

Welcome to the Intramural Sports Program and the Office of Campus Recreation here at the Florida Gulf Coast University. The mission of the Office of Campus Recreation is to impact students' lives through engaging recreational experiences.

This manual is to serve as an informative and procedural guide for all participants. Team Captains are expected to become familiar with this manual and abide by the parameters that are set up in the manual. All participants will fall under the guidelines of this manual and must take the responsibility for understanding the guidelines. Anyone with questions about the policies in this manual should contact a Campus Recreation professional staff member.

The Intramural Sports Program holds the right to change any of its rules of play at any time during the season. If this occurs, all captains and/or participants will be notified.

Important Phone Numbers/Websites

Katherine Page, Competitive Sports Intern	239-590-7478, kpage@fgcu.edu
Sarah DiStefano, Competitive Sports Coordinator	239-590-7332, sdistefano@fgcu.edu
Carl Bleich, Assistant Director of Competitive Sports	239-590-7734, cbleich@fgcu.edu
IMLeagues	IMleagues.com/FGCU

Qualifications/Eligibility

All students, faculty, and staff who participate in Intramural Sport activities must be knowledgeable of the eligibility rules that govern their specific activity. Each individual has the right to expect a fair and equal opportunity to participate, while at the same time maintaining a high level of sportsmanship and respect for opponents, teammates, and members of the Intramural Sports staff.

It is the responsibility of each team manager/captain to understand these eligibility rules and communicate that knowledge to other teammates. Team managers/captains must check the eligibility of each player on the team and make clear to the team the penalties for using ineligible players.

- Each team member must be a FGCU student, faculty, or staff member. Students must currently be enrolled (part-time or full-time) in on-campus classes. OPS non-student employees of the University are NOT eligible to participate.
- Everyone participating must provide a government-issued photo ID or their Eagle ID for check-in at each event.
- FGCU Alumni are not eligible to participate in intramurals.
- Spouses of students, faculty, or staff are not eligible to participate in intramurals.
- Individuals are permitted to participate on one men's or women's team AND one co-rec team for each activity offered. If a sport only offers an open league, a participant may participate on one team in that league.
- A team member may be a current intercollegiate athlete, as long as they do not participate in the sport they compete in for the University.
- No person may participate in a division of the opposite gender without first obtaining permission from a Campus Recreation professional staff member.
- When an activity is not offered to both men and women (in separate divisions) or there is not

enough of one gender to form a league, that gender will have the opportunity to compete with the opposite gender.

- Anyone participating in an intramural event must sign the Campus Recreation Intramural waiver.

**If a player has a question regarding his/her eligibility to play, the player and his/her team captain should contact the intramural coordinator.*

Sport Club/ Registered Student Organization Rule

A sport club and or RSO member is defined as a person who has practiced or played in a contest for a University-recognized sport club/RSO during the academic year. **No more than two members** of a club team/organization may participate on one team in the same or alike sport as the club. No more than one member of a club team/organization may participate on one individual or doubles team in the same or alike sport as the club. **If you appear on the roster of a club at any time during a semester, you are associated with that club for the duration of the academic year.**

Ex: Sand Volleyball and Indoor Volleyball will be paired together.

Intercollegiate Athlete Rule

Intercollegiate athletes are defined as individuals who are practicing with or competing with a team recognized by FGCU as a varsity sport. Intercollegiate athletes are not eligible to participate in their respective sport, or a similar sport, while they are participating with the FGCU Athletic Department. Intercollegiate athletes must be one year removed from intercollegiate athletics before they are eligible to participate in their respective sport, or a similar sport. Intercollegiate athletes may participate in intramural programs other than their intercollegiate sport at any time provided they follow all other intramural policies and procedures.

Professional Athlete Rule

Individuals that have participated professionally in a sport may not participate in the same or alike intramural sport, activity, or event. A professional athlete is defined, but not limited to, a person who has been paid to participate in a sport; and/or a person under contract with a professional team; and/or a person included on a professional team roster; and/or a person who practiced with a professional team; and/or a person compensated for trying out for a team.

