



INTRAMURAL SPORTS

HANDBOOK

2025-2026

I. INTRODUCTION

Intramural Sports programs are designed to provide students, faculty, staff, and alumni the opportunity to become involved in recreational activities regardless of their age, gender, ability level, skill level, or past experience. Campus Recreation programs are designed to assist in the development of a lifetime interest in recreational activities.

The Northern Arizona University Intramural Sports program provides NAU students, faculty, staff, and alumni opportunities to participate in intramural activities within the eligibility policies outlined in this handbook.

Participants are able to choose from individual, dual, or team activities. Men's, Women's, CoRec, and Open activities are provided with varying skill levels.

To be eligible to participate in the NAU Intramural Sports program, you must be a current student, faculty/staff member, or alumni of Northern Arizona University.

Waivers must be filled out by all participants. An unlimited play pass or single event play pass must be purchased to be eligible to participate in the Intramural Sports program. Intramural Sports Play Pass rates are detailed later in this handbook.

The following information is available to all Intramural Sports participants. It contains a thorough description of all Intramural Sports policies. Prior to participation, teams need to familiarize themselves with the Intramural Sports Program policies. As an Intramural Sports participant, you and your team will be held responsible for all information contained in this handbook.

OBJECTIVES OF THE PROGRAM

- To offer diverse and entertaining activities and events for NAU students
- Promote and enforce good sportsmanship and fair play among Intramural Sports participants
- Provide a safe and engaging environment for all Intramural Sports participants
- To provide a fun and challenging work environment for Intramural Sports staff

LEARNING OUTCOMES FOR PARTICIPANTS

- Learn and practice various recreational activities that are a part of a healthy and active lifestyle
- Develop and utilize critical thinking skills to identify risks associated with recreational activities and learn to evaluate procedures and make decisions to prevent or minimize those risks
- Build relationships and a stronger sense of community among Intramural Sports participants, officials, and staff on the NAU campus.
- Develop and strategically use teamwork and leadership qualities to obtain common goals.

DEFINITIONS

Intramural Sports: Intramural is Latin for “between walls.” – Activities provided for individuals within the NAU community.

Major Sports: Sports where players have a regular season schedule with a specified number of games with the opportunity to advance to playoffs

Minor Events: Individual or team events that are run tournament-style where a champion is determined in less than three weeks

Ejection: Any situation where a spectator or participant is asked to leave a game or facility due to inappropriate actions

Protest: A situation where a player's ineligibility or a rule interpretation comes under review

Free Agent: Any participant who is not currently on a team that wishes to participate in that event

Participation: Playing in an Intramural Sports event

Forfeit: Any situation where a game does not occur or ends prior to completion due to failure to arrive on-time to an event or if the Intramural Staff deems it necessary due to conduct of participants and/or spectators

Default: A situation when a game does not occur due to 1 of both teams not meeting the minimum participants to start play

Sportsmanship Rating System: The scale (0-5) is used to assess whether a team is eligible to continue play based on their behavior before, during, and after games

Division: The smaller categories that leagues are divided into

II. PERSONAL HEALTH

Individuals who choose to participate in Intramural Sports activities do so on a voluntary basis. Participation should be done within one's limits and personal health status. Intramural Sports recommends that all participants have a medical examination (physical) prior to Intramural Sports participation. All participants should become familiar with Campus Health Services.

III. INJURIES AND INSURANCE

There is an inherent risk of becoming injured while participating in an athletic activity, possibly resulting in death. Participants and spectators are advised to take proper precautions to prevent injuries. Northern Arizona University, Campus Recreation Services, the Intramural Sports Program and its employees assume no responsibility for injury or death related to Intramural Sport participation or those occurring while watching Intramural Sports. The Intramural Sports Program advises that all participants acquire adequate health insurance prior to participating. Student health insurance is available through Campus Health Services. If an injury were to take place, the Intramural Sport Supervisor will fill out an injury report. The participant will receive a check up call the next day. All Intramural Sport Supervisors are CPR, AED, and First Aid certified. A stocked First Aid kit and ice will be available at each game site. Any injury that occurs during Intramural Sports participation should be reported to the game officials and the Intramural Sports Supervisor on site. In the event of an injury requiring medical attention, it is suggested that the participant see Campus Health Services, Flagstaff Medical Center Emergency Room, or their personal physician. *Intramural Sports staff will not be permitted to transport an injured participant. An ambulance will be called if any player goes unconscious or needs immediate medical attention or transportation. An injured participant will be liable for any transportation and medical charges.*

