

INTRAMURAL SPORTS FORFEIT POLICY

General Policy:

- All late teams shall start the game with a “B” sportsmanship rating.
- Teams ready for play may choose to decline any and all points.

Flag Football:

- **Not ready for play at game time:** The team ready for play gets the ball to start the game AND choice at the start of the second half.
- **Five minutes late:** The team ready for play begins the game with a touchdown (in Co-Rec they will be awarded a female touchdown) and three-point conversion. The late team will start its first series from its own 14-yard line.
- **10 minutes late:** Forfeit, recorded as 9-0, and the forfeiting team will receive a “F” for its sportsmanship rating.
- **If neither team is ready to play by game time,** and they are less than 10 minutes past the scheduled start time, the teams will be permitted to play. However, the clock will be started at game time.

Indoor Volleyball:

- **Not ready for play at game time:** The team ready for play shall serve first and choose side.
- **Five minutes late:** The team ready for play will be awarded a win for the first game (25-0).
- **10 minutes late:** Forfeit, recorded 25-0, 25-0, and a sportsmanship rating of an “F.”
- **If neither team is ready to play at game time,** and it is not 10 minutes past the scheduled start time, the game shall be played under normal rules.

Wheelchair Basketball:

- **Not ready for play at game time:** Team ready for play will be awarded the ball at half-court to start the game and receive the possession arrow.
- **For every minute late,** the team ready for play will be awarded one point.
- **10 minutes late:** Forfeit, recorded as 10-0, and the forfeiting team will receive an “F” for its sportsmanship rating.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

World Cup Soccer:

- **Not ready for play at game time:** The team ready for play shall take the kick off.
- **Five minutes late:** The game shall start 1-0 in favor of the team on time.
- **10 minutes late:** Forfeit, recorded as 1-0.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Team Tennis:

- **Not ready for play at game time:** Team ready for play gets to choose sixth set.
- **Five minutes late or less:** In the first three sets, the late team will start down one game.
- **10 minutes late:** Forfeit, recorded as 36-0, and the forfeiting team will receive an “F” for its sportsmanship rating.

Kickball:

- **Not ready for play at game time:** Team ready for play will automatically become home team.
- **Five minutes late:** Late team will lose its first at kick.
- **10 minutes late:** Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal.

Dodgeball:

- **Not ready for play at game time:** Team ready for play will have choice of side.
- **Three minutes late:** Team ready for play will win first game of match.
- **Six minutes late:** Team ready for play will win second game of match.
- **Nine minutes late:** Team ready for play will win third game of match.
- **10 minutes late:** Forfeit recorded 5-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the match will still consist of the best four of seven games.

Basketball:

- **Not ready for play at game time:** Team ready for play will be awarded the ball at half-court to start the game and receive the possession arrow.
- **For every minute late,** the team ready for play will be awarded a two-point field goal.
- **10 minutes late:** Forfeit, recorded as 20-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Indoor Soccer:

- **Not ready for play at game time:** The team ready for play shall take the kick off.
- **Five minutes late:** The game shall start 2-0 in favor of the team on time.
- **10 minutes late:** Forfeit, recorded as 2-0.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Ice Hockey:

- **Not ready for play at game time:** Team ready for play will choose end to defend.
- **Five minutes late:** The game shall start 1-0 in favor of the team on time.
- **10 minutes late:** Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Innertube Water Polo:

- **Not ready for play at game time:** Team ready for play will choose the end to defend and the ball will be awarded to that team's goalie for a throw-in to begin the game.
- **Five minutes late:** The game shall start 1-0 in favor of the team on time.
- **10 minutes late:** Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Wallyball:

- **Not ready for play at game time:** The team ready for play shall serve first and choose side.
- **Five minutes late:** The team ready for play will be awarded a win for the first game (21-0).
- **10 minutes late:** Forfeit, recorded 21-0, 21-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but are ready before 10 minutes has elapsed, the game shall be played under normal rules.

Indoor Cricket:

- **Not ready for play at game time:** Team ready for play will have the option to bat first or last.
- **Five minutes late:** Team not ready for play at scheduled start time will start down two wickets.
- **10 minutes late:** Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Softball:

- **Not ready for play at game time:** Team ready for play will be awarded home team.
- **Five minutes late:** Team not ready for play at scheduled start time will lose its first at bat.
- **10 minutes late:** Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but are ready before 10 minutes have elapsed the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Fast Pitch Softball:

- **Not ready for play at game time:** Team ready for play will be awarded home team.
- **Five minutes late:** Team not ready for play at scheduled start time will lose its first at bat.
- **10 minutes late:** Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Baseball:

- **Not ready for play at game time:** Team ready for play will be awarded home team.
- **Five minutes late:** Team not ready for play at scheduled start time will lose its first at bat.
- **10 minutes late:** Forfeit, recorded as 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Outdoor Soccer:

- **Not ready for play at game time:** The team ready for play shall take the kick off.
- **Five minutes late:** The game shall start 1-0 in favor of the team on time.
- **10 minutes late:** Forfeit, recorded as 1-0.
- **If neither team is ready to play at game time,** but they are ready before 10 minutes have elapsed, the game shall start as normal. However, the game clock will start at the originally scheduled game time.

Sand Volleyball:

- **Not ready for play at game time:** The team ready for play shall serve first and choose a side.
- **Five minutes late:** The team ready for play will be awarded a win for the first game 21-0.
- **10 minutes late:** Forfeit, recorded 21-0, 21-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play at game time,** but it is not 10 minutes past the scheduled start time, the game shall be played under normal rules.

Ultimate Disc:

- **Not ready for play at game time:** The team ready for play shall choose side and receive the beginning pull.
- **Five minutes late:** The team ready for play is awarded a goal and will receive the beginning pull.
- **10 minutes late:** Forfeit, recorded 1-0, and the forfeiting team will receive an "F" for its sportsmanship rating.
- **If neither team is ready to play by game time,** but they are less than 10 minutes past the scheduled start time, the teams will be permitted to play. However, the clock will be started at game time.

4-on-4 Flag Football:

- **Not ready for play at game time:** The team ready for play gets the ball to start the game AND choice at the start of the second half.
- **Five minutes late:** The team ready for play begins the game with a touchdown (in Co-Rec they will be awarded a female touchdown) and three-point conversion. The late team will start its first series from its own 14-yard line.
- **10 minutes late:** Forfeit, recorded as 9-0 (Co-Rec 12-0), and the forfeiting team will receive a "F" for its sportsmanship rating.
- **If neither team is ready to play by game time,** and they are less than 10 minutes past the scheduled start time, the teams will be permitted to play. However, the clock will be started at game time.