



Intramural Sports Guidelines

OVERVIEW

The Intramural Sports Guidelines serve as informative and procedural references for all people interested in participating within the Creighton University Intramural Sports program. Participants include, but are not limited to: Creighton students, faculty, staff, alumni, and spouses; Kiewit Fitness Center members; players, non-players, substitutes, coaches, spectators, fans, and medical staff. It is the responsibility of all participants to comply with all Intramural Sports rules, guidelines, policies and procedures. Please contact the Intramural Sports Office with any questions or concerns.

New changes made for 2010-11 will be shaded grey.

PROGRAM ADMINISTRATION

The Director and all student staff, including Program Assistant(s), Intern(s), Office Aide(s), Supervisors, Officials and Scorekeepers, shall be responsible for the proper administration of the Creighton Intramural Sports program. Any mention of the Intramural Sports Office within these guidelines shall refer to the Director and/or his/her designee(s).

Topic List

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TOPIC 1. ELIGIBILITY – WHO CAN PLAY?

To be eligible to participate in the Creighton University Intramural Sports program,

Section 1. Students

1. All students must be currently enrolled at Creighton University.
 - a. All full-time students are eligible.
 - b. All part-time students must purchase a Kiewit Fitness Center membership.

Section 2. Faculty/Staff

1. All faculty/staff members must be currently employed at Creighton University.
 - a. All faculty/staff members must purchase a Kiewit Fitness Center membership.

Section 3. Alumni

1. All alumni must have previously graduated from Creighton University.
 - a. All Creighton alumni must purchase a Kiewit Fitness Center membership.

Section 4. Spouses

1. Spouses of Creighton students, faculty, staff, and alumni must purchase a Kiewit Fitness Center membership.
 - a. Spouses are only allowed to participate in activities that the original KFC member (student, faculty, staff, alumni) is currently participating. Spouses must be on the same team as the original KFC member.
 - b. If the original KFC member becomes ineligible to participate, the spouse also becomes ineligible.

Section 5. Others

1. Any person who does not fit the description of those in Sections 1, 2, 3, and 4, is ineligible to participate.

Section 6. Kiewit Fitness Center Members

1. Kiewit Fitness Center members (as described in Sections 1, 2, 3, and 4) must possess a valid membership for the duration of the intramural activity's season in which they wish to participate.
 - a. Ex: An alumni member wishing to participate in intramural flag football must purchase a 2-month KFC membership for mid-September through mid-November. The entire sum must be paid before the member will be eligible to participate.
2. A member or non-member who purchases a guest pass is not eligible to participate.

Section 7. Varsity Athletes

1. Members of a varsity or junior varsity team are ineligible for that same or related sport during the same academic year.
2. Letter winners:
 - a. Any person lettering for a four (4) year college or university is ineligible for that same or related sport until one academic year has passed since receiving the award. This applies to current Creighton students, as well as transfer students.
 - b. The academic year in which the award was earned does not count as the first year of the one-year waiting period.



- c. Ex: A player earns a letter as a member of the Creighton varsity soccer team in Fall 2010. That player is ineligible to play intramural soccer in Spring 2011 (same academic year). That player is also ineligible to play intramural soccer in Spring 2012 (one-year waiting period). That player will be eligible to play intramural soccer during the entire 2012-2013 academic year.
3. Proposition 48:
 - a. Definition: Players who are non- or partial-qualifiers and who are ineligible for varsity sports and all practices for a period of one (1) calendar year.
 - b. Prop 48 players are fully eligible during their year of varsity ineligibility. These players become ineligible when they begin practicing with the varsity or JV team in the same or related sport.
4. Redshirts:
 - a. Players who are designated as not participating in varsity contests, but still have status as a team member, are ineligible for that same or related sport.
5. Non-lettering student athletes not receiving financial aid based on athletic ability will be eligible for intramural sports competition immediately upon officially quitting or being dropped from their respective intercollegiate athletic squad.
6. Any student receiving financial aid based on athletic ability shall be ineligible in the same or related sport while the grant is in force.
7. Former varsity members must play in the most competitive league available in the same or related sport.