It is strongly recommended that each participant have their own medical insurance to help with the costs if any medical attention is needed. Here is a link to the NAU Medical Services insurance page for more details.

<http://nau.edu/medical-services/insurance-and-payment/>

RECOMMENDED STEPS TO PREVENT INJURIES

- A. Have a physical exam before starting any activity.
- B. Always properly warm-up/stretch, as well as properly cool-down.
- C. Always have proper equipment/gear (proper shoes for playing surfaces, etc.)
- D. Follow all of the rules and guidelines of the activity.

- E. Remove yourself from the game when tired or uncomfortable

The Northern Arizona University Campus Health Services hours of operation are as follows:

Mon., Tues., Thurs., Fri.: 8:00AM – 5:00PM

Wednesday: 9:00AM – 5:00PM

Saturday: CLOSED

Sunday: CLOSED

NAU Emergency Phone Number: 928-523-3000

IV. HOW TO JOIN INTRAMURAL SPORTS

1. Registration for all Intramural Sports events is online. For complete instructions, visit your app store to download IM Leagues. **You must use your NAU email address (abc123@nau.edu) when registering.**
2. Payments are available online at [NAU Campus Recreation](#), or in person at the Member Service Desk of Campus Rec.
3. Registration due dates are listed on the site above and on the published schedule. Registrations for teams received after this deadline will not be accepted. Registration for specific leagues will close when max capacity has been reached.
4. Payments for all sports or events are due in their entirety upon registration.
5. It is the team captain's responsibility to register for the correct league and division (see Eligibility requirements). Incomplete or improper entries may result in your team's ineligibility or forfeiture. Team names must be appropriate by university standards. Names will be reviewed and rejected if inappropriate.
6. There is a limit to the number of players that can be added to a team's roster and there is a limit to the amount of prizes awarded to winning teams.
7. Once a player has signed in for one game, the player may not change teams or be removed from the team roster. Exceptions being injuries that prevent play, disciplinary actions, or at the discretion of the Intramural Coordinator/Student Lead.
 - a. Players on the roster must play one regular season game to play in the playoffs.

V. PURCHASING A PLAY PASS

1. Participants must purchase a Semester Unlimited Play Pass for \$50 in order to participate in any Intramural Sports leagues. Purchase of this pass will grant access to any Major Sport or Minor Event within the current academic semester from date of payment forward.
2. Intramural Sports is also offering a Semester Play Pass for students, faculty, and staff for \$35. This Play Pass allows the individual to participate in any four Major Sport or Minor Events within that semester only.
3. All Play Passes are purchased when you create a team or complete the Join Team process on the IM Leagues website (listed [below](#)).
4. Purchasing a play pass **DOES NOT** guarantee that you will play in a league. You will still have to make sure that your team has the minimum players required AND move your team into a division. The divisions spots are first come first serve, which is why you are not guaranteed a spot because of spacing and time availability. If you are purchasing a play pass, please make sure that you have a full team ready, and that you will move your team into a available time slot as soon as possible. If you and your team purchased a play pass, and there are no available spots in the league, there will be **NO REFUNDS**.

VI. FREE AGENCY

Students interested in playing a sport, but who do not have a team may complete the Free Agency process online at [www.IM Leagues.com/schools/nau](http://www.IMLeagues.com/schools/nau). This allows Captains from existing teams to search the Free Agency database and invite additional people to join their team. Individuals who register as Free Agents are not required to purchase a Play Pass until they are added to a team roster.

