



University of Washington Bothell

Intramural Activities

Punctuality Policy

Purpose: To establish a procedure that ensures all participants are made aware of their game schedules and the expectation of being punctual and attending all scheduled events.

Punctual Definition: All teams will have a finalized roster 24 hours before their game/event and will be made aware of their event schedule at least one week in advance. With the roster set, all participants shall show up to the event with enough time to properly check-in with Intramural Staff, warm-up, and be fully prepared to participate (a standard suggestion is showing up at least 20-minutes before the game/event).

How it Works: If participants do not show up to their scheduled game/event, the participants of the opposing team who are present will win by forfeit. The participants that are present may choose to give the opposing participants a 10-minute grace period. If in that grace period, the minimum number of participants show up, the game will be played and recorded (game length will be shortened). A double forfeit will be declared if neither team present has the minimum number of participants. If a team cannot fulfill their commitment to their schedule, they must contact Intramural Program Manager (imhub@uw.edu), and request to be dropped from the schedule.

In all cases, a team/participant will be automatically removed from the league if they fail to show up for a second time.

Note: This Policy works in conjunction with the [Late Start Policy 2024-2025.docx](#) that can be found on IMleagues.com/UWB