Section 8. Semi- and Professional Athletes

1. An athlete who has competed professionally, and/or signed a contract and received compensation with any organized professional or semi-pro team is permanently ineligible to play in the same or related sport.

Section 9. Sport Club Participants

1. Definition: A person who, during the same academic year, participated in any practices or games with the team; signed the club waiver; or is listed as a member of the club on the roster.
2. Current members of a registered Creighton sport club are eligible with the following provisions:
 - a. Teams are limited to two (2) club members per roster per sport. This number may be reduced dependent upon the sport.
 - b. Teams with at least one (1) club member are required to play at the most competitive level of the same or related sport.

Section 10. Related Sport

1. Related sports include, but are not limited to:
 - a. Football relates to flag football; baseball relates to softball; basketball relates to all forms of basketball (3v3, 5v5); volleyball relates to all forms of volleyball (2v2, 4v4, 6v6); tennis relates to both singles and doubles tennis.

TOPIC 2. ELIGIBILITY – HOW TO PLAY?

Section 1. Assumption of Risk

1. All participants must agree to the following:
 - a. *I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all*



liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.

2. Participants who do not sign the waiver located on the roster scoresheet, or who do not acknowledge and agree to the terms of the Assumption of Risk, are ineligible to participate.

Section 2. Identification

1. **"No ID, No Play, NO EXCEPTIONS!"**
2. All participants must bring and show their current Creighton picture ID card to every game to participate.
 - a. Kiewit Fitness Center members who do not possess a Creighton picture ID card must obtain one from Creighton Card Services.
 - b. If either the name or picture is not visible or legible by staff, or if there is doubt as to the legitimacy of the ID, a second form of identification is required.
3. Using an assumed name, and/or misusing identification (transferring, lending, borrowing, altering, etc.) are violations of the Code of Conduct. The violating parties (both user and owner of the ID) will be ejected and may be referred to the Office of Student Integrity.

TOPIC 3. ELIGIBILITY – ROSTER MANAGEMENT

Section 1. Number of Teams

1. Sports that offer men's, women's and co-rec divisions:
 - a. Participants may only play on **ONE** single-sex team (M or W) and **ONE** co-rec (C) team.
2. Sports that offer only men's and women's divisions (includes individual/dual sports):
 - a. Participants may only play on **ONE** single-sex (M or W) team.
3. Sports that offer only co-rec divisions:
 - a. Participants may only play on **ONE** co-rec (C) team.
4. Sports that offer only open divisions:
 - a. Participants may only play on **ONE** open (O) team.
5. **Penalty: Players participating on more than one team will be rendered ineligible for the remainder of that sport/activity season. Each team shall forfeit all games in which the ineligible player participated.**

Section 2. Gender Requirements

1. Men are not eligible to participate in women's divisions. Women are not eligible to participate in men's divisions.
 - a. Exception: A person may compete in a division of the opposite sex provided Intramural Sports does not offer a co-rec, open, or division of the appropriate sex.
 - b. Transgendered participants will be addressed on a case by case basis.

Section 3. Joining a Team

1. Individual players may be added to the team roster at any time during the regular season.
 - a. All players must register with their team on the IM Leagues website.
 - b. At the first game the participant plays in, the player's name and CUID number will be written on the scoresheet. This information will be entered online and printed on subsequent scoresheets.
 - c. Players are committed to the first team that they play for in that sport.



- i. If a player wishes to change teams, s/he must contact the Intramural Sports Office and ask for permission. Players may not change teams on their own.
 - ii. Players are only permitted to change teams during the regular season.
 - iii. Players will not be able to change teams more than once.
2. New players may not be added to the roster following the conclusion of their last regular season game, unless granted permission by the Intramural Sports Office.

TOPIC 4. ELIGIBILITY – INELIGIBLE PARTICIPANTS AND TEAMS

Section 1. Definition

1. Any participant that does not meet eligibility requirements as outlined in Topics 1, 2, and 3.
2. Any participant who is ejected from an intramural sports activity.
3. Any team who receives an unacceptable sportsmanship rating.
4. Any participant or team who is stripped of eligibility by the Intramural Sports Office.