VII. TEAM CAPTAIN RESPONSIBILITIES AND EXPECTATIONS

1. Team captains are responsible for organizing teams, registering teams, and checking the eligibility of individuals on their team prior to the registration deadline.
2. Team captains are responsible for watching the online Captain's Meeting when creating their team and passing the Captain's Quiz with a score of **100%** before being able to complete the team creation.
3. Team captains are responsible for keeping team members informed of all Intramural Sports activities including upcoming sports, leagues, tournaments, and events.
4. Team captains are responsible for notifying their team of any rescheduled games or events.
5. Team captains are to be the spokesperson for their team when addressing Intramural Sports officials and supervisors.
6. Team captains are responsible for keeping their team informed on Intramural Sports policies and procedures including the sportsmanship rating system and the eligibility regulations laid out in this handbook.
7. Team captains are responsible for making sure their team has the same colored uniforms for each event as well as another team color, such as white, in case the other team has uniform shirts of the same or not easily distinguishable color.
8. Team captains are responsible for the overall behavior of their team and spectators. Captains will be held to a higher standard and are expected to display appropriate behavior, communication skills, and leadership for their team.

VIII. ELIGIBILITY

GENERAL INDIVIDUAL ELIGIBILITY

1. All participants sign-in and agree to the waiver on the game sheet before every game to participate in an Intramural Sports event.
2. All participants must purchase an acceptable Play Pass in order to create or join a team. Various options are available and outlined in this handbook.
3. Any participant playing under an "assumed name," or in place of another player shall be suspended from participation in the NAU Intramural Sports program for at minimum, the remainder of the current season of Intramural Sports leagues. The participant who lent the ineligible player their name or card will be suspended for the remainder of the season, at minimum. The team may also be removed from the tournament or league.
4. Any team participating with ineligible players will forfeit any games that the ineligible player participated in.
5. Any team with two forfeits will be ineligible for playoffs
6. Any undergraduate student enrolled in the current semester in at least three (3) credit hours with an active Campus Recreation membership is eligible to participate in the Intramural Sports Program.
7. Any graduate student enrolled in the current semester in at least three (3) credit hours with an active Campus Recreation membership is eligible to participate in the Intramural Sports Program.
8. All faculty members and staff employed during the current semester are eligible to participate in the Intramural Sports Program.
9. Coconino Community College students that are co-enrolled at both CCC and NAU (are CCC to students) and have paid the Student Wellness Fee and the Student Activity Fee at the Rec Center or the Campus Health Center are eligible to participate in the Intramural Sports Program.
10. NAU Alumni who purchase the Campus Rec Alumni Membership and either Play Pass are eligible to participate in the Intramural Sports Program.

11. **Non**-binary players are welcome and encouraged to play in our leagues, but intentionally misrepresenting your gender identity for competitive advantage is prohibited. Violating this rule may result in disqualification and/or suspension from the league and program.
12. A student who is redshirting with a collegiate team, practice Member with a collegiate team or has participated inw intercollegiate competitions is not eligible to compete in that particular sport during that same academic year. Participation during the fall would render the student ineligible for the spring semester. Those who are dropped from the team are still ineligible for the academic year they participated.
13. Club Sport Athletes:

In any intramural sport, a team may have no more than two club sport athletes on its roster. A club sport athlete is defined as any student who participated in a club sport within that academic year. Even if the club sport's season ends in the fall semester, players that were on that team are considered club sport athletes through the following spring semester. Examples include:

- Intramural Softball ↔ Club Softball, Club Baseball
- Intramural Volleyball (Sand & Regular) ↔ Club Volleyball
- Intramural Soccer (Indoor & Outdoor) ↔ Club Soccer
- Intramural Ultimate Frisbee ↔ Club Ultimate Frisbee
- Intramural Broomball ↔ Club Roller Hockey and Club Ice Hockey

Teams found with more than two club athletes on their rosters will forfeit all games in which any of the club athletes played. Captains and club sport athletes themselves are ultimately responsible for verifying club sport athlete eligibility before participating in intramural activities. The intramural office will make the final decision on all club athlete eligibility.

