

UW-Whitewater Intramural Sports

Forfeit Policy

This policy, along with other rules, policies and procedures related to Intramural Sports program structure and facilitation can be found in the IM Sports Participant Handbook

Participating in an intramural activity is a commitment. It is understood and respected that teams and/or individual participants may be unable to attend scheduled contests/events for various reasons. Teams are permitted to forfeit contests; however, staff asks all participants to understand forfeits present unfavorable experiences for opponents, staff, facility operations, possible other user groups and possibly even their own teammates. Please do your best to attend all contests/events in which your team is scheduled to participate. In return, staff promises to be as accommodating and as fair to all teams and individuals as possible.

Forfeit Policy

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, and they are defined as follows:

Administrative: team notifies Intramural Sports of its intent to forfeit at least two (2) hours in-advance of a scheduled contest/event start time OR the team makes an effort to participate but fails to meet the minimum required of players necessary to start a contest by rule

On-Site: team does not show to the site of competition without providing proper notice (including being late)

Forfeited Contest Result

Forfeited contests result in a win in standings for the offended team and a loss for the offending (i.e. forfeiting) team. No specific score will be recorded. Historic and/or repeated forfeit issues may be counted towards a team's sportsmanship/conduct standing with Intramural Sports.

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 a scheduled contest. Any team failing to report to the site of competition by the scheduled start of competition is subject to immediate forfeiture. This applies for any contest/event, regardless of season status. Simply being at the site of competition does not mean a team is ready to play; participants must be checked in and approved by staff as well. Example: arriving for a 7:00 pm contest at 7:00 pm is not considered ready for play.

Grace Period

If the scheduled opponent AND daily operations schedule allows, a ten-minute grace period may be permitted and teams may have some extra time to arrive and check in. If a grace period is applied, the contest result is NOT subject to protest. Administrative staff may apply rescheduling situations at their discretion, although this is very unlikely.

Minimum Players

Teams must meet the activity-specific roster minimums and have the minimum number of players available in order to begin a contest. If minimums cannot be met, a forfeit will be assessed as the situation applies given the defined types of forfeits.

Ineligible Players

If an ineligible player participates in a contest of any classification, 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 (i.e. do not protest after your team loses just because your team lost. File the protest immediately, as it is considered protesting in poor taste if you wait). Protest situations made in poor taste will be reviewed, however a protesting team's sportsmanship standing with Intramural Sports could decrease.

It is possible contests can 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 applicable sportsmanship notices given their forfeit type. It is possible forfeit fees may apply in the event of a double forfeit.

Forfeit Fees

Due to the unfavorable impact forfeits have on the overall Intramural Sports experience, forfeit fees may apply to all types of forfeits. These fees are meant to encourage attendance and to confirm a team wishes to remain active within a specific activity.

Individual/Dual Activities: \$5.00 fee for administrative forfeits and \$10.00 fee for on-site forfeits

Team Activities: \$10.00 fee for administrative forfeits and \$20.00 fee for on-site forfeits

Fees are applied to a team via IMLeagues and the entire team will be suspended from the activity in-question until the fee is either paid or the deadline to pay the fee has passed (see "Team Drops" in this section of the handbook). Only one team member, which typically ends up being the captain, needs to pay the fee, which is payable online in IMLeagues via PayPal or in-person in Williams Center Room 100. Teams are responsible for deciding who will pay the forfeit fee. Payment of the forfeit fee is considered reinstatement and the team suspension should be automatically lifted. Payment also serves as confirmation that a team intends to remain active in an activity.

Fees are due before a team's next scheduled contest. It is recommended, when applicable, teams pay their forfeit fee at least 24 hours prior to their next scheduled contest in order to avoid possible confusion on contest status with a scheduled opponent.

Forfeit fees may apply to playoff contests, depending on the nature of an activity's bracket. Forfeit fees in all situations are applied at the discretion of administrative staff.

Notice of Forfeiture

If a team wins via forfeit, the team captain will be notified by Intramural Sports staff, as long as staff are made aware of the forfeit with enough notice to do so. If it is determined a team owes a forfeit fee, notice with instructions and applicable deadlines will be sent to all team members via an IMLeagues message. Teams may or may not be reminded of outstanding fees.

Team Drops

Failure to pay a forfeit fine by the established deadline may result in a team being dropped from remaining season operations, as Intramural Sports staff will operate under the impression failure to pay is indication a team no longer wishes to remain active in an activity's season. If a team accumulates more than one forfeit occurrence in a single activity season, the team will automatically be dropped. Team drop rules also apply to an activity's playoff operations, which carry over from regular season operations. In any instance of a team drop, teams will remain active in IMLeagues and all rostered members will still be held to the same eligibility rules as they apply to active players on other teams.

NOTE: Some teams may play more than one contest in a single activity day. A team may only be assessed one forfeit per day for fine assessment and team drop purposes, although all contests that were forfeited will be recorded as a loss.