



University of Washington Bothell
Intramural Activities

Late Start Policy

Purpose: To provide participants with a procedure that upholds Intramural Activities scheduling and offers steps to be taken if a team and/or participant is late to their scheduled event.

Teams may choose to wait no more than 10 minutes until the opponent arrives with the minimum number of participants to compete by rule. The official contest clock will start running as scheduled. The contest will commence once the opponents arrive with whatever contest time is remaining on the clock. The waiting team will be given a scoring advantage. If the opposing team is not ready to play 10 minutes after the scheduled contest time, a forfeit win will be declared for the waiting team. If neither team has the required number of players at the scheduled contest time, both teams will be given 10 minutes to complete their team. **No scoring advantage will be given to either team in this case.** If the team does not need the full 10 minutes, that time can be added back to the first half time frame. However, the opposing team will still start with the full scoring advantage. (for example: if a soccer team only need 5 extra minutes the first half will be 15 minutes with a starting score of 2-0)

Scoring Advantages:

Flag Football	9 Points
Basketball	12 Points
Soccer	2 Goals
Volleyball	10 Points
Softball	4 Runs
Ultimate Frisbee	3 Points