Team Rosters

Each game's score sheet will serve as a team's roster and all players' full names must appear on the score sheet.

- Captains may add as many players as needed to fill the allotted roster spots, but may not exceed the roster limit unless approved by the intramural coordinator.
- Once a participant signs in for a game with his or her team, he or she is not able to switch teams.
- The Intramural Sports staff will determine eligibility in borderline cases. It is advisable to consult the appropriate Intramural Sports staff member before participation if questions arise.

Ineligibility Penalty

Any team using a person who is ineligible shall lose all contests in which the person plays if the violation is detected (through protest or by officials) before playoffs begins. If detected during playoffs, the team shall lose the game in which the player is detected. The game will be awarded to the opposing team and that team will automatically advance. In addition, captains allowing violations of any of the above

eligibility guidelines may themselves be suspended from participation in any capacity at the discretion of a Campus Recreation professional staff member. Each case will be judged on its own merit.

Special Participation

Anyone participating in any intramural sport may participate in accordance with their gender identity, should that be relevant, regardless of any medical treatment. However, once a person identifies with that specific gender, and participates in competition, participants are required to play in the league of the gender that they identify with unless other arrangements with Campus Recreation staff have been made. Participants can in addition participate in a Co-Rec league with the gender in which they identify. When an activity is not offered to both men and women (in separate divisions), there is not enough participants of one gender to form a league, or a co-rec division is not offered, that gender will have the opportunity to compete with the opposite gender.

Captain's Quizzes

All captains that sign up for a sport/activity on IMLeagues.com will be required to complete a captain's quiz to prove they understand the rules of the sport/activity that he or she signed up for. This will happen in place of the captain's meeting for each sport. Captains must pass the captain's quiz before their team will be placed in the league/division that they signed up for.

Scheduling

In the event of inclement weather or subsequent poor field or court conditions that force the cancellation of games, IMLeagues will be updated indicating the cancellation. Rainouts typically will NOT be made up due to a limited amount of time and space to complete the season.

Games will **NOT** be rescheduled if teams are unable to play due to other University functions including class, formals, trips, or other student organization events.

The Campus Recreation staff may rule to reschedule games in extremely unusual cases where time and space permit. **Please plan ahead!**

League Structure

Leagues will be established for men's, women's, and co-rec divisions. After three (or more in some cases) regular season games, teams will be seeded into a single-elimination playoff tournament and compete to win an Intramural Champion t-shirt. Playoff brackets will be posted on IMLeagues.com/FGCU.

- Eligible teams will be seeded based on the following criteria: 1. Winning Percentage 2. Number of Wins 3. Number of Forfeits 4. Point Differential (total points scored – total points allowed) 5. Sportsmanship Rating 6. Total Points Scored 7. Coin Flip

Injuries/Liability

All participants must sign a waiver prior to competing or participating in any and all intramural events and sports. Participation in the Intramural Sports Program at FGCU is a purely voluntary activity, and individuals participate at their own risk. Participants should be aware of the possibilities for bodily, mental, and emotional injuries, including death, and should understand that they are responsible for any and all costs arising out of injury or property damage sustained through participation. Information regarding the student insurance program can be obtained from the Student Health center (239-590-7966).

ID Check

- In order to ensure that only eligible people participate in intramural activities, all participants must bring their valid Eagle ID or a government-issued photo ID to every game. **NO ID, NO PLAY, NO EXCEPTION.** ID cards must be presented upon request by Campus Recreation staff, and/or other University officials. If it is found that individual(s) playing for a team are ineligible, all games they participated in will be forfeited and their team may become ineligible for playoffs.

