sports & Competition Staff is not necessary, they will suspend and immediately unsuspend the participant on IMLeagues and leave a detailed note for the suspension reason for future reference.
- If it is discovered that the participant(s) repeat offenses in the Level 1 category, the participant(s) will be declared suspended indefinitely from all intramural sports until they meet with the Sports & Competition Staff.

Level 2

Type of Incidents/Offenses:

- Ejections that are incidents related to participant/fan conduct issues.
 - Example: A player who is ejected for conduct issues, which can include but are not limited to:
 - Repeated trash talking, cursing, excessive celebrating/taunting, officials dissent (complaining to officials, berating officials), bribing, etc. resulting in 2 technical fouls (basketball), 2 unsportsmanlike conduct penalties (flag football), 2 yellow cards/1 red card (soccer/volleyball)
 - If the situation is the first instance and it is deemed worthy of an ejection by officials or Leads on shift, the participant is still subject to an ejections.
 - Fan behavior is the responsibility of the captain and entire team. Fans will be expected to behave with respect towards all participants, fans, and intramural sports staff. Officials dissent, unnecessary conduct and language will not be tolerated. If fans do not behave, they will be warned and if behavior does not improve they may be asked to leave.
 - If a fan is ejected from an intramural sports contest, the team will be suspended and the team captain will be required to meet with the Sports & Competition Staff to discuss the situation and possible suspension. The fan may also be required to meet with the Sports & Competition Staff to be unsuspended.

Follow-up required:

- Sports & Competition Leads will fill out an Incident Report on-site and have a conversation with the ejected participant(s).
- Sports & Competition Leads will suspend the participant on IMLeagues and leave a detailed note for the suspension reason for future reference.
- A meeting with the Sports & Competition Staff is always necessary in ejections due to conduct issues if the participant wishes to be unsuspended. The participant and Sports & Competition Staff will meet to discuss the situation, and the Sports & Competition Staff will provide a decision on possible suspension and reinstatement no more than 24 hours after the meeting.
- Level 2 offenses will result in a minimum 1 game suspension from **ALL** intramural sport contests.
- Level 2 offenses may result in MizzouRec Services & Facilities suspensions.

Level 3

MizzouRec Intramural Sports has a Zero-Tolerance policy for the actions outlined in a **Level 3** offense. If any of the situations below occur in an intramural sports contest, the game will be ended and declared a forfeit immediately for the team which the participant or fan belongs.

Type of Incidents/Offenses:

- Ejections due to comments and/or gestures made that fall in the category of Title IX offenses. Racist, homophobic, sexist, and other similar remarks will be classified as Level 3 offenses and handled appropriately. An additional report may be filed to the [Office of Institutional Equity](#).

- Ejections due to fighting of any kind. This can be a punch, swing, or strike that connects or does not connect. We do not tolerate any type of aggressive behavior like fighting in intramural sports contests. An additional report may be filed to [Student Accountability & Support](#).
- A participant who is caught participating using someone else's ID or without checking in and has no ID.
- Use of alcohol and/or illegal drugs during club events and travel
- Use/Under the influence of alcohol and/or illegal drugs during intramural sports contests
- Destruction of MizzouRec property

All offenses above will result in a forfeit for the offending team which the participant/fan belongs.

Follow-up required:

- Sports & Competition Leads will fill out an Incident Report on-site and have a conversation with the ejected participant(s).
- Sports & Competition Leads will suspend the participant on IMLeagues and leave a detailed note for the suspension reason for future reference.
- A meeting with the Sports & Competition Staff is always necessary in ejections due to conduct issues if the participant wishes to be unsuspended. The participant and Sports & Competition Staff will to and discuss the situation, and the Sports & Competition Staff will provide a decision on possible suspension and reinstatement no more than 24 hours after the meeting. In addition, if the situation is reported to the Office for Civil Rights & Title IX or Student Accountability & Support, the Sports & Competition staff will not unsuspend or meet with the offending participant/fan until their investigation ends.
- All Level 3 offenses will result in MizzouRec Services & Facilities suspensions.