



Intramural Sports

Captains/Managers Packet

2011-2012

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INTROUDCUTION

The purpose of this handbook is to establish policies and procedures that govern participation in the Intramural Sports program. Please note that it is the responsibility of each team/participant to know and understand these policies and procedures. Ignorance of any Intramural Sports policy is not an excuse for failure to comply. The Office of Intramural Sports reserves the right to modify these rules in whole or in part at any time as necessary. If you have questions, comments, or suggestions for these rules or the intramural program in general, please contact the Office of Intramural Sports.

What are intramural sports? A variety of individual/dual/team events/sports available to FSC students, Staff and Faculty.

PARTICIPATION

Each participant should be knowledgeable of the rules, policies and procedures of the event or activity in which participating. Each participant has the right to expect a fair opportunity to participate, while at the same time maintaining a high level of sportsmanship and respect for opponents, teammates and the Intramural Sports staff. Participation in any event or activity is strictly voluntary. Failure to abide by the guidelines set forth by Intramural Sports may result in removal from the event or activity. All participants are responsible for their own actions and the actions of their fans or others who come to support the team.

REGISTRATION PROCEDURES

Entry forms are available online approximately two weeks prior to the “deadline day”. To register please visit <http://flsouthern.ezleagues.ezfacility.com/default.aspx> and click the sign up tab. Please fill out your team name and captain information. Please make sure to fill out all fields to make sure the intramural staff received your registration. After your registration has been submitted, you will receive an email from the intramural department shortly. The email will let you know when the MANDATORY captains meeting are and when the season starts.

You may also access the registration website by going to www.flsouthern.edu/wellness/intramurals and follow the links to the registration page.

Slots are filled first come first serve. It is possible that all spots could fill up prior to the deadline so get your entry form turned in early.

FREE AGENT FORM

Free agent forms will be available online at and the Wellness Center. Fill out the free agent form and return it to the Wellness Center. The intramural staff will email you once we have received your free agent form. You will be required to go to the proper sport captains meeting. At the captains meeting we will make time for you to connect with other team captains. The intramural office will also have a list of all available free agents.

TYPES OF COMPETITION

TEAM SPORTS (Flag Football, Indoor Volleyball, Softball, Basketball, Soccer, Floor Hockey, 3 v 3 short court basketball & Ultimate Frisbee)

See the Intramural Calendar for sport deadlines and the “sign up” period. Team sports often have a “required captains meeting” also listed on the Intramural Calendar.

Selecting a TEAM NAME. If more than one team requests the same name, the team which first turns in the roster will be allowed to use the requested name. Efforts will be made to contact the team captain of the remaining team or teams and an alternate name may be used. If the Intramural staff is unable to contact the team captain for an alternate name prior to publication of the schedule, the name may be altered or the name of the team captain will serve as the team name for the remainder of competition.

When selecting a team name, teams are cautioned to:

- a) Ensure that the selected name is in good taste, team name will be changed if not in good taste.
- b) Ensure the name is not offensive to individuals or groups.
- c) Greek organizations must play under their organization name.

The Intramural Office reserves the right to refuse inappropriate team names. If a team enters competition with an inappropriate name, the name of the team captain will serve as the team name for the remainder of competition.

For team leagues (5 team leagues play approximately four season games- In order to be eligible for the playoffs, a team must average a 2.75 or better during regular season play. During playoffs, winning teams must achieve a sportsmanship rating of at least 3 in order to continue in the tournament.

INDIVIDUAL AND DOUBLES SPORTS (College/Pro Pick'em, Table Tennis, Tennis, tailgate triathlon, Swim Meet & March Madness)

See the Intramural Calendar for sport deadlines individual/doubles tournaments.

ONE DAY SPORTS (Sand VB Tourney, Wiffleball Tourney, Intertube water polo, Bowling Tourney, Kickball Tourney, 4 on 4 Flag Tourney, Cardboard Regatta & Dodgeball Tourney)

See the Intramural Calendar for sport deadlines one day tournaments.

DROP IN EVENTS (Rock-Paper-Scissors, Home Run Derby & Basketball Bonanza-3pt contest/free throw contest)

One day activities/events that require no pre-registration. Participants must show up during the drop in time (ex. 7-10pm) with his/her FSC ID

EXTRAMURAL TOURNAMENTS

Each year, intramural champions and interested teams may represent Florida Southern College in a variety of events (i.e. flag football, basketball, softball) against champions from other colleges and

universities. Information on extramural events will be provided to campus champions and interested teams during the season. For more information, please contact the Assistant Director of Wellness Programs & Intramural sports.