Section 2. Consequences

1. Ineligible participants are ineligible to participate in **ALL** Intramural Sports activities until reinstated by the Intramural Sports Office.
2. Ineligible teams are ineligible to participate in the sport that they received an unacceptable rating until reinstated by the Intramural Sports Office.
 - a. Participants on ineligible teams retain their eligibility for other teams and sports, unless they lose their eligible status.
3. A team that uses an ineligible player shall forfeit all contests in which the ineligible participant played. If an ineligible player is discovered in the playoffs, the team will be eliminated from the tournament and the last team to play against the disqualified team shall advance.

Section 3. Responsibility for Eligibility

1. The Intramural Sports program does not assume total responsibility for the eligibility of players. Each player is responsible for verifying his/her own eligibility status. Each captain is responsible for verifying the eligibility of all team members.
2. Any cases of ineligibility brought forth will be dealt with according to the Intramural Sports Guidelines and ruled upon by the Intramural Sports Office.
3. Participants are encouraged to contact the Intramural Sports Office with any questions or concerns related to eligibility.

TOPIC 5. CAPTAIN'S RESPONSIBILITIES

Section 1. Team Captain

1. All participants form their own teams and register during the appropriate dates and times. During team registration, one participant must be designated as Team Captain.
2. The Team Captain fulfills a leadership position and is the primary liaison between the team and the Intramural Sports staff. A dedicated and dependable Team Captain is critical for a team or organization to compete successfully in Intramural Sports.
3. The responsibilities of the Team Captain include, but are not limited to:
 - a. Provide up-to-date contact information and communicate with the Office in a timely manner.
 - b. Register and pay relevant team fees during the appropriate dates and times.
 - i. Note: Registering/paying for a team does not automatically make a person the Team Captain.
 - c. Attend the scheduled Captain's Meeting for that specific sport.



- d. Understand and inform teammates of all intramural rules, guidelines, policies and procedures.
- e. Check eligibility of all teammates prior to playing the game.
- f. Check and inform teammates of all schedules, locations, and game times.
- g. Check email/web pages/weather line at least once per week to receive updated information.
- h. Continuously encourage teammates to show up to the game site 15 minutes before game time, with their valid Creighton picture ID. Remember, **game time is forfeit time!**
- i. Check the scorecard before leaving the playing site to ensure that the final score, player's names, and winner are recorded correctly.
- j. Inform all teammates of the Sportsmanship Policy (**Topics 4 and 10**).
- k. Set a positive example for teammates by exhibiting an exceptional level of sportsmanship.
- l. Communicate respectfully and cooperatively with intramural staff in reference to team and player issues before, during, and after the game.
- m. Legally submit rule interpretation and eligibility protests (**Topic 9**).

Section 2. Captain's Meeting

1. A team representative must attend the preseason captain's meeting for each sport where one is required. Although encouraged, it does not need to be the captain; it can be any team member.
2. Missed Captain's Meeting:
 - a. Unrepresented teams will not be included in the playoffs.
 - b. **Optional Fine:**
 - i. Teams who were unrepresented at the captain's meeting have the option of paying a fine.
 - ii. The fine for all missed captain's meetings is \$40 (1/2 the original entry fee).
 - iii. Teams must pay the fine in full **PRIOR** to their second regular season game.
 - iv. Upon paying the fine, team will be eligible to participate in the playoffs.
 - v. Teams that do not to pay the fine by the appropriate date will not be included in the playoffs.

TOPIC 6. REGISTRATION

Section 1. Team Names / Jerseys

1. The Intramural Sports Program reserves the right to change or ban any team name or jersey that is deemed inappropriate or offensive to participants. This includes, but is not limited to: profanity, names of a sexually implicit nature, and/or racially insensitive names.
2. Participants are encouraged to contact the Intramural Sports Office with any questions regarding the appropriateness of a team name or jersey.
3. The program also reserves the right to change duplicate team names to avoid confusion.

