VOCABULARY:
TEAM MANAGER/SPORTS CHAIR – Attends the meetings and organizes the team
TEAM CAPTAIN – at the event, designated to be the leader on that day
TEAM REPRESENTATIVE – all the names of the players on the roster

DUTIES AND RESPONSIBILITIES OF TEAM MANAGER/SPORTS CHAIR
The team manager serves as a liaison between his/her team and the Recreational Services Department. Any matter affecting a team is to be communicated to the representative, who in turn is responsible for informing his/her team members.

Manager/Chair Suggested Duties Include:

1. Contact the Intramural Sports Office frequently to stay informed about upcoming events.
2. Obtain team rosters and required information for playing times and sites.
3. Check eligibility status of all team members.
4. Attend all Mandatory meetings, including Manager’s Meetings.
5. Check game schedules carefully for playing dates, times and sites.
6. Check game schedules carefully for conflicts, and notify Intramural Coordinator immediately if one should arise.
7. Report to playing area at least 15 minutes prior to scheduled time.
8. Approach officials calmly and respectfully during contest regarding questions, rule clarification, protest, etc. The captain/manager is the only individual allowed to do this.
9. Make an effort to see that those individuals representing his/her team play according to the rules and regulations of the game and the facility. Sportsmanship is the responsibility of the team manager/captain. Maintain control over his/her team members and spectators before, during and after competition.

** Experience has proved that the most successful teams, those constantly contending for top honors usually have effective and interested team representatives. Good teams and representatives usually go hand in hand.**

SPORTS LEAGUES/DIVISIONS:
Team Sports: Division: Men, Women and Co-Recreational, Open: Any combination of men/women, leagues or skill levels.

LEAGUES:
A - Above average. Team comprised of highly skilled and competitive individuals.
B - Better or average: Team comprised of individuals whose skills are good or average and recreationally competitive.
REC LEAGUE: Recreational play. Teams enter this division strictly for casual play with abilities of all types.

Single Day/Dual Events
OPEN – All participants are in the same classification
EXCEPTION – League and divisions may be created with high participant numbers.

ENTRY PERIOD
General information, rosters and free agent forms are available at the Recreational Services main office. Johnson Center, room 1102.

TEAM SPORTS
Rosters may be obtained at Johnson Center, room 1102 (front desk). All rosters are due by the date and time provided on the Intramural Sports Scheduled Sheet. Late rosters will be taken at the discretion of the Coordinator of Intramural Sports. A waiting list may be formed for late rosters and substituted in for teams recording forfeits.

LEAGUE AND TOURNAMENT STRUCTURE
In major team sports, teams will play in a league format. All teams that do not forfeit during league play will be eligible for the post-season tournament. Following the regularly scheduled season, teams will be seated according to their league records.

Single Day/Dual Events
For some events, pre-registration is required: See Intramural Sports Schedule Sheet for additional information. Sign-ups sheets for these events are located at the Recreational Services front desk.

REGULATIONS, ELIGIBILITY
The following information concerning disciplinary action, which may be taken by Recreational Services, is intended as a guideline for the Coordinator of Intramural Sports. It should be noted that the Coordinator reserves the right to assess a penalty other than those listed if in his/her opinion, the circumstances warrant such action.

All participants will be required to present their valid UNM LOBO Card at each contest prior to participation to verify eligibility status. Each person is responsible for his/her own eligibility status. Team managers confirm the eligibility or suspension of their players on their roster. The Intramural Sports Program may at any time check the eligibility status of a participant. An individual, who uses another person’s LOBO Card, will be immediately removed from participation. At the discretion of the Coordinator, a forfeit to that team may be registered for that particular event. In addition, the individual in question will serve a one-game suspension.

