



Forfeits and Defaults

1. Game time is start time for all intramural sports contests unless the opposing team captain (team with enough players to begin play as scheduled) chooses to wait a prescribed amount of time (see chart below). Teams choosing to wait for the other team to gain enough players must wait the entire amount of time, they may not change their minds and accept the victory. Once a team has enough players to play, the game will be started with the remaining game time on the clock. If a team fails to gain enough players by the end of "wait time", the game will be declared a forfeit.
2. Teams must have the minimum number of players present at game time/end of wait time to avoid a forfeit.
3. Teams who forfeit must pay a \$20.00 charge to remain in the league. Failure to pay will result in the team being dropped from the league and its roster frozen. Payment is due 2 business days after your game or by 3pm the day of your next scheduled game, whichever comes **FIRST**.
4. Teams charged with 2 forfeits will be dropped from the league and the rosters frozen.
5. Teams knowing they will not be present for a scheduled game can default their scheduled activity. Teams must submit in writing their notification to default to the Campus Recreation main office (SRC 140) by 3pm the day of their scheduled activity.
6. A team will be allowed 1 default per sport season. Each additional default will be considered a forfeit and the team captain will be charged the \$20.00 forfeit charge.
7. Teams must default by Friday at 3pm for any scheduled Sunday activities.
8. The Department of Campus Recreation reserves the right to postpone activities due to inclement weather or facility conflicts. All weather decisions will be made by 5pm, please contact the Intramural Sports hotline, 910-962-3904. In the event that cancellation occurs after 5:00pm, every effort will be made to notify the team captains.
9. Team requests for postponements will be considered on an individual basis and must be requested 24 hours in advance. Requests will not be honored during the playoffs and may be denied during league play.
10. Individual/dual activity participants will be charged \$10.00 for each forfeit. Payment is due 2 business days after the scheduled activity.
11. All default procedures are in effect for individual/dual activities.