Captain's Responsibilities

Each team entering an intramural activity must have a captain. The captain is the official liaison between the team and the Office of Campus Recreation. The captain is also the person to whom communication/correspondence will be directed. The captain must be listed as a member of the team on the roster and list two forms of contact (cell phone number and email address preferred). Specific responsibilities of the captain include:

- Inform all players of the game time and location, including checking the playoff schedules the first day of posting and every day following competition.
- Make sure that all members of their team present a valid Eagle ID or government-issued photo ID prior to the start of every game. IDs are required at all intramural events and should be presented each time an individual plans to participate in an event.
- Represent each member of their team, including when discussing rule interpretations and calls with the umpires/officials.
- Be familiar with all rules, schedules, policies, and procedures of the Intramural Sports office and passing this information along to all team members.
- Assist the Intramural Sports staff with the implementation of the sportsmanship policy and stressing its importance to each participant.
- Communicate with the Intramural Sports office throughout the season about any problems or concerns that may be occurring at the competition site.
- Make sure that all members of their team are eligible to play in an intramural contest. This includes verifying that a person is a student, faculty, or staff member at FGCU and having full knowledge that each member is playing on a legal number of teams.
- Represent his/her team by cooperating with the supervisors at the site concerning any protests, incidents, or accidents that may occur as well as working with the Intramural Sports office staff.
- Serve as a liaison between their fans and the intramural staff. If the fans get out of control, the officials will issue team captains a warning. If the captain does not gain control of the crowd, a penalty will be assessed on that team.

Team Member Responsibilities

Each person who decides to participate in an intramural event assumes responsibility as an individual participant. These responsibilities are as follows:

- Know their team's game time and location.
- Be at the competition site prior to the start of every contest making sure that his/her name is properly recorded on the scorecard.
- Bring a valid Eagle ID or government-issued photo ID to all intramural competitions. IDs are required at all intramural events and should be presented each time an individual plans to participate in an event.

- Be familiar with all rules, schedules, policies, and procedures (including the sportsmanship and eligibility policies) of the Intramural Sports office.
- Cooperate before, during, and after competitions with the intramural sports supervisor/officials on site.

Conduct

It is important that the Department of Campus Recreation provide an atmosphere that is conducive to fair play and good sportsmanship. The department realizes that the intramural contests are very important to the intramural participants, but the importance should not be so great that good sportsmanship is overlooked. The intramural playing fields/courts are not venues for verbal and/or physical abuse for the intramural participants or spectators. To insure that fair play and good sportsmanship prevail, intramural employees (game officials, supervisors, and administrative staff) reserve the right to warn, penalize, and eject players, teams, or spectators for conduct deemed unsportsmanlike.

Participants and/or spectators who display unsportsmanlike behavior/practices before, during, or after the contest directed toward officials, other participants, or spectators are subject to ejection from the intramural facility. Intramural game officials, supervisors, and administrative staff may issue an ejection with or without warning if participant's actions are considered to be unsportsmanlike, deliberate, or creates an unsafe playing environment. Examples of unsportsmanlike actions include, but are not limited to, profanity, vulgar or abusive language or actions, unnecessary roughness, two (2) technical fouls, taunting and/or baiting, flagrant actions toward an opponent, game official or spectator, and fighting or inciting a fight.

Ejected players face a minimum one game suspension, with possible expulsion from the league and limited participation in other intramural sports activities. Ejected players must leave the visual confines of the playing surface immediately. If an ejected player is still within sight or sound of the official after a reasonable amount of time, the game will automatically be forfeited by his/her team. Any player that has been ejected from an event must schedule a meeting with a Campus Recreation professional staff member. Ejected players have two business days to set up a meeting; however, this meeting will be scheduled at the convenience of the IM Staff and the player will be suspended from play until that meeting is held.

Protests

It is the goal of all Intramural Sports employees to provide a fair environment in which to play. Game officials strive to referee games and interpret the game rules correctly during each play of each game. If you, as a captain, feel that there has been an error in interpretation of the game rules or the policies listed in this manual, please keep in mind the following.