ELIGIBILITY REQUIREMENTS

Intramurals are open to current FSC students, faculty, and staff with FSC ID.

- 1) In order to be ELIGIBLE to play for an intramural team, an (student/fac/staff) individual's first name, last name, and ID# must be correctly filled out on that particular game score sheet.
- 2) Intramural sports activities are available for all current FSC students, faculty, and staff. All participants must provide proper identification at the intramural contests. (FSC Student ID or Faculty/Staff ID and ID#). You must have your FSC ID no exceptions!
- 3) All individuals eligible for intramural sport activities must comply with any rules, regulations, and policies established by the Intramural Sports staff. Eligibility will end upon withdrawal from school, termination of employment, failure to comply with rules and regulations, or failure to uphold expected standards of sportsmanship.
- 4) **HOW MANY TEAMS CAN I PLAY ON FOR A SPORT?** An individual will not be permitted to represent more than one same gender organization or team (as a player) in the same sport. Once a player has signed in for one team, s/he cannot participate as a player for another team in the same activity. You are not on a roster until you check in on the score sheet for a game with your ID/ID#. If an individual participates on two teams in the same sport (ex. men's basketball and fraternity basketball) he will be suspended for his next game in that sport. The second team he participated on will earn a forfeit since he was an illegal player.
- 5) An individual participating under an assumed or false name or an individual who provides the ID shall be barred from intramural competition until seen fit by the Intramural Office. Intramurals reserves the right to confiscate any IDs that are used in a false manner. Team captains may also be penalized for allowing illegal players to participate.
- 6) An individual shall not be eligible to participate in the sport or related sport in which he or she has played professionally within the last two years. Related sports examples:
 - a.) professional football - - flag football
 - b.) professional baseball - - slow pitch softball, wiffleball
 - c.) professional volleyball - - sand volleyball, volleyball
 - d.) professional soccer - - soccer
 - e.) professional basketball - - basketball, 4 v 4 short court basketball, free throw contest, 3 point contest
- 7) Candidates for varsity intercollegiate programs are not eligible for intramural participation in the related sport(s) in which they are practicing. (This includes all players on the roster and other people who are practicing with the team.) Varsity participants must sit out one full varsity season before Intramural eligibility can be reinstated. Ex. Listed on the varsity roster for 2010-2011 season –must sit out intramural related sports for 2011-2012. Intramurals will verify varsity rosters using online postings from athletics as a first method. IF an individual or team captain believes the online athletics roster is not correct the individual/team captain should notify the intramural office via email prior to the teams/player's next game in that sport so the intramural office can contact the NCAA compliance officer on campus to double check the varsity roster. If the individual/team captain fails to notify the IM office before the team/player's next game (whichever is first) all adjusted game results are final and forfeit(s) will stand.
- 8) There will be no additional restrictions to the number of varsity athletes allowed on a team's roster with the exception of Article 8 above.
- 9) Any individual who, in the judgment of the official calling the event or any Intramural Sports staff member commits any malicious act toward an opponent or an official will be automatically ejected from the game and will be suspended pending action from the Intramural Sports staff and Student Life. Such acts include striking, attempting to strike, shoving, attempting to shove, etc. Any ejected person must leave the intramural playing area/facility. (Including the parking lots)

10) Tobacco, Alcoholic beverages, and controlled substances are prohibited at all intramural sport contests. Individuals who appear to be under the influence will be removed from the activity/facility.

11) Any individual who has been ejected from an intramural event is not eligible until he/she meets with Assistant Director of Wellness Programs & Intramural Sports This includes ejections from the previous school year(s).

*If a person on the “outstanding ejected player list” participate before clearing his/her punishment he/she will be suspended from intramurals for a minimum of 4 active sport weeks. This is in addition to the punishment for getting ejected.

Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in.

Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team’s overall Sportsmanship Rating.

DIVISIONS

Men’s, women’s and coed leagues will be offered for most sports and activities. Based on participation, divisions may be broken down into smaller groups to accommodate scheduling purposes. If a particular division has less than four teams signed up, that division may be eliminated from the schedule. It is the intention of the Intramural program to offer as many divisions as possible. In addition, in major sports, leagues will be separated by skill level. There will be a competitive league and a non-competitive league. Any team participating in the All Sports Series and any organization’s “A” team will be placed into the competitive league for all sports. Independent teams may choose to play in the competitive or non-competitive league on a sport by sport basis. At the conclusion of each regular season, teams will be evaluated and possibly reassigned to a different division for the playoffs

INCLEMENT WEATHER/POSTPONEMENTS

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day’s first game. Teams should not assume that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our facebook group “Florida Southern College Intramurals”. The office will also try to send emails out to all captains before the game is supposed to start.

