XI. FORFEITS
An Intramural Sports team or individual not ready to play a contest at the scheduled location at the scheduled game time shall automatically forfeit the contest.

Forfeits shall be assessed for the following:
1. Use of ineligible players.
2. Unofficial rescheduling of a contest.
3. Non-appearance or not enough players to start a scheduled contest.

NOTE: Game Time is forfeit time, however, teams without the minimum number of players to start a game will receive a 10-minute grace period only if some team members are present and opposing team agrees to wait. If so, the game clock will start to prevent remaining games to be delayed.

TWO FORFEITS WILL RESULT IN THAT TEAM BEING REMOVED FROM THE LEAGUE!!!!

FORFEIT FEE
A forfeit fee will be assessed in team sports. Intramural Sports will charge a fee to the university account of the individual signing the forfeiture agreement. The first team forfeit will be $25, however the team will still be eligible to finish league play. The team’s second forfeit will cost an additional $25 ($50 total) and disqualify the team from further participation including playoff games.