Section 2. How to Sign Up

1. Registration for all intramural activities occurs twice per semester. Registrations occur on a first-come, first-serve basis. Teams with specific time conflicts are encouraged to sign up early during the registration period. Teams last to register may be waitlisted.
2. Teams must register both in person, and online at www.imleagues.com.
 - a. On registration day, the person signing up the team (typically the captain) will fill out the team sign-up form, sign the sportsmanship contract, and pay the entry fee (if applicable).
 - b. The Team Captain will then register the team online and invite team members to join the online roster. **All team members must register with the IM Leagues website to participate in intramurals.**
3. Late entries may be accepted only if time and space are available, and if acceptance into the league does not inconvenience other teams.



4. Teams are not required to submit a team roster prior to competition. Players will be added to the roster as outlined in 3.3.

Section 3. Leagues / Divisions

1. Leagues will be organized for men's, women's and co-rec singles, doubles, and team competitions. There will also be leagues classified as open, which means that there are no gender requirements to participate.
2. Leagues will be classified through the following divisions:
 - a. Elite:
 - i. The highest level of competition. Teams comprised of highly skilled players who have several years of experience within the sport. If offered, all current sport club members, and all former collegiate varsity athletes must play Elite within the same or related sport. All teams within the Elite division will participate in the All-University tournament.
 - b. Competitive
 - i. The intermediate level of competition. Teams of a variety of skill levels, including those who may or may not have played the sport in high school. All competitive teams will participate in the All-University, Competitive, or Novice (if offered) tournament.
 - c. Recreational
 - i. The beginning level of competition. Teams comprised of players who have little to no experience playing the sport. Teams who are looking to compete in a more relaxed, low-stress environment. Recreational teams will receive up to two (2) more regular season contests than Elite and Competitive, but will not participate in a postseason tournament.
3. Individual / Dual Sports will be categorized as either Elite or Competitive.

Section 4. Playoffs

1. Unless removed due to conduct issues, all teams in the Elite and Competitive divisions will participate in a postseason tournament. Teams in the Recreational division will not participate in a postseason tournament.
2. All-University Tournament:
 - a. The All-University tournament will determine the overall champion in each of the major (\$80) sports. All Elite division teams will participate in this tournament. Select Competitive division teams will participate in this tournament on an as-necessary basis, and this number varies from sport to sport.
3. Competitive Tournament:
 - a. Major (\$80) Sports: If two postseason tournaments are offered, then all teams who do not qualify for the All-University tournament will compete in the Competitive tournament. If three postseason tournaments are offered, then Competitive will be the mid-level tournament.
 - b. Minor (\$40) Sports, Individual/Dual Sports: All teams will compete in the Competitive tournament. Dependent upon the sport, the competitive tournament may be scheduled by day or skill level.
4. Novice Tournament:
 - a. Major (\$80) Sports: If three postseason tournaments are offered, then the least successful teams in the Competitive divisions will be placed in the Novice tournament.

TOPIC 7. SCHEDULING

Section 1. Regular Season Scheduling

1. Team Sports: Teams play on the day and time they select during registration signups. This is done in one or two-hour time blocks.
 - a. Ex: Basketball divisions are separated every hour. So a team will always play on the same day at the same time.



- b. Ex: Flag football divisions are spread over two hours. A team that signs up for a Monday league will always play on Monday. However, they may play at 9 pm or 10 pm, dependent upon the week.
2. Individual/Dual Sports: Teams play on the day and time they select during registration signups.
 - a. Exception: Racquetball players must schedule their own matches each week.

Section 2. Playoffs Scheduling

1. At the conclusion of the regular season, playoff schedules will be posted to the IM Leagues website.
2. All teams must be prepared to play on days and times that are different than their regular season games.
 - a. It is recommended that teams carry additional players on the roster to avoid potential conflicts.
3. Teams with predetermined conflicts must contact the Intramural Office prior to the end of the regular season to ensure consideration.
 - a. Scheduling conflicts will only be taken into consideration for the first round of playoffs.

