

UW-Whitewater Intramural Sports

Forfeit Policy

Policy may also be found in Section 11 of the Participant Handbook.

Forfeits are very circumstantial. Situations will, however, be governed by the following guidelines:

- **Types of Forfeits:** There are two (2) types of forfeits: administrative and on-site. Types of forfeits are defined as follows:
 - **Administrative:** team notifies the Intramural Sports program of its intent to not play at least two (2) hours in-advance of the scheduled contest start time
 - **On-Site:** team either cannot meet the player minimum required to start a contest or does not show to the site of competition without providing notice (this includes being late)
- **Forfeited Contest Result:** Forfeited contests will result in a win being recorded for the offended team and a loss for the forfeiting team. Sportsmanship ratings will be affected by forfeits as well ("3.0" for administrative forfeits and "2.0" for on-site forfeits). No specific score will be recorded for forfeits
- **Game Time is Forfeit Time:** It is recommended teams arrive at the site of competition AND have roster members solidified at least fifteen (15) minutes prior to the start of the contest. Any team failing to report to the site of competition by the scheduled start time is subject to immediate forfeiture. If the scheduled opponent AND facility schedule allows, a ten-minute grace period may be permitted. If a grace period is applied, the contest result is NOT subject to protest. Administration may approve of alternate arrangements if situations are communicated to both scheduled teams ahead-of-time
- **Minimum Players:** Teams must meet the activity-specific roster minimums in order to begin a contest. If minimums cannot be met, an on-site forfeit will be applied to the contest. A team receiving a win via this type of on-site forfeit must meet player minimum requirements
- **Ineligible Players:** If an ineligible player participates in a contest in either regular season or post-season play, the contest is subject to forfeiture. This rule is subject to protest; however, the protest SHOULD be made during the contest following positive sportsmanship procedures. It is possible contests will be retroactively forfeited if this rule is found to have been violated during a contest
- **Double Forfeits:** In the event both scheduled teams forfeit for any reason, a double forfeit shall be declared. Both teams will receive a loss along with the appropriate sportsmanship rating given their team-specific forfeit type
- **Forfeit Fees:** Due to the unfavorable impact forfeits have on the overall Intramural Sports experience, forfeit fees will apply to all types of forfeits. These fees are meant to encourage attendance and to ensure administrative staff a team wishes to stay involved in an activity
 - Individual/Dual Activities: \$2.00 fee for administrative forfeits and \$5.00 fee for on-site forfeits
 - Team Activities: \$5.00 fee for administrative forfeits and \$10.00 fee for on-site forfeits
 - Fees will be applied to the team's IMLeagues page and the team will be suspended from the specific activity involved in the forfeit. Only one team member (typically the captain) needs to pay the fee, which is payable online in IMLeagues or in-person in room 100 of the Williams Center (just like registration). It is the responsibility of the team to decide who will pay a forfeit fee. Payment of the fee is considered reinstatement and any suspension should automatically be lifted. Sportsmanship ratings will not be changed but may be adjusted for playoff qualification purposes based on team conduct
 - Fees are due before the team's next scheduled contest. It is recommended teams pay at least 24 hours prior to its next contest in order to avoid possible confusion with the scheduled opponent
 - Forfeit fees are not applied to playoff contests as the team season would be over and reinstatement impossible

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- **Notice of Forfeiture:** If a team wins by forfeit, the team captain will be notified by a member of the Rec Sports staff. If a team owes a forfeit fee, an email notice with instructions will be sent to all team members via IMLeagues the day after the forfeit. It is not guaranteed administration will send reminder messages pertaining to outstanding fees, so it is imperative team members pay attention to email during their season
- **Team Drops:** Failure to pay a forfeit fee by the established deadline may result in a team being dropped from remaining competition. Forfeits in playoffs do not carry a fine but will result in automatic disqualification.

If a team forfeits more than once during the scheduling parameters of its activity's regular season, the team will be dropped from remaining competition.

In any instance of team disqualification, the team will remain active in IMLeagues and rostered members will not be permitted to join other teams within that same league.