The purpose of the Jacksonville University Intramural Sports Program is:

- Provide opportunities for students, faculty, and staff to participate in activities including sport, recreation, and play

The following locations will host intramural sports:

- IM Field: Flag Football, Soccer, Ultimate Frisbee, Cornhole, Spikeball, Kickball
- River House: Sand Volleyball, Cornhole, Spikeball
- Basketball Court: Basketball
- Tennis Court: Tennis, Soccer Tennis, Pickleball, Dodgeball
- Buccaneer Room: Esports
- Swisher Gym: Basketball, Dodgeball

The captain and/or co-captain are responsible for:

- Forming and registering the team on IM Leagues
- Taking the quiz
- Informing his or her teammates of the rules, date, and time of play
- Ensuring proper behavior and sportsmanship from teammates toward the opponent, staff, and spectators
- Notifying all players and spectators that alcohol, tobacco, and other illegal substances are prohibited
- Pets are not allowed at the playing facility (exception: service dog)
- Completing the default form no later than 6 hours prior to the scheduled contest start if the team is unable to show up. Proper submission will cause the team to receive a loss for the game but not be assessed a forfeit.
- Verifying that all players have signed in with the IM Coordinator (players should check in 15 minutes prior to their scheduled game time)

The following items are prohibited in all intramural activities:

- Earrings with hoops
- Casts
- Combat boots, five-fingered (Vibram) shoes, open-toed shoes, metal cleats
- Participating without footwear (exception: sand volleyball)
- Ridged or pointed jewelry that may cause harm to any participant (up to IM Coordinator discretion)

Jewelry (rings, necklaces, ankle bracelets, watches, fitness trackers, non-hoop earrings, rubber bands, etc.) which is not prohibited in the sports rules may be worn in activities that do not contain contact with opponents or teammates. Examples include: sand volleyball,

kickball, cornhole, spikeball. Religious medallions and medical alert bracelets may be worn in any activity.

In activities that involve frequent contact with opponents or teammates (flag football, basketball, soccer, ultimate frisbee), exposed jewelry is prohibited. Participants will be

In regard to club sport players and their related sport, sports with less than four players on the field/court may have only one of the above players on their entire roster. In all other sports,						

The sportsmanship of the team will automatically drop to a 4 and the individual will be ejected and asked to show proper identification. If the individual fails or refuses to show proper identification, the captain may be ejected from the contest. Any individual caught trying to check-in with false identification puts their team and the owner of the ID in jeopardy of disciplinary action by the university.

If the rightful owner of a confiscated ID wishes to retrieve their ID the same evening it was confiscated, they may do so at the site it was taken by simply showing their Dolphin 1 Card or government issued identification to the IM Coordinator to prove that the ID is being returned to the correct person. Otherwise, the individual may pick up his/her ID at the Intramural Sports office inside Davis Student Commons. The owner must speak to the Assistant Director to retrieve the ID as well as provide proper identification to verify his/her identity. ID's not retrieved by the rightful owner will be returned to Campus Safety & Secu(sh)-

Intramural Sports participants and spectators are expected to conduct themselves in a sportsmanlike manner and behave properly toward opponents, officials, and the intramural sports staff. Acts conducted before, during, and after the game will be considered. The IM Coordinator will speak with the officials to determine a sportsmanship rating for each team. To be eligible for playoffs, a team must have a minimum average sportsmanship rating of seven. Unsportsmanlike conduct by participants, spectators, and coaches will not be tolerated and violators will be ejected. It is strongly suggested that captains, teammates, spectators, and coaches are aware of this policy. During the playoffs, sportsmanship is watched extremely closely.

8-10 Excellent Sportsmanship: Team and spectators demonstrate excellent sportsmanship throughout the game. Examples of excellent sportsmanship include, but are not limited to: Respect shown to the game and staff by participants, coaches and spectators at all times, appropriate verbiage to others, shaking hands with opponents after game, helping players up from the ground, avoiding excessive celebration, maintaining complete cooperation and managing emotions of team and cheering for team more often than criticizing opponents or staff. Games defaulted at least two hours prior to game time will also merit a rating of 8.

