



## All Sports Rules

1. **No I.D. No Play, No Questions:** No form of identification other than an official Youngstown State University I.D. Card or Temporary I.D. Card will be accepted. You **MUST** have you I.D. to play. **NO EXCEPTIONS WILL BE MADE FOR ANYONE FOR ANY REASON.** If you do not have your I.D. for any reason, you need to go to Meshel Hall and buy a new one, and ask for a Temporary I.D. Temporary I.D.'s will only be valid for the dates on the card. Temporary I.D.'s must also be presented with a current and valid State I.D.(i.e.= State Drivers License).
2. **Game Time is Forfeit Time:** There will no longer be a 10 minute grace period before a forfeit is issued. Player check-in will begin 15 minutes before the scheduled game time. If a team does not have the needed amount of players to being the game at the scheduled game time. A forfeit will be issued. No Exception or excuses will be accepted for anyone or any reasons.
3. **The Officials Have Full Authority:** While participating in a Youngstown State University Intramural Sports Program, YSU IM Officials will have full authority to call and make judgments according to their training. **ANY QUESTIONING OF ANY OFFICIALS CALLS MAY RESULT IN AN UNSPORTSMAN LIKE PENALTY.** If a team deems it necessary to question a call of an official, the TEAM CAPTAIN ONLY, may address it to the Intramural Intern, or Intramural Supervisor present at the event. If questioning causes a disruption of game play, the Intramural Intern or Intramural Supervisor have all authority to end the game, and give the team causing the disruption a forfeit.
4. **All Games, All Weather:** All games will be played during all weather conditions, unless otherwise informed of prior to game time, or until the Intramural Coordinator believes the playing conditions to be to severe to continue. Questions prior to game time can be answered at 330.941.3731

5. **1 Uniform for 1 ID:** Any apparel or game equipment needed by players will be issued on a 1 I.D. basis. The I.D. will not be returned until the issued apparel or equipment has been turned back in.
6. **No Metal Spikes:** No footwear with metal or metal-tipped spikes will be permitted for use during any Intramural event.