Games will be postponed for the following weather related reasons: Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities. Tornado/hurricane watch or warning is issued for the Lakeland area. When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the assistant director will attempt to reschedule the game.

FORFEITS, FORFEIT FEES, DEFAULTS (call in loss), GRACE PERIOD:

Forfeit- If a team fails to show for a contest and has not made arrangements with the Assistant Director; it will forfeit the game and be placed on probation by the Assistant Director In addition, the team will be required to pay the forfeit fee to participate further in the program. If neither team appears for a game or

fields the required number of team members, both teams are charged with a forfeit. Any team forfeiting twice during an activity will be dropped from further play during the season.

Forfeit Fee- It is the goal of the Intramural program to schedule and play as many games as possible. Due to an increased number of forfeits, a forfeit fee is in place. For all sports with a regular season and playoff, there will be a \$25 forfeit fee. If a team forfeits a contest, they will be required to pay the forfeit fee of \$25 prior to their next scheduled contest. Failure to pay the forfeit fee will result in the team and its players being suspended from further participation in the program. If a team fails to pay the forfeit fee, participation in any new events will be prohibited and the team captain will be billed for the forfeit fee. Any team forfeiting a game must repay the forfeit fee prior to being allowed to participate further in the program.

Default- A default is an unplayed game that is recorded as a loss but is not considered a forfeit. A team may receive a **one-time default** if they are unable to attend a game. The only way to default a game is to have the team captain write an email to the Assistant Director explaining why his/her team needs to forfeit. This letter must be received to the intramural coordinator by noon the day of the game. If the game is on a Sunday the captain must email the intramural coordinator Friday by noon. The email must state your team name, game day/time, the reason why your team has to default. The Assistant Director will respond to your default request as soon as possible. After your 1st default, even if you tell the Assistant Director you will have to pay the forfeit fee. Only 1 default per sport is allowed.

Grace Period- Teams/players will be granted a grace period IF it is stated in the sport rules. The game/match may begin at any time until the grace period has expired with the time remaining as indicated on the clock and points awarded as outlined in sport specific rules. If after the grace period the game/match has not begun, it will be forfeited to the opponent. If neither team/player is prepared to play, a forfeit or double forfeit will be declared as appropriate. See sport specific rules for points awarded.

Do not call opposing teams to cancel a game. Cancellations are only “official” when notified by the Office of Intramural Sports. Please remember that teams that have forfeited twice will be dropped from further participation.

ROLE OF THE TEAM CAPTAIN / MANAGER

Behind every successful intramural team is a team captain/manager who is committed to learn all s/he can about the intramural sports program and to represent his/her team whenever necessary. Listed below are some of the duties and responsibilities of a team captain/manager.

1. Submitting entries on time.
2. Attend captain/manager meeting. Stay in close contact with the office 680-4123 and arossow@flsouthern.edu
3. Knowing eligibility rules, individual sport rules, and forfeit rules.
4. Checking email/webpage at least twice per week.
5. Informing team members of game times.
6. Following all protest procedures
7. Making sure that players are checked-in at the playing site 15 minutes prior to contest start time with current FSC photo ID and with proper attire/equipment

8. Informing the Intramural Sports staff of a contact telephone number and e-mail address changes throughout the season
9. Making sure that team captains check/sign the scorecard before leaving the playing site to ensure that the final score, player's names, and winner are recorded correctly.
10. Assist in identifying teammates who may be involved in incidents/ejections
11. Inform ejected teammates of intramural procedures to be reinstated for intramural play and that he/she is suspended until he/she meets set requirements set by intramurals.
12. It is the responsibility of the team captain to notify the intramural office immediately (within 2 business days) of any incidents of discrimination before/during/after scheduled intramural contests.

Meetings for representatives/managers are held for most sports prior to competition. Dates, times, and locations for the meetings are announced throughout the semester, and are posted on the intramural schedule publication and website. Schedule information will be confirmed at this meeting, have someone there to represent your team and to make scheduling decisions. Anyone can come and represent your team; s/he does not have to play on the team, but is preferred.