Section 3. Reschedules

1. Due to the large number of teams and limited available facilities, there are few opportunities to reschedule games. All requests to reschedule a game must first be approved by the Intramural Office.
2. Regular Season / Playoffs
 - a. A scheduled activity may be postponed by mutual agreement of team captains (or individuals for singles and doubles) and the Intramural Office.
 - b. If terms for rescheduling cannot be agreed upon, the contest will be played at the originally scheduled time.
 - c. Once playoff schedules are posted, only games postponed due to weather are guaranteed to be rescheduled. **Teams should expect that their playoff game will NOT be rescheduled.**
 - d. Results of all mutually agreed postponements must be submitted to the Intramural Office prior to the completion of league play or prior to the scheduled date for the next round of tournament play.

Section 4. University Closing

1. If the University is closed for any reason, then all intramural activities are cancelled for that day.

Section 5. Weather Policy

1. Intramural activities are subject to cancellation due to inclement weather and/or poor field conditions.
2. No decision to cancel games will be made until at least one (1) hour (typically 5pm) prior to the activity.
3. The decision to cancel games will be made by either the Intramural Office or the Supervisor on duty.
4. In the event of inclement weather, the Intramural Sports Weather Line will have a recorded message indicating whether or not the events for that day have been canceled.
 - a. Weather Line: 402-280-1703
 - b. If they choose, participants may also receive an email or text message from the IM Leagues website.
 - c. Team captains will only receive a phone call from the intramural staff if their game is cancelled.
 - d. Games will be cancelled on a game-by-game, or shift-by-shift basis. Teams should never assume that because one set of games are cancelled then all games are cancelled.
5. In cases when weather stops a game in progress, the specific rules of that sport will determine if the game is considered official. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.
6. Regular Season
 - a. **In most situations, regular season games cancelled due to weather will NOT be rescheduled.**
 - b. If the game is official, the result stands. If the game is not official, there will be no result.



7. Playoffs
 - a. Should playoff games be postponed due to weather, all rescheduled game dates and times will be determined by the Intramural Office. **Once the new times are posted, teams should expect that these games will NOT be rescheduled.**
 - b. If the game is official, the result stands. If the game is not official, the game will be rescheduled, and will resume at the exact time and situation of when play was stopped.

Section 6. Forfeits

1. **GAME TIME IS FORFEIT TIME!**
2. Any team that fails to field a legal team at the scheduled game time will risk losing the contest by forfeit. The Intramural Supervisor will rule on all forfeits.
3. 10-Minute Extension:
 - a. If only one team is legally prepared to play the contest, that Team Captain will have two options:
 - i. Win the game by forfeit.
 - ii. Give the opposing team ten (10) minutes to field a legal team.
 - iii. Once this decision is made, it cannot be reversed.
 - b. If the opponent(s) cannot field a team after the 10 minute extension, a forfeit will be declared.
 - c. If the 10 minutes are granted, the game clock shall start immediately. The overall playing time will be reduced by 10 minutes, or by the amount of time used to avoid the forfeit.
 - d. If neither team is legally prepared to play at game time, the 10 minute extension will automatically be granted. If neither team can field a team after 10 minutes, a double forfeit will be declared.
4. A team that forfeits twice during the regular season will be removed from the league and not allowed in the playoffs. A team that forfeits once during playoffs/tournaments will be dropped from further competition.

Section 7. Defaults

1. Any team knowing in advance that they will be unable to play a regularly scheduled contest is given the opportunity to default. A default counts as a loss in the standings, but is not considered a forfeit.
2. To default a contest, the Team Captain must contact the Intramural Office by 3:00 pm on the day of the contest (or by 3:00 pm the preceding Friday for weekend events).
3. There is no limit to the amount of times a team may default.

TOPIC 8. UNIFORMS

Section 1. Uniform

1. For all team sports, participants are encouraged to wear jerseys/t-shirts of a similar color, to make it easier for participants and intramural staff to differentiate team members.
2. For flag football, basketball and soccer, teams will be required to pick a primary team color during registration. Due to officials' uniforms, black is the only color that cannot be chosen. Teams within the same division will be allowed to choose the same team color.
 - a. ***Penalty: Teams in which all players are not wearing the primary team color may be penalized through unsportsmanlike conducts, technical fouls, or yellow cards.***
3. In the event of teams wearing the same colored t-shirts, alternate jerseys may be checked out from the Intramural Supervisor.
4. **Athletic shoes or cleats must be worn during all intramural events.**
 - a. KFC Activities: Only athletic shoes with rubber or pliable synthetic soles shall be worn. Black soled shoes that potentially mark the floor are not allowed.
 - b. Sports Complex / Kellom Field Activities: Metal or hard-plastic cleats are not allowed.