General Eligibility
All student/staff and faculty are eligible to participate in all Intramural events. When a person has participated for a particular team in a particular sport, he/she becomes a permanent member of that team throughout that sport season, including the post-season tournament. A player cannot change teams once he/she establishes playing eligibility for a team (playing one game). A player is eligible to play in a men or women’s division, and still be eligible to play in a Co-Recreational Division for the particular sport.
Current Varsity Athletes:
Varsity athletes may compete on all sports with the exception of their particular sport or related sports. Individuals whose names appear on a team roster or eligibility list of an intercollegiate athletic team at UNM or any 4-year institution (including transfer students) may not participate in a similar Intramural Sports event during the academic year for which he/she is listed. Also, Intercollegiate athletes (this year) who have been red-shirted, are proposition 48, or who have become academically ineligible to participate in a varsity sport during the academic year in which they are listed are not eligible to participate in similar Intramural Sports events.

PENALTIES FOR ELIGIBILITY INFRACTIONS
1. Any team utilizing a player under another teammate's name will receive an Automatic Loss (AL) for that game. This player will also receive a one game suspension. Eligibility is checked randomly throughout the season and the playoffs.
2. Any team playing an ineligible player will receive an Automatic Loss for that contest. If at anytime, a member of the Recreational Services staff detects the use of an ineligible player, the incident will be investigated.
3. When a player (not registered on the team) is detected following the contest in which he/she participated, that contest will be declared an Automatic Loss and that participant will not be allowed to participate in any future games until he/she has been formally added to the original roster. Players may add on to the original roster up until the completion of the league play.
4. When a player is detected participating for more than one team within the same sport and same division, the teams for which this player participated will receive Automatic Losses (AL) for all those games.

FORFEITS AND DEFAULTS:
FORFEITs: A forfeit is assessed to a team when no one from the scheduled team is present at the game site at game time, and no one has contacted the Intramural Sports Coordinator prior to two hours before game time. One forfeit results in an Automatic Loss (AL) for that contest and the team is automatically dropped from all remaining competition in that sport.

DEFAULTS: A default is assessed when the team manager contacts the Intramural Coordinator two hours prior to game time or if at least one member of the team is present at the game site at game time. One default is considered an Automatic Loss (AL) but will have no further ramifications for the team for that particular game. Two defaults by the same team are equivalent to one forfeit and this team will be automatically dropped from all remaining competition in that sport.

SCHEDULES AND POSTPONEMENTS
1. All schedules will be available to obtain at Recreational Services (front desk) at specified date and time (see Intramural Sports Schedule sheet).
2. Decisions regarding cancellations/postponements due to inclement weather or unforeseen events will be made 2 hours to game time or as quickly as possible.
3. Team managers and players may call the Recreational Services Office at 277-0178 to find out the status of games. If there is no message at the given number, participants should assume the games are being played.

SPORTSMANSHIP:
Since the Intramural Sports Program is aimed at providing a positive experience as outlined in the Mission Statement, it is expected that all participants will conduct themselves in a manner, which will not impair this purpose. All individuals and teams participating are expected to comply with the spirit of appropriate sportsmanship toward opponents and the Recreational Services Staff at all times. In order to encourage proper conduct before, during and after scheduled contests, officials and administrative personnel will make decisions whether to warn, penalize, or eject players, teams and/or fans for unsportsmanlike behavior.

NOTE: Any player or team manager/coach ejected for any misconduct from a scheduled contest will be suspended for at least one contest (the next contest). The Coordinator of Intramural Sports will determine a further length in suspension, if needed. Ejected participants have 24 hours from the incident to contact the Coordinator of Intramural Sports so that a reinstatement meeting can be scheduled. If a player and/or team displays unsportsmanlike behavior repeatedly, at the discretion of the Intramural Coordinator, that player and/or team will not be allowed to participate in any further competition until authorized by Recreational Services Intramural Coordinator and Associate Director.

MANAGER/SPORTS CHAIR MEETINGS
Manager/Sports Chairs Meetings are mandatory for Intramural Sports participants. Rules, handbooks and other pertinent information to that sport will be given to team representatives. If teams do not have representation at these meetings, those teams lose the right to make appeals and protests.

**The Coordinator of Intramural Sports reserves the right to amend, overrule, and/or delete any and all content listed in this handbook.**