University of New Mexico Intramural Sports Guidelines

Revised June 12th, 2025

The goal of Intramural Sports is to provide both a physically and emotionally safe space for students to get active and compete with their peers. The program recognizes the rich diversity of the University of New Mexico's student body, and aims to celebrate that not only through purposefully inclusive tournaments and events, but also through the general environment of the department. Our mission is to foster and actualize students' potential through recreation and employment. The purpose of these guidelines are to ensure an equitable and enjoyable experience for all participants, but most of all, for participants to have fun!

For general questions about Intramural Sports that are not answered in these guidelines, please contact the Intramural Sports Office:

Intramural Sports Office	Recreational Services, Office 1109 intramurals@unm.edu (505)277-0119
Coordinator of Intramural Sports	Natalya Hill natalyahill@unm.edu

Eligibility

General Eligibility

All current UNM students, staff, and faculty are eligible to participate in intramural sports.

Starting in 2025, UNM alumni will **no longer be eligible** to participate in Intramural Sports.

All participants must purchase an IM's Pass either online at recservices.unm.edu/recreation/intramural-sports/how-to-play.html or in person at either entrance of Johnson Center.

Leagues

Participants may play on one (1) team per league. For example, Player A may play for an All-Rec basketball team, and a Men's basketball team in the same season. Once a player participates in a regular season game for a team, they will be locked into that roster for the season.

A wide variety of leagues may be offered based on the experience participants would like to have including skill level and affinity groups. When applicable, the 'Advanced' league will represent the more experienced, competitive league and the 'Intermediate' league will represent a more recreational experience.

For All-Rec leagues, a team is required to start and continue a game with at least two genders represented. Any gender may have a majority, however the difference between the gender majority and sum gender minority may not be greater than 2.

- For example, for 5 v 5 basketball, a team of 5 has 3 men, 1 woman, and 1 nonbinary player. The gender majority is men, with 3 players, and the sum gender minority is 2 (1 woman + 1 nonbinary player). The difference between the gender majority (3) and the sum gender minority (2) is not greater than 2, so the team's gender requirement has been met.

All other leagues besides All-Rec are considered 'Open' leagues and there are no roster or gender requirements.

All participants are eligible to play based on their gender identity.

The Intramural Sports Department is committed to providing a safe and inclusive environment that draws on the diversity of its members, consistent with UNM's anti-discrimination policy linked below. In the event a player feels more comfortable in a different league after at least one regular season game has been played, the player is advised to partner with the Intramural Sports leadership team to see what accommodations can be made.For questions about gender requirements, challenges on player participation, or information about how to change your gender on imleagues.com, please contact the Coordinator of Intramural Sports.

To limit on-court delays, gender changes must be relayed to the Intramural Sports leadership team or updated by the player on imleagues at least one day before their next scheduled game. A player found to be abusing these rules will be suspended from league play, and any games that were affected by the illegal participation will be altered to reflect a forfeit-loss.

For more information about UNM's Policy on Equal Opportunity and Prohibited Discrimination, click this link or type http://policy.unm.edu/university-policies/2000/2720.html into your internet browser.

Game Day Eligibility

Participants who are in good standing and on their team's IMLeagues online roster **by noon the day of their game** will guarantee eligibility to play.

Each participant must sign in with the staff member on their playing surface and prove their identity with either their **Lobo Card** or **a government issued photo ID**.

If a participant is either not on the printed roster or crossed off as ineligible, they will not be able to play in that night's game.

Use of Fraudulent Lobo Card

If a player is caught using a Lobo Card that is not their own, the team for which that individual was playing will forfeit that game, the game will not be played or will end immediately if in progress, and the individual will be subject to disciplinary action from the Intramural Sports Program including being prohibited from playing Intramural Sports for the rest of that season or involvement with the Dean of Students Office.

The Intramural Sports Staff will confiscate the fraudulently used Lobo Card and the individual the Lobo Card belongs to must meet with the Coordinator of Intramural Sports in order to get the Lobo Card back.

If the occurrence was in the regular season, the team will be prohibited from playing in the playoffs. If the occurrence was in the playoffs, the team will be disqualified from continuing in the playoffs.

Restricted Participants

Each Intramural Sports team roster is limited to a total combined two (2) restricted participants in the sport or related sport of membership. Restricted participants include:

- Club Sport Members - any individual who is listed on the official roster during that Academic Year, including Club Sport coaches. They are considered as such for the entire Academic Year.