- c. All Activities: Bare feet, boots, sandals and all non-athletic shoes are strictly prohibited.
5. Shorts/Pants must be athletic in nature. Jeans, khakis, cargo shorts, are strictly prohibited.
 - a. Shorts/Pants may not have any pockets, belts, belt loops or exposed drawstrings.
6. Please refer to individual sports for rules regarding hats, bandanas, jackets, hoods, etc.

Section 2. Jewelry

1. **All jewelry is strictly prohibited during all sports!**
 - a. **No exceptions will be made for wedding bands or religious pieces.**
 - b. Livestrong bracelets, rubber bands, and material tied around the wrist are all considered jewelry.
 - c. The only exception is a medical bracelet or medal, which must be taped to the body.
2. All participants are expected to remove all jewelry prior to the start of the contest.
 - a. ***Penalty: Players caught wearing jewelry during the contest are subject to receiving an unsportsmanlike conduct penalty, must substitute out of the game immediately, and will not be allowed to participate until all jewelry is removed.***
3. Intramural staff will not provide tape to participants to cover jewelry. It must be removed.

Section 3. Blood Rule

1. If and when an Intramural staff member observes that a player is bleeding, has an open wound, or has blood on his/her uniform, the player will be directed to leave the game. The player is not allowed to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed or cleaned.
2. The game may resume without the injured player at the discretion of the Intramural staff.

TOPIC 9. PROTESTS

Section 1. Protests

1. Protests concerning the judgment of game official(s) will never be reviewed nor upheld. The judgment of the official(s) is final.
2. There are only two types of protests that will be considered: rule interpretation and eligibility.
3. Rule Interpretation Protest
 - a. All protests involving rule interpretations must be made immediately following the play in question, and prior to the next live ball.
 - b. If a team/participant feels that the official(s) has misinterpreted a rule, the Team Captain must call timeout, and inform the official that he/she wishes to protest the ruling to the Intramural Supervisor.
 - c. The Supervisor, game officials, and both Team Captains will then meet to discuss the situation. This meeting will take place away from the other players. The Supervisor will make a ruling about the call in question. This ruling is the final ruling on the subject at the field/court.
 - d. If the Team Captain wants to protest the ruling of the Supervisor, s/he must notify the Supervisor that they will be playing the remainder of the game under protest.
 - e. Following the game, the protesting Team Captain must fill out and submit a protest form to the Intramural Office no later than noon on the following business day, or the protest is invalid.
 - f. The Intramural Office will rule on the protest within one business day of its submission.
 - g. Protests that are upheld will result in the game being replayed from the point of protest. Only eligible players who were checked into the protested game may participate in its replay.
4. Eligibility Protest
 - a. Eligibility protests must be called to the immediate attention of the Intramural Supervisor prior to the completion of the contest in question while the protested individual is present.
 - b. Eligibility protests may not be made after the completion of the contest.

TOPIC 10. CONDUCT OF PARTICIPANTS AND SPORTSMANSHIP

Section 1. Code of Conduct

1. All participants associated with the Intramural Sports Program are required to abide by the Creighton Code of Conduct. The Intramural Sports Office reserves the right to refer any incident to the Center for Student Integrity, or in the case of non-students, to University officials.