A team captain or his/her representative must be present at the mandatory captain's meeting prior to the start of the season. Failure to attend the meeting will result in the team having to pay \$25.00 forfeit fee before they are eligible to participate in the season. They will also have a forfeit on record. Two forfeits equal an automatic drop from the league. Please contact Alicia with any questions.

A team captain or his/her representative must be present at the mandatory Playoff captain's meeting prior to the start of playoffs. Failure to attend this meeting will result in the team being ineligible for playoffs.

ROSTERS/ADDING PLAYERS TO ROSTERS

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card and his/her ID number to the team's game to be added to the roster. Players can be added until playoffs), rosters are frozen after the team's last regular season game.

After a player is added at the game-the following day the office will check to make sure the player is legal; if the player is found to be illegal the team will forfeit any games that the illegal player participated. *If the wrong ID# is given your team could be given a loss/forfeit.*

Players may be added to a team roster but NOT dropped/taken off. Once a payer checks in for a team and is put on the score sheet he/she is on that team and cannot play for another on in the same sport/division (including playoffs). If a player does wish to change teams due to reasonable circumstances, they must schedule a meeting with the intramural coordinator and they will discuss the process of switching teams.

UNIFORMS AND EQUIPMENT

- 1) An intramural team must meet minimum uniform requirements. Read sport specific rules/manuals for minimum uniform requirements.
- 2) The Wellness Center Staff/Im Staff provides equipment available for checkout for certain sports. It is the responsibility of the participants to return all equipment provided to them at the conclusion of the game. Wellness Center Staff/Im Staff will retain identification cards until all equipment is returned or

until a monetary reimbursement has been made.

3) Shoes must be worn for all events. Non-Marking rubber-soled athletic shoes must be worn in the gymnasiums. Running shoes or shoes with pliable rubber or molded cleats may be worn on playing fields. No metal spikes or cleats, or boots, are allowed in any sport. You must have athletic shoes.

4) Personal athletic equipment may be used in any contest provided it meets intramural sport standards and is approved by the game officials and the opposing team's captain/manager.

5) For these specific sports you cannot wear pockets. (Flag Football & Ultimate Frisbee)

6) Participants must cover any exposed wounds/scabs with bandage/clothing to prevent the spread of infection.

7) a. Captains will be given a warning before the game- that all jewelry should be taken off -it is up to the captain to inform his/her players before the game! b. If after that: a player is caught with jewelry on- both team captains will get another warning and the specific player is subject to sport specific punishments (out, technical foul, etc). c. If after the 2nd warning any player that is caught with jewelry will be ejected from the game (it doesn't matter what team) and the game shall be a forfeit for the team with the 2nd illegal equipment penalty.

8) All intramural participants must wear athletic clothing to participate. No jeans, cargo or khakis.

ATHLETIC CLOTHING ONLY!!!

PROTEST PROCEDURES

Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of a game official. Protests will be received and considered when concerning:

- 1) a misinterpretation of a playing rule;
- 2) a misapplication of a rule to a given situation;
- 3) failure to impose the correct penalty for a given violation;
- 4) matters of player eligibility.

To protest, the following procedures must be strictly observed.

1. Notification of intent to protest must be made at the point the matter in question occurs, and immediately before play continues. The coach or manager of the protesting team shall notify the officials that s/he wants to file a protest.
2. The sport supervisor on duty will then render a decision and play will continue.
3. If the captain wants to protest the decision rendered by the sport supervisor, then s/he must write a brief statement concerning the protest and submit it to the office. (See #4)
4. To file a formal protest, contact the sport supervisor. A protest must be submitted in writing to the Intramural Sports Coordinator office by noon of the business day following the incident. Eligibility protests should be made prior to or during the intramural contest. Player eligibility protests MUST be made by noon the business day following the contest.
5. Formal protests require a \$5 deposit fee. If the protest is upheld, the fee shall be refunded. If the protest is rejected, the fee shall not be refunded.
6. The Intramural/Wellness Center Office does not assume responsibility for investigating the eligibility of all participants but will investigate any properly protested cases.

AWARDS

All league champions will receive Intramural Champion T-shirts. All champions must pick up intramural championship shirts the next day after 12:00pm in the intramural office. Only participants who participate in the championship game will be awarded a intramural champion t-shirt.