- Former Intercollegiate Athletes - any individual who has practiced or competed with a varsity intercollegiate squad for more than 10 days and are given this distinction once one (1) entire term (Fall, Winter, Spring/Summer) has elapsed since the termination of participation with an intercollegiate team (i.e. if an individual's sport ends in October, the entire Winter term must elapse, and he/she will become a 'Former Intercollegiate Athlete' starting in the Spring/Summer term)

Current Intercollegiate Athletes, both active and inactive, and current ineligible athletes are barred from participating in their sport or related sport.
Related sports are up to the discretion of the Intramural Sports Program based on the offered sports.
The Intramural Sports Program reserves the right to bar from, or limit the intramural competition, of any participant of varsity, Olympic or professional caliber who may or may not be participating in varsity sports or playing as a professional.

Use of Ineligible Participants

Any team found to be using ineligible participants will be subject to discipline from the Intramural Sports Program including, but not limited to, a forfeit for the game in question and future game suspensions.

If you suspect a team is using ineligible participants or has exceeded the restricted participants maximum, please reach out to the Intramural Sports Office.

Alcohol and Drug Use

The possession and/or consumption of alcohol, tobacco, and/or illegal drugs by Intramural participants, coaches, and spectators is strictly prohibited at all facilities where Intramural Sports take place. Any participant, coach, or spectator who is under the influence or suspected to be under the influence will not be allowed to participate in any Intramural Sports activity, will be required to leave the facility immediately, and further disciplinary action may be taken, up to the immediate forfeiture of the game. If the Intramural staff decides the game must end immediately, the team whose player, coach, or spectator was ejected for this reason will be receiving the forfeit-loss.

Sportsmanship

Good sportsmanship is vital to the conduct of each intramural sport. All participants and spectators are expected to behave in a mature, sportsmanlike manner, regardless of the heat of competition. A team is responsible for the actions of all individual members and spectators directly related to the team. Teams and individuals are equally responsible for insuring proper conduct before, during, and after the contest.

Unsportsmanlike conduct is defined as improper behavior that includes but is not limited to verbal abuse, physical abuse, obscene gestures/actions, vulgar language, fighting, spitting on, and/or striking an official, supervisor or opponent and other acts of poor sportsmanship. Actions that are dangerous or conduct detrimental to the enjoyment and safety of other participants are not tolerated and are grounds for suspension from further intramural participation.

Officials and/or supervisors will assess sportsmanship with a ratings system after a team game is played. The rating system is based on a five (5) point scale. In order to remain in intramural competition, an average of three (3) points must be maintained. An average of three (3) points is also necessary to advance to post-season play. In the occurrence of a three (3) or lower, an explanation should be indicated on the game

sheet or supervisor report. Any ratings lower than two (2) will result in a meeting between the team captain and the Intramural Coordinator before play can be continued.

All teams must maintain a 3.0 during playoffs. In the occurrence of the team receiving lower than a 3, the opposing team with advance to the next round.

A Sportsmanship chart has been made and published below. Though there are always exceptions and special circumstances, this chart should act as a guideline and answer most questions about sportsmanship and how certain rates are awarded.

0	Behavior meriting removal from competition
1	Unsatisfactory Sportsmanship. Examples include: fighting, abusive language toward officials or players, multiple players ejected from game.
2	Sportsmanship below acceptable limits. Examples include: swearing, lack of respect toward officials and opponents, leaving excessive trash near bench.
3	Sportsmanship within acceptable limits.
4	Above Average Sportsmanship, including congeniality between players, opponents, and officials.
5	Exceptional Sportsmanship, respect and civility shown towards opponents, officials, supervisors, and teammates before, during, and after the competition.

Forfeits

Forfeits should be avoided at all costs.

Game time is start time. Teams must have the minimum number of players required checked-in with the referees and ready to play on the playing surface at the regularly scheduled game time. If one team (Team A) fulfills this requirement and their opponent (Team B) does not, Team A will have the choice to wait a 10 minute grace period, waiting for more of Team B's players to show up, or to accept Team B's forfeit and take the forfeit-win. If a team elects to wait the 10 minute grace period, the game clock will start at the regularly scheduled game time, and the time lost will not be made up. During

the grace period, the full team that is there will receive a pre-set amount of points per time period, which are further detailed in each sport's rules.

If neither team fulfills the requirement, the referees will start the game clock and wait 10 minutes to see if either team is able to fulfill the non-forfeiting requirement.