Section 2. Alcohol Policy

1. Consuming alcohol before or during any intramural activity is **STRICTLY PROHIBITED BY ALL PARTICIPANTS**.
2. All forms of alcohol, whether opened or unopened, are strictly prohibited from all intramural facilities.
3. The Intramural Staff strictly enforces this zero tolerance policy during all intramural activities.
4. **Penalty: Participants who break the alcohol policy shall be ejected from the activity/facility, and be referred to the Center for Student Integrity.**

Section 3. Unsportsmanlike Conduct

1. Any participant or spectator who commits, incites, or aids others in committing any of the following acts of misconduct shall be subject to disciplinary procedures:
 - a. Getting ejected from an intramural activity.
 - b. Breaking the alcohol policy (*Topic 10.2*). (Flagrant)
 - c. Any attempt to physically engage a Campus Recreation employee or participant. (Flagrant)
 - i. Includes but not limited to: hitting, striking, pushing, kicking, spitting
 - ii. Contact is not needed to qualify as an attempt (i.e., throwing a punch but missing the target).
 - d. Threatening behavior (verbal or physical) towards a Campus Recreation employee or participant before, during, or after a contest. (Flagrant)
 - e. Verbally abusing (includes trash talk) a Campus Recreation employee or participant.
 - f. Any action(s) which could potentially cause equipment or facility damage and/or personal injury.
 - g. Failing to cooperate with Campus Recreation staff (ignoring requests, failing to give information, etc.)
 - h. Breaking the eligibility policy (*Topics 1, 2, 3, 4*).
 - i. Conduct issues not covered above shall be dealt with appropriately by the Intramural Sports Office.
 - j. **Flagrant acts of unsportsmanlike conduct will result in the participant(s) being referred to the Center for Student Integrity, or to University officials.**

Section 4. Ejections

1. A participant may be ejected from the activity or facility before, during, or after the contest.
2. A participant who is disqualified or ejected from the contest or facility due to unsportsmanlike conduct must first meet with the Intramural Sports Supervisor to provide information and document the incident.
 - a. If the participant's information is not provided, the game will be forfeited immediately.
3. Upon documenting the incident, the ejected participant must **IMMEDIATELY** leave the facility.
 - a. Ejected participants may not remain on the sidelines or team box, and may not watch the game from areas designated for spectators. S/he must leave the entire facility or complex.
 - b. Failure to leave the facility or complex may result in forfeiture of the game.
4. **All ejected participants are immediately ineligible to participate in all intramural activities until reinstated by the Intramural Sports Office.**
5. The ejected participant is required to meet with the Director or his/her designee prior to the next scheduled game, or within five (5) business days of being ejected. If this does not occur, the participant will be referred to the Office of Student Integrity, or to University officials.



- a. It is the participant's responsibility to contact the Director or designee and schedule the appointment.
6. Participant suspensions are effective only after meeting with the Director or his/her designee (i.e., no self-imposed suspensions).

Section 5. Sportsmanship Rating System

1. At the conclusion of each intramural contest, the Intramural Staff will assign each team a sportsmanship rating:
 - a. Acceptable:
 - i. In general, participants display proper sportsmanship towards opponents, IM officials and IM supervisors. The captain displays reasonable control over team and spectators.
 - b. Unacceptable:
 - i. Participants constantly complain about officials' decisions. Participants displaying unsportsmanlike conduct towards opponents and IM staff. The captain has little or no control over team and spectators. A game ended due to unsportsmanlike acts. Damage or destruction to Campus Recreation facilities or equipment.
 - ii. ***Penalty: The team is ineligible to participate in that sport until reinstated by the Intramural Sports Office. The Team Captain is required to meet with the Director or his/her designee prior to the team's next scheduled game. If this does not occur, the team will be removed from the league. Teams that receive two unacceptable ratings during the same sport season will be removed from the league. During the playoffs/tournaments, a winning team who receives an unacceptable rating may be dropped from the remainder of the event.***

TOPIC 11. AWARDS

Section 1. All-University Champions

1. Champions of an All-University tournament will earn custom (blue) championship t-shirts for all rostered players (maximum of 15). If applicable, All-University champions will receive an invitation to participate in an extramural event of that sport (ex: flag football and basketball regionals).

Section 2. Other Champions

1. Champions of all other intramural events will earn regular (white) championship t-shirts for all rostered players (maximum of 15). Certain sports offer additional prizes (ex: Golf, T-shirt contest).