- No protest will be considered which concerns the judgment of an official.
- To be valid, a protest of a rule interpretation must be verbally registered with an official at the time the incident occurs. The game and clock will then be stopped. The officials and team captains shall separate themselves from the other participants and determine the correct ruling.
- If either captain believes the ruling to be in error, he/she may request that the officials consult with the sport supervisor on duty. The supervisor will make a decision and the game will continue.

- If either captain believes the supervisor's ruling to be in error, he/she should inform the supervisor that he/she wishes to file a formal protest. Before the game resumes, the protesting captain will complete a protest form with the supervisor. The game will continue under protest.
- No protest can be made on a previous play after the game resumes.
- The team captain must contact the Intramural Sports office by 3p.m. (three) of the next business day with a formal written protest and to discuss the matter with a Campus Recreation professional staff member.
- The Intern and/or Intramural Sports Coordinator will rule on all written protests. If a rule interpretation protest is ruled valid, every attempt will be made to replay the game from the point at which the protest was lodged.
- If a team has a legitimate concern regarding an opposing team with ineligible players, they are encouraged to file a formal protest immediately with the Intramural Supervisor. Campus Recreation reserves the right to investigate the eligibility of teams and players. These investigations may result in suspension, forfeit, and/or probation of the team and/or players. Participants are expected to help make the intramural program as fair as possible. Cooperation is much appreciated and formal protests assist the intramural staff in providing a fair and safe opportunity for all involved.
 - If an eligibility protest is made prior to a game and it can be determined that a player is ineligible to participate, s/he will not be allowed to participate. If the eligibility of the player in question cannot be determined, the team in question has the option of using the player. However, if it is determined later that the player was ineligible, the team will forfeit the game.
 - If an eligibility protest is made during or immediately after the game, the protesting captain must notify the Intramural Supervisor to record the dispute on their report. The Intern and/or Intramural Sports Coordinator will examine the protest and rule on the eligibility of the player in question.

Tobacco/Alcohol/Other Drugs Policy

In accordance with FGCU policy, alcohol consumption and drug use prior to or during an intramural sports contest is prohibited. The Intramural Sports staff strictly enforces a zero tolerance policy regarding tobacco, alcohol and drugs during all intramural sports contests. Consequences for this violation may include, but are not limited to, being ejected from the game, being banned from participating in intramural sports activities, and being referred to the Office of Student Conduct. FGCU Police will be contacted for any event that involves a violation of the alcohol and/or drug policy.

Hazing

Hazing, whether on or off campus, is prohibited by Florida Gulf Coast University and the state of Florida. Hazing is defined by Florida law as “any action or situation which recklessly or intentionally endangers the mental or physical health or safety of a student” for purposes including, initiation, membership, or as a condition of continued membership in an organization operating under the sanction of the University. It is considered a first degree misdemeanor to commit an act of hazing and is considered a third degree felony, punishable by up to five years in prison, if the act of hazing results to serious injury or death. Florida law also states that the “expressed or implied consent of the victim will not be a defense” for any such actions defined as hazing. In cases where an organization is found responsible, loss of privileges, temporary suspension of registration, or termination of the organization may be imposed through Student Conduct. Such penalties may be in addition to any penalties imposed in court under Section 1006.63, Florida Statutes.

Equipment/Jewelry

Participants may use their own equipment if it is approved by the game officials and/or supervisors. All approvals are based on the policies and game rules for each sport.

The Intramural Sports program prohibits the wearing of any jewelry for safety reasons. The only pieces of jewelry that will be allowed are medic alert bracelets/necklaces that are taped down with the medical information visible. All other forms of jewelry, bands and non-essential decorative items must be removed in order to participate. Jewelry may be taped down to the skin prior to participation as long as the jewelry remains taped throughout the entire contest. Intramural Sports does not provide this tape.

Knee braces will be discussed on a case-by-case basis by the IM staff. The supervisor has final say on any questionable articles of clothing or accessories.