WAIVER OF LIABILITY

As a participant in Intramural Sports at Florida Southern College, I am fully aware of the risks and hazards connected with my participation in such sports (“Activity”), and hereby elect to voluntarily participate in the activity, knowing that the activity may be hazardous to myself or my property. I voluntarily assume all responsibility for any risks of loss. Property damage, or personal injury, that may be sustained by me, on any loss or damage to property owned by me, as a result of being engaged in the activity, whether caused by the negligence of Florida Southern or its employees or agents or otherwise. I hereby Release, Waiver, Discharge and Covenant not to sue Florida Southern College, the Board of Directors, their officers, servants, agents or employees (hereinafter “Releases”) from any and all liability, claims, demands, actions, and causes of action whatsoever arising out of or caused by the negligence of the Releases or otherwise, while participating in Intramural Activity at Florida Southern College. It is my express intent that this Release and Hold Harmless Agreement (hereinafter “Agreement”) shall be deemed as a Release, Waiver, Discharge and Covenant not to sue the above named Releases. I hereby further agree that this Agreement shall be constructed in accordance with the laws of the State of Florida.

PLAYER CONDUCT – DISCIPLINE

Ejections

Participants and spectators that choose to practice unsportsmanlike behavior before, during, or after a contest, directed toward a participant, official or a staff member may be ejected from that contest. A contest official, intramural supervisor or a member of the intramural staff may administer the ejection. Examples of unsportsmanlike conduct which will result in ejection include, but are not limited to, the use of profanity, vulgar and abusive language, disrespect toward an official or staff member, unnecessary roughness, excessive technical fouls, flagrant actions toward an opponent, flagrant actions toward an official, and fighting or inciting a fight.

A. Leaving the Playing Area - Any player, coach, or spectator who is ejected from an intramural contest as a result of unsportsmanlike conduct shall be required to leave the facility and parking lots surrounding the area immediately. Failure to cooperate with the staff and leave the facility immediately will result in the intervention from the safety office.

B. Automatic Suspension - Any player, coach, or spectator who is ejected from an intramural contest as a result of unsportsmanlike conduct is automatically suspended from all intramural activity until official reinstatement.

C. Destruction of Property - Any player, coach, or spectator who willfully causes the destruction of or damage to equipment belonging to the University & Intramural Sports shall be held responsible for all subsequent damages and any costs of repairs or replacement.

D. Abuse of Intramural Staff - Any player, coach, or spectator who verbally threatens, strikes, or physically abuses any intramural staff member or official will be immediately suspended from all participation for a minimum period of one year. Such actions will result in the immediate intervention of the FSC Safety and possible criminal charges. Please be aware that any and all types of verbal and/or physical abuse toward any staff member of Intramural Sports will not be tolerated under any circumstances.

E. Attempted Abuse of Intramural Staff - Physical contact by a participant with intent to intimidate or harm a staff member or opponent shall result in a minimum one-year suspension from all Intramural Sports activities. This also includes an attempt to strike, even though there may not be contact.

F. Fighting - Any team, its individual players, and associated spectators that are involved in a “team” fight (most or all the team members or spectators present) will be immediately suspended from further participation in that sport. This is the minimum period of suspension which may be increased, depending upon the severity of the incident. In addition, individual instigators/participants that are identified will be subject to individual disciplinary sanctions. Leaving the bench area will cause the team(s) to forfeit the contest and its team members to be placed on disciplinary probation for a period of one year. A team will include all participants listed on the game sheet at the time of the fight. Members that are not present will not be subject to suspension.

Any individual who has been ejected from an intramural event is not eligible until he/she meets with the Assistant Director.

Ejected or Suspended Participants

Any individual ejected from a contest must leave the facility (sight and sound) immediately upon notification by the supervisor and **his/her team must play one person down.**

A player disqualified from the game for unsportsmanlike conduct must leave the area/complex after speaking with an Intramural Sports Supervisor IMMEDIATELY and will be declared ineligible for play in ANY Intramural Sports until he/she has **submitted a letter/email requesting reinstatement and has met with the Intramural Sports Coordinator.** The player shall be suspended for no less than one game. The suspension will not begin until after the suspended person has met with the Assistant Director. Failure to leave the area/complex may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in the team’s forfeiture of the remainder of the season. A team which participates with a suspended player in a regular season or playoff game will forfeit that game.

Suspension

Player(s) ejected from an intramural contest will be suspended from all intramural activities for a mandatory minimum of (1) game. Any player suspended from any intramural contest will also have to complete all reinstatement procedures. All participants/players and organizations/teams that are ejected from a game/contest will serve a minimum (1) game suspension and probation for the remainder of the

school year. More games may be given if the Assistant Director deems it appropriate. All suspensions will be followed by a probation period for participants (see Probation section). Each incident will be reviewed on a case-by-case basis.

