



Algonquin Wolves Intramural League

Handbook



Campus Rec Department

The Rec Department is in charge of all on-site decisions regarding any Intramural activity. Consequently, the Staff can act as an official at any point during any Intramural game. The Recreation Coordinator (Rec Coordinator) and the assigned officials have maximum authority to ensure the activity runs in an appropriate and safe manner. Therefore, they have the authority to remove any participants from the activity site do not adhere to Intramural policies, procedures, and rules, or to cancel a game at any time. In the case of any ambiguous policies, procedures, and rules or if the safety of participants or the integrity of the League comes into question, the Rec Coordinator, Officials and Athletic Staff have final authority over all aspects of any Intramural activities.

Eligibility

1. Algonquin students, faculty, and staff members are all eligible to participate in Intramural activities as long as they have a current membership card to the Athletics & Recreation Centre (ARC).
2. Online Algonquin students are eligible to participate in Intramural activities as long as they purchase a 4-month ARC membership.
3. Participants cannot compete on more than one team in the same League.
4. Any person participating in any varsity program cannot participate in an Intramural League of the same sport.
 - a. Athletics defines a varsity athlete as “any person who has practiced or played with a varsity team on a regular basis during the academic year.”
5. Players cannot be added to the roster past week 4 (after Mid-Term Week).
6. Participants must have played at least three regular season games to participate in playoffs.
 - a. All players must sign in prior to every game.
7. Players cannot switch teams within their respective sport for the duration of the season and playoffs.
8. Any team caught playing with an ineligible player will forfeit any points gained in the standings with that player and will be handed default losses for the associated game(s). The Rec Coordinator also reserves the right to remove the team from the League.
9. Individuals banned from the ARC will also be banned from Intramurals.
10. It is the **responsibility of the team captains** to relay information to their teams and to check with the Rec Coordinator regarding questions over any individual eligibility.

Protests & Appeals

1. Protests
 - a. Only non-judgement calls can be protested.
 - b. To protest a game, the team captain must contact the Rec Coordinator within 24 hours of the game, explaining in detail the reason for the protest.



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- c. Protests regarding ineligible players must be submitted within 24 hours after the game and follow the procedures listed in the Algonquin Wolves Intramural League Handbook.
 - d. Decisions can be appealed.
2. Appeals
- a. All decisions made by the Rec Coordinator on protests and disciplinary matters can be appealed by members of the affected team.
 - b. All appeals must be made within 24 hours of the game in order to receive a decision.
 - c. Appeals must be e-mailed with detailed information to Rec Coordinator.
 - d. All appeals will be directed to the Rec Manager.
 - e. Appeals can't be made regarding decisions over a one-game suspension.

Forfeits

1. A team will forfeit if:
 - a. They have less than the minimum required number of players to start the game for a designated 5 minutes after the scheduled start time.
 - b. Players are ejected during the game, resulting in too few players to continue.
 - c. The game is cancelled at the discretion of the Rec department due to instances of unsportsmanlike conduct.
 - d. The players/bench associated with the team become unmanageable or uncontrollable.
2. A forfeit constitutes a loss. After your first forfeit, your team receives (-1) in your overall standings.
3. If a team **forfeits 2 games, they will automatically be removed from the League** at the discretion of the Rec Coordinator.
4. To avoid a forfeit, a team can e-mail the Rec Coordinator or come in person to the Rec Office at least **two business days prior** to their scheduled game and concede the game.
 - a. The team will receive a loss in the standings but will remain in the League without further penalty.
 - b. If possible, the Rec Coordinator will try to reschedule the game, otherwise, it will be a loss.

