

Forfeit Policy

- What qualifies as a forfeit?
 - o When a team does not have the minimum amount of players present for a scheduled game. Minimum player requirements vary sport-to-sport, details are listed at the bottom of this document.
 - o When a team notifies the Rec Sports office they will not be able to attend their scheduled game AFTER 4pm on the day of their scheduled game (or 4pm the Friday before their scheduled weekend game)
 - o Playing a game with an ineligible player or displaying exceptionally poor sportsmanship
- What happens when a team forfeits a game
 - o When a team forfeits a game, the captain of the team shall be assessed a \$10 fee
 - o The game will be counted as a loss for the forfeiting team
 - o 2 Forfeited games will removed team from the league and playoffs. (Unless has a valid reason.)
- How can a team avoid a forfeit?
 - o Notify the Rec Sports office before 4pm the day of your scheduled weekday game, or before 4pm on the Friday before your scheduled weekend game

Roster Information

- Roster Requirements
 - o Rosters for all sports have a maximum roster limit per team. See our [registration page](#) for more information on maximum player roster spots.
 - o Each sport has a unique minimum roster registration requirement in order to be moved from the waitlist into a division. This number is the same as the minimum number of players it takes to fill every position on the court/field without any substitutes (i.e. 8v8 Soccer's minimum requirement is 8 players) See our [registration page](#) for more information.
 - o A player must be on an active roster in order to check in to a game
- Roster Locks
 - o Daily Roster Locks: All game rosters are printed at 4pm the day of weekday games or on 4pm on Friday for weekend games. As a result, any players added to a roster after the aforementioned deadlines will not be on a game's printed roster and, as a result, will NOT be able to play in that game
 - o Players can be added/dropped from a team's roster from the start of registration up to the end of the regular season, which is defined as after a team plays its last regular season game or after all regular season games have concluded. Players may not be added to rosters during the playoffs
- Experienced Players
 - o Experienced players are defined as CURRENT Intercollegiate Athletes (ICA) and club athletes (Club). Professional (Pro) athletes are NOT allowed to participate in our program in their sport.
 - o Each sport has a distinct number of experienced players allowed to play on Competitive League team rosters. No experienced players may play in any leagues that are not

Competitive of GSF leagues. The number of each sport is listed below. For reference, team roster is the amount of players a team has total, active roster means the amount of players a team can field at one time (i.e. for 3v3 basketball, a team roster may have 8 players total, but the active roster size is 3 because only 3 players may play at one time)

- Competitive Leagues
 - Active roster size of 4 or fewer = 2 experienced players max
 - Active roster size of 5-6 = 3 experienced players max
 - Active roster size between 7-9 = 4 experienced players max
 - Active roster size of 10+ = 5 experienced players max
- GSF Leagues
 - No more than 3 experienced players on a team roster, no matter how large active roster size is
- All other leagues
 - No experienced players
- Gameday Policy
 - All players must check in to their game before their scheduled game time. All players must have their Aggie ID card or a valid, state-issued ID card (i.e. Drivers License or Passport Card), or Oasis in order to verify their identity and check in to the game.
 - Throughout the game, all players and spectators are expected to exhibit excellent sportsmanship while present at Rec Sports activities. Each team is given a “Fair Play Score” between 1 (unacceptable) and 7 (outstanding) after each game. Fair Play scores will be recorded throughout the season and during playoffs. Fair Play scores are determined by the sportsmanship of each team AND spectators present at Rec Sports.
 - Fair Play scores below 5 are considered unacceptable and can result in player and/or team suspensions
 - A team must average a Fair Play score of 5 throughout the regular season and playoffs in order to qualify for and advance in a playoff bracket

Playoffs

- In order to qualify for playoffs in Rec Sports leagues and mini-leagues, the following criteria must be met at minimum
 - Average a Fair Play score of 5 or higher
 - Forfeit 2 or fewer games throughout the season
 - Team win-loss record during the regular season has no impact on playoff qualification
- Playoff differences from regular season
 - Teams may be required to play on a different day or time than when their regular season games were during the playoffs
 - Reschedule options are typically available for playoff games, but it is not a guarantee
 - Both team captains AND Rec Sports professional staff must approve of a new date and time of game before the game is officially rescheduled
 - In larger leagues, playoff brackets may be split based upon the performance of teams during the regular season in order to provide a more competitive environment for teams in the brackets.

Miscellaneous

- Registration
 - o All UC Davis students, and any Davis community member with a valid Campus Recreation membership, is eligible to play in Rec Sports once they have purchased a current Rec Sports ONE Pass
 - o When a team is registered, it will be placed on the waitlist until the team has enough players to meet the minimum registration roster requirement.
 - o If a team is accepted into a division, then drops out of the division after registration ends, the captain of the team will be assessed a \$10 fee
- COVID Procedures
 - o UC Davis Rec Sports follows all UC Davis COVID policies and procedures.
- League Structures
 - o Standard Leagues: 4-game season followed by a playoff tournament for competitive and 1 extra game for recreational.
 - o Recreational league winners will not receive a championship t-shirt.
 - o Mini Leagues: 3-game season followed by a playoff tournament for competitive and 1 extra game for recreational
 - o Tournaments: Single-day or two-day special events
 - o Virtual Programming: leagues or events which take place virtually and vary in length and format

Sport	Format	Minimum Registration Roster Requirement	Minimum Players Needed to Avoid a Forfeit	Length of Periods	Timeouts
3-Point Shootout	Tournament	1	1	3 rounds with 1:15 per round	N/A
Badminton Singles/Doubles	Tournament	1 for singles, 2 for doubles	1 for singles, 2 for doubles	Best of 3 games played to 17, 17, and 9	0
Basketball (3v3)	Mini League	3	2	First to 25 points or 25 minutes	1
Basketball (5v5)	League	5	3	15-minute halves, clock stops last minute	2
Beach Volleyball	League	4	3	Best of 3 games played to 21	1 per match
Bowling Doubles/Triples	League	2 for doubles, 3 for triples	2 for doubles, 3 for triples	Two games per person	0
Esports (Valorant)	Virtual	5	5	40 minutes	2 tactical timeouts

Grass Volleyball	League	4	3	Best of 3 games played to 21	1 per match
Poker Palooza	Tournament	1	1	N/A	N/A
Quidditch	Mini League	6	4	13-minute halves	1
Scavenger Hunt	Virtual	1	1	N/A	N/A
Soccer (11v11)	Mini League	11	8	25-minute halves	0
Soccer (8v8)	League	8	6	20-minute halves	0
Soccer (Indoor)	League	6	4	14-minute halves	1 per match
Softball	Mini League	10	8	6 innings, no new inning after 50 minutes	0
Tennis Doubles	2-Game Season	2	2	Best 2 of 3 games	0
Trivia	Virtual	1	1	4 categories with 15 questions each	N/A
Tube Polo	4-Game Season	5	3	12-minute halves, clock stops last two minutes	1
Ultimate Frisbee	League	7	5	First to 9 goals, or 51 minutes, whichever happens first	1
Volleyball	League	6	4	Best of 3 games played to 21, 21 and 15.	1 per match
Water Volleyball	Tournament	6	4	Best of 3 games played to 21, 21 and 15.	1 per match