14. Varsity Athletes:

Varsity athletes are only allowed to participate in intramural activities during the offseason of their varsity sport. Varsity athletes are considered based on the Academic Year they participated on the team and must take a gap year from their last season before being able to play in an activity that is directly related to their sport. For example, a soccer player whose last season to play was in the fall of 2018, they are not eligible to play a soccer activity until fall of 2019. The intramural activity must not be directly related to their varsity sport. For example, a football team member may not participate in 4 on 4 flag football. This applies to all scholarship players, walk-ons, and squad members.

15. All teams must have team members on the team roster on IM Leagues with no restrictions (i.e. a name crossed out) to be able to sign-in for the game. Eligible players can be added to the official roster on IM Leagues during the regular season. Roster additions can be made onsite if the participant has joined the team on IM Leagues and is able to present the live roster on IM Leagues to the Intramural Sports Supervisor along with their JacksCard or a government-issued photo ID. Additions *cannot* be made during the last week of the regular season. Players from eliminated teams may not join a different team in the playoffs.
16. Any Fraternity or Sorority playing under their organization's name or letters may only use members of their organization who are registered with Fraternity and Sorority Life at NAU. This includes actives and pledges, but not social affiliates. Active members and pledges are defined as those paying full dues to the fraternities or sororities. Pledges may participate for their respective organization only after they have officially pledged. Any team member must finish the sport in progress with the team he or she originally represented.
17. Players may be listed on the roster of exactly 1 team across all single-gendered leagues (Men's, Women's, Fraternity, Sorority, or Open) and 1 team across all CoRec leagues. This applies to Competitive and Recreational leagues within the same designation of single-gendered or CoRec as well.
18. Any student that has withdrawn from the University is no longer eligible to play Intramural Sports.
19. Athletes who have participated at the amateur or semi-professional level are not eligible to play intramural sports for two years after their last amateur or semi-professional experience in the same or related sports.

20. Athletes who have participated at the professional level are not eligible for three years after their last professional experience in the same or related sports.
- 21. Any Intramural Sports participant who is ejected from an Intramural Sports contest is automatically suspended indefinitely. The ejected individual must meet with the Intramural Sports Coordinator/ Student Lead to have the suspension modified. The length of a modified suspension (ex. 1 game, 2 games, entire season) will begin on the date of the ejected individual's meeting with the Intramural Sports Coordinator.**

IX. SPORTSMANSHIP

The Northern Arizona University Intramural Sports program is a recreational program that provides the campus community with a safe and enjoyable environment. NAU Intramural Sports participants, officials, and staff understand that games will be competitive, but the overall goal is to create an enjoyable atmosphere that promotes positive social interactions. Games are expected to be played in the spirit of the rules and with sportsmanlike behavior. The sportsmanship rating system is in place to encourage good sportsmanship and is set up so that teams have to earn their rating by exemplifying good sportsmanship. **Sportsmanship rating begins when the teams arrive on site and ends when you have left the facility and parking lot. It is the responsibility of all participants to understand and practice the policies below.**

Officials who are assigned to each game will suggest a rating based on participant and team actions before, during, and after games. Intramural Sports Supervisors and staff may provide input which may raise or lower your team's sportsmanship rating. The Intramural Sports Coordinator and Student Lead may adjust sportsmanship ratings if deemed necessary.

If any team or participant has a question regarding the sportsmanship rating system, we encourage them to ask an Intramural Sports Supervisor.

Sportsmanship ratings will be awarded to each team following each game (Scale = 0 to 5). In order to be eligible for the playoffs, a team must accumulate a 3.25 average over the course of the regular season games. During the playoffs, a team receiving a 2 or lower in a game may be removed from the playoff bracket regardless of the outcome of the game. The breakdown of ratings is as follows:

- 5** = Respectfully addressing Intramural Sports staff members regarding questions about calls
- 4** = Repeated questioning of Intramural Sports staff judgment or repeated complaints; Default a game
- 3** = Issuing an unsportsmanlike penalty/technical foul/yellow card or excessive or flagrant dissent.
- 2** = Multiple unsportsmanlike penalties/technical fouls/yellow cards on different team members and/or spectators
- 1** = Any ejection resulting from unsportsmanlike conduct; Forfeit a game
- 0** = Fighting with opponents or Intramural Sports staff or verbally or physically threatening an Intramural Sports staff member