Conduct of Participants



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1. All participants are expected to exhibit good sportspersonship and fair play and abide by all rules of the Athletic Department for the scheduled activity.
2. Remember that it is a “privilege” to participate in Intramurals that can be taken away from you at any time.
3. In cases where an unsportspersonship act occurs, the following will apply:
 - a. A **Zero Tolerance** rule is in effect regarding foul language.
 - i. Foul language includes, but is not limited to:
 1. inappropriate words
 2. racial slurs
 3. degrading language
 - ii. Team captains will be informed and will be requested to assist in the removal of their player.
 - iii. If the player does not abide by the decision, the game will automatically result in a forfeit.
 - iv. Violations will result in:
 1. First offence: two-game suspension
 2. Second offence: ejection from all recreational leagues for the school year
 3. Offences will carry over throughout the school year.
 - b. Zero tolerance for fighting
 - i. Fighting is unacceptable in any Intramural activity.
 - ii. Athletics defines a fight as “the attempt to harm another individual such as punching, pushing, tripping, etc.”
 - iii. Fighting will result in:
 1. First offence: two-game suspension
 2. Second offence: ejection from all recreational leagues for the school year
 3. Offences will carry over throughout the school year.
 - c. If the ball is **intentionally hit** out of the gym onto the track, the player will be ejected from the game.
 - d. Any participant who intentionally injures or jeopardizes the safety of other participants will be ejected from the game immediately and will be subject to the following:
 1. First offence: two-game suspension
 2. Second offence: ejection from all recreational leagues for the school year
 3. Offences will carry over throughout the school year.
 - e. Deliberate physical contact with any Intramural staff will result in a minimum of a one-year suspension from all Intramural activities.
 - f. At the start of each game, teams must designate a captain for that game. Only the designated captain may approach an official or Coordinator with a complaint during a game. If players other than the captain challenge or question the Coordinator or official, the game may be cancelled, and the offending team will be given a forfeit.



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4. All violations will be subject to further disciplinary action administered by the Rec Coordinator and the Rec Manager.

Conduct of Spectators

1. The playing surface in the Rec Gym is open for Intramural participants only during League time. There are no outside spectators permitted in the gymnasium.
2. It is the responsibility of the Intramural participants to cooperate with the SA staff.
 - a. Teams can be given a loss or a forfeit if the team is not cooperative or behaving when watching the other games.

Attire

Algonquin SA staff or officials reserve the right to remove any sports equipment or personal accessories they deem dangerous or inappropriate for League play.

1. No jewellery.
2. All hats must be removed.
3. Any braces must be fully padded or wrapped with no moveable/sharp area showing.
4. No inappropriate attire shall be worn during any Intramural activities.
5. Footwear appropriate for the sport being played must be worn at all times (i.e. approved cleats on artificial turf, non-marking shoes in gyms). Participants without appropriate footwear will not be permitted to play.

Injury

1. All games will be stopped due to an injured player on the playing surface.
 - a. Games will be stopped if there is any blood on the playing surface until the area is safe to use.
2. Any person(s) with visible blood on themselves or clothing will be immediately asked to stop playing.
 - a. Players will only be permitted back into the game after the clothing has been changed, the blood flow has stopped, or the affected area has been bandaged.
 - b. Teams and players are asked to bring extra clothing to a game in case of this occurrence.

Controlled Substances

1. The use of controlled substances is prohibited in any recreational activity.
2. Players will be ejected from the League for participating in the use of a controlled substance.



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3. The use of controlled substances can lead to expulsion from the League or other legal actions. The decision to eject the individual can be made by the game official and/or the Rec department.
4. The decision of the Rec Department is final and not considered grounds for protest.

Refund Policy

1. Teams pay a fee to participate in the Intramural League.
2. No refunds will be administered for fees paid to participate in a League unless:
 - a. There is not enough interest in the League Registration.
 - b. If the League has to be cancelled prior to Reading Week.
3. Teams are eligible for a Wolves Den gift card at the end of the semester if:
 - a. Their team was not removed from the League due to forfeits or eligibility.
4. Individuals pay a fee to participate in the Intramural League.
 - a. Individuals will not receive a refund for their participation.