DEFAUL TS AND FORFEITS

Policy Statement

Intramural teams face a fine for forfeiting games. They can avoid the fine by defaulting in advance by noon on the day of the game.

Reason for Policy/Purpose

This policy is required for the effective communication of university policy regarding defaults and forfeits in intramurals.

Who Needs to Know This Policy

All members of The University of Southern Mississippi community.

Website Address for this Policy

www.usm.edu/institutional-policies/policy-stua-rec-007

Definitions

Policy/Procedures

Article 1: Advanced Defaults

If a team captain knows that his or her team will be unable to field the minimum number of players for a game, he or she should advance default the game. This will save the team from the forfeit fee. An advance default will be recorded as a loss, and the defaulting team will receive a “B” sportsmanship rating. Teams wishing to advance default should do so by contacting the

Responsible University Administrator: Vice President for Student Affairs

Responsible Officer: Senior Associate Director of Recreational Sports

Origination Date: N/A

Current Revision Date: 03/22/13

Next Review Date: 03/22/17

End of Policy Date: N/A

Policy Number: STUA-REC-007

Status: Effective
Intramural Sports office by noon the day of their game. Teams are allowed one default or forfeit per sport. The second infraction will result in that team being dropped from the league.

NOTE: For events scheduled during a weekend, advance defaults must be reported by 5 p.m. on the Friday before the weekend.

**Article 2: Forfeit Policy**

Game time is forfeit time. If a team fails to appear at the scheduled location by game time with participants signed in and ready to play, the Intramural Sports supervisor will declare the contest a forfeit, thus resulting in the following:

- The forfeiting team must pay $15 to Recreational Sports prior to the beginning of playoffs. If the fee is not paid by this time, then the team will be removed from playoffs and the captain’s ID will be charged at the end of playoffs for that sport.
- In the event of a double forfeit, both teams will have losses recorded against their record, and both teams must pay the $15 forfeit fee.
- A team will be dropped from competition once they forfeit their second game and must pay both forfeit fees.
- The winning team must record a lineup for the forfeited game with the minimum number of players for that sport, present and ready to play. If they fail to sign in or to have the minimum, the game will be recorded as a double forfeit.

**Review**

The Senior Associate Director of Recreational Sports is responsible for the review of this policy every four years (or whenever circumstances require immediate review).

**Forms/Instructions**

N/A

**Appendices**

N/A

**Related Information**

N/A

**History**

11/01/11: Formatted for Institutional Policies website.
Authorization

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STUA-REC-007

As the Responsible Officer, I have reviewed this policy and believe it represents the current policy.

Mark Cray
Responsible Officer

4/9/13
Date