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 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.