

Subject: Recreation and Intramural Sports Forfeits and Defaults
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Forfeits and Defaults

One of the real frustrations for participants and administrators alike is when the pleasure of participation can not be realized because of a forfeit. Team Captains/Managers are responsible for providing enough players for each game so that forfeits do not occur. A team that forfeits twice during the regular season will be dropped from the league. **All recreation and intramural sports will follow the "GAME TIME IS FORFEIT TIME" rule. This rule states that if a team does not have the minimum number of players to start a game within the visual confines of the playing surface by game time, they will forfeit the match.**

Each team will be allowed to use two (2) advanced defaults during the regular season. An advance default occurs when the captain/manager of a team contacts the Recreation and Intramural Sports Director or Coordinator at least 24 hours prior to their scheduled game and indicates that they will not be able to play. This will allow the Recreation and Intramural Sports staff to contact the opposing team captain/manager and the staff to inform them the game will not take place. Teams that call to default within 24 hours are subject to receiving a forfeit as time is limited to contact the opponents and staff. 2 advance defaults equal 1 forfeit.