Suspensions

All player and spectator ejections will be accompanied by an intramural suspension from **all intramural** activities. All suspensions take effect immediately when the player is ejected, meaning that a player cannot participate in any future intramural activity (including games on the same night of the ejection) until the suspension is served. All ejected individuals will receive an email from the intramural department within 48 hours of the ejection to schedule a suspension meeting with the Coordinator of Intramurals and/or the Graduate Assistant. The length of the suspensions will be determined by the Intramural Coordinator and Student Lead after reviewing the conduct report from the player's ejection and the suspension meeting. Suspensions are indefinite until meeting with the Coordinator or Graduate Assistant. Repeat offenders will likely serve longer suspensions.

Team Suspensions

The Intramural Professional Staff can make individuals, teams, and organizations as ineligible. A team being suspended or placed on probation means that each team member on the roster is also suspended or placed on

probation. Ineligible organizations include all teams that play under that organization's name. Repeated violations by an organization may lead to organization sanctions.

Other Consequences

The Intramural Professional Staff also have the authority to levy any of the following consequences in addition to an individual and or team suspension; access denial to any Campus Recreation facility, the assessment of forfeit fee charges, and in severe cases, lifetime expulsion and/or University Judicial Board Review.

Minimum Suspension Guidelines

The following guidelines provide a framework for the **minimum** suspension length players will receive for different types of offenses. Please understand that these are **guidelines** and the Coordinator, and the Student Lead have the authority to deviate from and/or add to these guidelines as necessary when determining suspension length. Participation in any further intramural activity during a suspension will be viewed as a blatant disregard of Campus Recreation policies and will lengthen the suspension of the offending participant.

Minimum Suspension Guidelines

Offense Type	Example	Minimum Suspension Length
Rule Infraction	<ul style="list-style-type: none"> • Tying a flag football belt • Illegal slide tackles in soccer 	1 game within the same sport
Flagrant, Malicious, and or Dangerous Game Play	<ul style="list-style-type: none"> • An unnecessarily hard foul in basketball • Tackling an opponent in Flag Football • Trucking or running someone over in Flag Football 	1 week from all Intramural Activities
Insubordination	<ul style="list-style-type: none"> • Not listening to officials when told to leave the field of play • Not listening to staff when told to leave the facility because of an ejection 	4 weeks from all Intramural Activities
Damage/Disrespect of Intramural Property	<ul style="list-style-type: none"> • Throwing/kicking a pylon off the field in anger • Kicking a soccer corner flag down 	4 weeks from all Intramural Activities

Verbal Abuse of Intramural Staff, Opponents, and/or Spectators	<ul style="list-style-type: none"> • Cussing at officials • Cussing/Name calling directed at opponents • Obscene gestures at opponents, Intramural Staff, or spectators. 	Remainder of the session, plus an additional session (all intramural activities)
Jacks Card Misuse	<ul style="list-style-type: none"> • Using another person's JacksCard to sign-in and play • Allowing somebody else to use your JacksCard to sign-in and play 	Remainder of the session, plus an additional session (all intramural activities)
Fighting	<ul style="list-style-type: none"> • Any non-game related physical conduct which includes but is not limited to: striking, pushing, slapping, elbowing, and kicking 	1 Calendar Year

Fighting results in an indefinite suspension from all Intramural Sports activities and, after a meeting with the Intramural Sports Coordinator, will result in a minimum one year suspension. Teams that receive a 0 sportsmanship rating are subject to immediate dismissal from league or tournament play.

INTRAMURAL SPORTS SPECTATOR GUIDELINE

Persons over 18 who are not current NAU students, staff or faculty must purchase a day pass before entering indoor facilities.