****The Intramural Staff is not responsible for supervision of your personal items.*

Blood Rule

Any player with blood or an open wound will leave the playing area and not be permitted to participate until the bleeding has stopped and/or the wound has been covered. Likewise, if any article or clothing has blood on it, the participant will not be able to participate until the clothing is removed.

Conflict

It is inevitable that participants will eventually disagree with rulings made by Intramural staff or officials or dislike opposing players. However, disagreements can be handled in a responsible and respectful manner. When participants act in a confrontational or hostile manner, disciplinary actions will occur. Intimidating, threatening, or attempting to fight an official or any Intramural staff member will have the participant suspended **INDEFINITELY** from all intramural sports and events. Intimidating, threatening or attempting to fight an opponent will have the participant suspended for one calendar year from the date the incident took place. Violations are subject to be turned over to the Office of Student Conduct.

Ejection Policy

The minimum suspension for any ejected participant will be one game. Ejected player(s) must schedule a meeting with a Campus Recreation professional staff member within two business days of the ejection. A meeting will be scheduled at the convenience of the Intramural Sports Coordinator and the player will be suspended from play until that meeting is held. The length of suspension for each incident that occurs will be based on information obtained from the officials, supervisors and ejected participant.

Infractions that may result in ejection from intramural competition include the following:

- A. Unsportsmanlike behavior
- B. Verbal Abuse
- C. Unnecessary Physical Contact
- D. Fighting (Striking or attempting to strike)
- E. Threatening Behavior (Verbal) towards an official or supervisor
- F. Threatening Behavior (Physical) towards an official or supervisor
- G. Individual playing under an assumed name
- H. Individual playing illegally on two teams in the same sex division
- I. Individuals playing after the consumption or suspicion of consumption of alcohol/drugs

J. Damage/Destruction of facilities or equipment

****In April 2004 the Florida House and Senate approved a bill which protects sports officials by increasing aggravated assault and battery punishments to the felony level. This legislation protects officials before, during, and after a game.**

INTRAMURAL PARTICIPANT DISCIPLINARY POLICY

Rule Violation
Dismissal

Any time an individual is removed from the remainder of the game for sport specific rules, i.e. fouling out, improper equipment, jewelry, etc.

Result: No further action is taken.

Behavior
Misconduct

The list of misconduct penalties includes, but is not limited to: 1) Verbal abuse, or being disrespectful to a participant, Intramural employee, or spectator; 2) Behavior beyond the bounds of Intramural or facility printed rules and sportsmanship (includes ejections); 3) Failure to follow alcohol, tobacco, and drug policies; 4) Becoming improperly involved in someone else's misconduct situation; 5) Failing to cooperate with Intramural/facility staff and/or policies.

Result: The individual(s) involved automatically receives at least a game suspension and probation.

Altercation

An altercation is considered an unsportsmanlike action or exchange, whether verbal, physical or otherwise between two or more individuals. Any actions to instigate, taunt, or provoke a response, are all considered altercations. This includes, but is not limited to, spitting, obscene gestures, or verbal abuse.

Result: An altercation requires the individual be given a season or semester suspension. A probation period begins at the completion of the suspension.

Fighting

A fight is a direct conflict that exhibits attempted or actual physical contact between individuals. Swinging with intent to hit, landing a blow, pushing, kicking, or tackling is just some examples. In other words, contact does not have to be made for the incident to be considered a fight. If any intent to injure is perceived by the Intramural staff, the incident is automatically considered a fight for the purpose of handing down a penalty.

Result: a fight is a serious offense that constitutes a semester, year, or lifetime suspension from all intramural activities. A probation period begins at the completion of the suspension.

Probation Violation Any time individual on probation is involved in any additional type of incident at the behavior misconduct level or higher, it shall be considered a violation of probation.

Result: Any individual who violates the requirements of their probation shall be given a semester, year or lifetime suspension. A probation period begins again at the completion of the suspension.

Note: Any type of physical contact or altercation with a Campus Recreation employee shall warrant an automatic year suspension at minimum and may result in a lifetime ban.