If a team forfeits, they will receive an on-record loss and receive a Sportsmanship rating of 0. The team that fulfilled the requirement, therefore receiving the forfeit-win, will receive a 3 in sportsmanship.

Two forfeits will constitute a team's removal from the league.

Defaults

If a team is aware they will not have enough players necessary to play their game, they may notify the Intramural Sports Program by sending an email to intramurals@unm.edu or calling the Intramural Sports Office **before noon of gameday**. Depending on availability of staff, venues, and time, the game may be rescheduled for a later date. A default is preferred to a forfeit not only by the Intramural Sports Office, but to the teams as well, as a default will not count as a loss or win for any team, and the team's sportsmanship will not be affected. A playoff game cannot be defaulted, but requests for playoff times can be made at least 48 hours in advance to the Intramural Sports Office.

3 defaults will constitute a team's removal from the league.

Inability to Continue

If a team is able to begin a game with the minimum number of required players and they drop below the minimum number of required players during the game, due to situations such as injury or ejection, the team will be charged with a loss but not a forfeit.

Scheduling/Rescheduling

Inclement Weather

A scheduled contest may be postponed, rescheduled, or cancelled only by a staff member of the Intramural Sports Program and the decisions will be made in an effort to protect the safety of the participants and the quality of our playing surfaces. Decisions will be made as soon as possible and notifications will be sent out via email and, if necessary, phone calls. Games that are cancelled may or may not be rescheduled.

Scheduling

Different leagues have different days they play on, which is outlined in IMLeagues. If a team can only play at a certain time, they are advised to contact either the Intramural Sports Office, or the Coordinator of Intramural Sports as soon as possible. In most cases, adjustments can be made but there is no guarantee that the office will be able to

accommodate your team. In this case, players are encouraged to look into joining a different league that may play in a different time slot of a different day.

Rescheduling

It is extremely difficult to reschedule games based on facility/field availability, opponent availability, and time constraints.

The Intramural Staff will attempt to reschedule playoff games when teams are playing multiple sports, have academic conflicts and/or need religious accommodations, but it is not guaranteed.

Playoffs

Participants who wish to play with their team in playoffs must have played in two (2) regular season games. A captain or player may check how many games have been played through IMLeagues if desired.

Teams must have a wins-loss average of .500 or greater and have a sportsmanship average of 3.0 or greater to make it to post-season play.

Playoff Scheduling

Playoff scheduling may not always line up with the time or even day that the teams may be used to playing. After the last game of the regular season, the Intramural Sports Office will notify the team captains whose teams are eligible for playoffs. It is during that time that the team captain should reply with what time/day works best for them, and times/days they cannot compete during. Though the Intramural Sports Office cannot guarantee anything specific, the office will try its best to make sure all teams eligible can play post-season games.

Rule Interpretation and Administrative Interpretation Objections

If a captain has a concern that a rule or administrative policy has been misinterpreted, they should email the Coordinator of Intramural Sports with a **full description** of the incident, their concerns, and what outcome they would like. These concerns, known as challenges, will not always result in a reversal or adjustment, but are taken seriously and appreciated by the Intramural Dept.

Discipline

Participating in Intramural Sports is about having fun with your friends, or making new friends!

Individuals participating in the Intramural Sports Program are expected to conduct themselves within the boundaries of sportsmanship and fair play as well as within the rules, policies, and procedures of the program. Ensuring the integrity of the program, be it rules, safety, or enjoyment, is a high priority for the Intramural Sports Program. In

cases where an individual's or team's conduct violates these principles, such conduct will cause disciplinary action to be taken.

Health and Injuries

Participation is on a voluntary basis. Participants assume the risks normally associated with activity characteristic of a particular sport. It is recommended that all participants undergo a physical examination prior to participating in any intramural activity, and carry some form of health and injury insurance. Neither the University of New Mexico nor the Recreational Services Department accepts responsibility for ill health or injury sustained while participating in any of the events or activities. Neither the University of New Mexico nor the Recreational Services Department shall pay any medical and/or ambulance expenses incurred by a participant.

Each recreation facility is equipped with basic first aid supplies for minor injuries. Should an injury occur, that injury should be immediately reported to the game official, the intramural supervisor, or the facility supervisor.

Officials and supervisors have the authority to disqualify someone from participation due to physical or mental state, injuries sustained, or other player safety reasons.

General Information

Anything not specifically outlined in this policy manual is up to the discretion of the Intramural Sports Program. The policies and procedures outlined in this Intramural Sports Participant Handbook are subject to change at any time by the administration of the Intramural Sports Program.