X. PROTESTS

1. Eligibility protests must be made **48 hours prior to the team's next scheduled game**. In the playoffs, player eligibility protests must be submitted by noon the next day.
2. Rule protests must be made at the time of the call in question. Protests cannot be made regarding the judgment of the Intramural Sports staff, but can be made regarding rule misapplication. Rule protests will first be heard by the Intramural Sports Supervisor after listening to the protesting team's captain. Intramural Sports Supervisors will speak with the Intramural Sports Officials and make a decision whether to uphold or overturn the call based on the Intramural Sports rules. Protesting team captains that do not agree with the outcome decided by the Intramural Sports Supervisor can request to formally protest the decision. Proper paperwork needs to be filled out at the time of the incident for formal protests.
3. The Intramural Sports Coordinator will review the protest once all proper paperwork has been completed. All decisions by the Intramural Sports Coordinator regarding protests are final. Results of a protest could be any of the following: replay game, no game, or play recreation.

XI. OFFICIALS

1. Officials deserve the players' highest respect because they represent the character and integrity of the game. **All sports officials are student officials:** i.e., they are learning, receiving training, and gaining experience in sports officiating. These students are working in one of the most demanding and challenging situations possible: to officiate for their peers. Intramural Sports officials are the key to a successful program, and should be treated with courtesy, patience, and consideration.
2. The Intramural Sports staff is responsible for recruiting, training, evaluating, and assigning officials to games. Comments and suggestions regarding the performance of Intramural Sports officials should be directed to the Intramural Sports Coordinator.
3. *Individuals interested in working as an Intramural Sports Official are encouraged to apply online on Handshake. The job is an on-campus paying position with flexible work hours. Officials are recruited for a variety of sports and events.*

XII. UNIFORMS/EQUIPMENT

1. Teams must have uniforms that are identical in color.
2. Teams must have permanent numbers on their uniforms for 5v5 Basketball.
3. Teams are responsible for providing their own uniforms.
4. Shoes: Each player must wear athletic, closed-toed shoes that cover the foot completely. Indoor events must be played with non-marking athletic shoes. Cleats are limited to studs or projections which do not exceed 1/2 inch in length and are made with non-abrasive rubber or rubber-type synthetic material which does not chip or develop a cutting edge. Metal or plastic spikes/cleats are not allowed.
5. Athletic tape and ace bandages can be used and can only be anchored using tape.
6. Jewelry cannot be worn during any Intramural Sports activity and must be removed before play. Teams that do not meet the minimum player requirement for that sport due to jewelry that the participant refuses to remove will result in a forfeit.
7. Medical alert jewelry is allowed to be worn, but it must be taped down with the medical alert tag exposed.
8. Jewelry that does not have a clasp and cannot be taken off under any circumstances must be approved by the Intramural Sports Coordinator before play. To get this approved, you must email imsports@nau.edu about your situation, as well as a picture of your jewelry in question. Even after these are approved, they must be taped down for the safety of the participant and others.
9. Active watches or bands that are used to track exercise and fitness goals can be used during Intramural play. The participant will have to accept responsibility for any damages that may happen to the item because the participants is wearing it at their own risk.
10. Casts or Hard Braces on any part of the body are not permitted during Intramural Sports participation.
11. To ensure the safety of all participants, braces with metal or hard plastic components are not permitted during play. However, you may use foam padding or a brace cover to protect the hard components of your brace. Any modifications must be approved by the Sports Program Coordinator prior to play. **Important:** Approval must be obtained *before* purchasing a play pass. Play passes are non-refundable, even if your brace or safety equipment is ultimately deemed unapproved. To request approval, please email imsports@nau.edu.