NOTE: Any and all types of illegal physical contact, gestures, spitting, verbal attacks or other combative actions (FIGHTING) involving spectators, players, coaches, captains, teammates, and/or intramural staff/officials will result in that individual(s) being suspended from all intramural events for the rest of his or her academic or professional career. Depending on the severity of the incident, further disciplinary action may be warranted. Any and all types of violence will not be tolerated. “She/he hit me first,” or “I was defending myself” are not acceptable excuses for fighting.

Probation

All participants that are ejected from an Intramural Contest/Event will be placed on probation for a determined amount of time. If it is considered to be late in the school year, then the probationary period may carry over into the next semester; if the next semester is the summer semester, then the probation may carry over into the fall semester. If during this probationary period the ejected participant is involved in any Intramural department disciplinary proceedings he/she may be subject to suspension for one calendar year (365 days) once his/her sanctions have been decided upon. It is the Assistant Director discretion to determine the appropriate probation period for the participants and/or team(s) in question.

Reinstatement

To be reinstated all ejected players must have requested in writing reinstatement of intramural privileges via email within 1 week (7 days) of the ejection. Failure to send the reinstatement email/letter and make an appointment within that time will result in an additional 3 weeks (active) suspension in addition to his/her punishment for the ejection.

Intramural email address- arossow@flsouthern.edu

Items to include in the email/letter requesting reinstatement:

1. Outline of events surrounding ejection
2. Actions that led to the ejection
3. Assurance that the behavior will not occur again
4. How the behavior will be avoided in the future
5. Days/times you are available to meet

Even if it is the last contest for their team, the ejected person's suspension will continue for all Intramural activities until the person meets with the Intramural Sports Coordinator.

No individual may participate and/or spectate any intramural activity during his/her suspension.

SPORTSMANSHIP

In an effort to maintain a high quality of sportsmanship in our Intramural Sports program, the following sportsmanship expectations have been adopted.

Team Sportsmanship Rating System: The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sport contest is included in the rating. The team manager/captain is responsible for education and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and/or supervisors shall make decisions whether to warn, penalize, or eject persons for poor sportsmanship. A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports.

Rating Method:

Each team in each contest shall be rated by the officials. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet.

In all cases, IM supervisors and the Intramural Sports administrative staff may provide input which may raise or lower the rating. Supervisors may amend any rating for inappropriate conduct by a team or its spectators before, during, or after a contest. Intramural Sports administrative staff members may amend a rating at any time for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting.

Rating Factors

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.

Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperate by providing any information requested by an IM official/staff.

Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.

Respect is shown for FSC Wellness staff, facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.

Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.

Taunting an opponent or opposing team spectator (trash talk).

Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.

Any threatening behavior (verbal and/or nonverbal) to any FSC Intramural Sports or Wellness center employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.

Individuals/ teams clean up after themselves, their spectators and others after each game. The HWC Gym, Barnett Field, Jenkins Field House, Callahan Field, Lake Bonny and any other field/court must be left in proper condition. Each team's sportsmanship rating could drop based on how each field/court is left. (If your team does not clean up after themselves, the highest sportsmanship rating they can receive is a 3. Even if your spectators are the ones who left the mess, your team could be punished.)

Damage to or destruction of any FSC or FSC Wellness center facilities

Rating Scale

Team sportsmanship is graded following each contest according to the following scale and criteria:

4 points (Normal Game): Excellent Sportsmanship

Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

3 points (Some Static): Acceptable Sportsmanship

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

2 points (Difficulty): Sportsmanship Needs Improvement

Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.

1 point (Harassment, Ejections): Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams which receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.

0 points: Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Team fails to cooperate / comply with intramural sports administrative staff / University officials while performing their duties; falsely represents or withholds any requested information.

Teams which receive an "0" rating are subject to immediate dismissal from league or tournament play.

Team Sportsmanship & Playoff Eligibility

A team must have a "2.75" average or better sportsmanship rating during regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similar to the grade point / game ratio.

Playoff Tournament Sportsmanship

A team must maintain a "3" average or better sportsmanship rating during the playoffs.

Any team which receives an "0" sportsmanship rating during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action (if necessary).

A losing team which receives a "1" or "0" sportsmanship rating in their final playoff game is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

Any questions? Please email arossow@flsouthern.edu

INTRAMURAL SPORTS RESERVES THE RIGHT TO MAKE CHANGES OR ADDITONS TO THE MANAGERS/CAPTAINS PACKET AT ANYTIME.