XIII. FORFEITS/DEFAULTS

1. If a contestant or team fails to arrive and be signed in by the scheduled starting time, the Intramural Sports Supervisor may declare the contest forfeited. **GAME TIME IS FORFEIT TIME.** For example if a game starts at 5:00pm and a team arrives at 5:00pm they forfeit the game. Forfeited teams are allowed to scrimmage during their game's allotted time.
2. If, in the opinion of the Intramural Sports Supervisor, a game is not being played within the spirit of the rules, or according to acceptable fair play, the game may be stopped and a forfeit declared against one or both teams.
3. A team is allowed to default a game up until noon of the scheduled game day. A default will only be recorded as a loss for that team, and not a forfeit. The opposing team captain will be notified via e-mail or phone about the default by 3pm on the day of the game. Only one default is permitted per team. To request a default, the team captain must send an email from their NAU email account to imsports@nau.edu with the team name, captain's name, sport and league name, and date and time of the game there are wishing to default by 12pm (noon) on the day of the scheduled game.
4. A fee of \$25 will be assessed to the team for each forfeit. The team will be suspended from play until the forfeit fee has been paid on IM Leagues. Once one team member has paid the forfeit through IM Leagues, the suspension for the team is lifted. If the fee is not paid prior to the team's next scheduled game, then they will forfeit that game and be assessed another \$25 fee. **Any team with more forfeits than played games in one season will be moved from the league and ineligible for playoffs.**

5. Sportsmanship: **Any team winning by forfeit will receive a 5 sportsmanship rating. Any team losing by forfeit will receive a 1 sportsmanship rating.**

XIV. ALCOHOL/TOBACCO

The use or possession of any alcoholic beverages or tobacco products is prohibited at any Intramural Sport activity. Use of alcohol or tobacco products by either participants or their spectators will result in the ejection of those involved and/or the complete forfeiture of the game. Any participants or spectators appearing intoxicated will be told to leave the facility with the possibility of NAU Police intervention.

XV. SCHEDULING

1. Schedules for each sport, league, and division will be posted online at www.IM_Leagues.com/schools/nau. It is the team captain's responsibility to check all schedules. The team captain will be held responsible for all games on the schedule. It is in the team's best interest to diligently check the schedule online in case games have been forfeited and/or changed.
2. Post-season tournament schedules are posted before the conclusion of the regular season. All teams with the required sportsmanship rating will qualify for the playoffs regardless of team record. Team captains will login to IM Leaguesto select their team's preferred spot in the bracket based on their team's ranking within the league. The ranking system for teams in each league is described below.
3. All considerations will be made to accommodate requests to a team's times and days of play. However, no guarantees can be made based on limited space and availability of facilities.
4. No games shall be rescheduled. If a team cannot play on their scheduled date, they may default the game to avoid being charged a forfeit fee.

XVI. PLAYOFF RANKING SYSTEM

The following criteria are used to rank all teams to determine the playoff draw selection order:

1. Average sportsmanship rating
2. Winning Percentage
3. Head-to-head competition
4. Points against in all games

XVII. SPORT RULES

Official sports rules are available online through the Campus Rec Website. They can also be obtained from the Intramural Sports Office upon request.

XVIII. POINT SYSTEM (GREEK SYSTEM)

To recognize efforts, achievements, and to inspire friendly competition, a point system was developed to determine the overall champion for the NAU Greek system. The men and women of the Greek system will have the opportunity for their organization to be named the overall champions among others within the system. This program is designed to inspire participation and promote good sportsmanship.

Performance Points: Points will be awarded to each organization based on their participation, their final order of finish in each league.

1. Organizations winning their league will receive 200 points for all league sports. Organizations winning a Minor Event will receive 100 points.
2. Organizations will receive 50 points for creating one team per league or tournament, and an additional 25 points for creating second and third teams. Second and third teams **MUST** be designated with the organization's name or letters followed by "B" and "C" respectively.
3. Organizations losing the championship game will receive 150 points. Organizations finishing in the top 4 teams will receive 100 points Only one team from each chapter receives points for placement. Organizations who qualify for the playoffs will receive 75 points.
4. Each forfeit will result in a loss of 50 points. Each Default will result in a loss of 25 points.
5. Only ONE team for each organization per sport can earn placement points for the organization. This team must be designated at the beginning of the season using an "A" at the end of the team name if multiple teams are created.
6. Greek affiliation must be clearly stated in the team name. Wordplay is welcome but it should be clear what fraternity/sorority is playing. For example "The SPIKErs" would be acceptable as PIKE is capitalized.

INTRAMURAL SPORTS STAFF

Coordinator of Competitive Sports & Summer Activities

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