*****Aside from a Rule Violation Dismissal, all other violations are subject to being turned in to the Office of Student Conduct.*****

Penalty Explanation and Duration

Game Suspension A game suspension is defined as suspension from the current game, plus the next scheduled game in that sport, or one week, whichever is longer. This suspension includes play in all men’s, women’s, and co-rec games in that sport. Additional sanctions may apply within that sport or others.

Season Suspension A suspension for the length on the season indicates that a player cannot participate in that sport (men’s, women’s, and co-rec) for the remainder of the current season. If warranted, individual may also be suspended from related sports for the remainder of the academic year.

Semester Suspension The semester suspension covers 15 fall and /or spring academic weeks. For the purpose of the semester suspension, only weeks when school is in session will be counted.

Year Suspension A one-year suspension covers one calendar year from the date of the incident. If an individual is suspended for a year based on an incident that occurs on 8/21/12, they cannot participate in any intramural sport again until 8/21/13.

Probation Any individual or team that is dismissed from an intramural event for violation at the Behavior Misconduct level or higher shall be placed on **probation**. Probation may also be assigned for cases even when the individual or team was not involved the game/match/event, based on report summaries and employee testimony. The length of probation is 15 fall and/or spring academic weeks from the time of the incident. Only the direct times during which the university is officially open for the fall and spring semester will the probation period be counted.

Lifetime Suspension A lifetime suspension will include a player’s involvement with FGCU as a student, faculty, staff, or alumnus. Such a ban will only occur in a situation of extreme or repeated misconduct level or higher violations.

Appeals

Any individual sanction resulting in more than one week of disciplinary action may be appealed. Appeals must be submitted to the Intramural Sports Coordinator in writing within two business days of the suspension. A meeting will be scheduled at the convenience of the Coordinator and the player will be suspended from play until that meeting is held.

Forfeits and Defaults

Game time is forfeit time! It is recommended that individuals or teams scheduled to play at a specific time appear at the designated site at least fifteen minutes prior to that time. Failure to arrive by the scheduled game time will result in the Intramural Supervisor declaring Captain's Choice to occur.

Captain's Choice occurs when only one team has the minimum number of players ready to participate at game time. The game clock will start. The captain of the team there will be asked if he/she wishes to take an immediate win by forfeit or wait 5 minutes for the other team to arrive. If he/she chooses to take the immediate win, his/her team is declared the winner by a score of 1-0. If he/she chooses to wait, his/her team will be awarded a maximum score, as per the rules of the sport (**Exception for volleyball: 5pts./minute*), for each minute or part of minute that elapses. If a team decides to wait, they must wait the full 5 minutes. If the other team arrives within the 5 minute period, the game clock will continue to run, and the game will start with the accumulated score. The late team arriving will automatically lose the coin toss.

If both teams fail to appear, a double forfeit will be declared. If a double forfeit occurs in the first round of a tournament, both teams that forfeited will be eliminated from the tournament completely. If a team forfeits for any reason, that team will receive a sportsmanship rating no higher than (1) one and the winning team will receive a (4) four for sportsmanship. *Exception:* If a team falls below the minimum number of players due to an injury, that team will receive the sportsmanship rating they would have earned as if the game had ended.

****Any team that forfeits two regular season games will not be eligible for the playoffs.****

If a team knows it cannot make it to a scheduled game, it has the option of using a "default" instead of forfeiting. A "default" is defined as giving advance notice that the team will not participate in a scheduled game/event/match. For example, if the team is aware that they will not have enough players at game time, that team could use a default. By using a default, the team automatically loses the game but will not be charged the \$20 forfeit charge. If an individual/team plans to use a default, a representative of the team must notify the Intramural office (239-590-7037) before 3 p.m. (three) on the day of the game/event/match. If notice is not given by 3p.m. (three) the day of, the game will be considered a forfeit and the team will be responsible for a \$20 **forfeit charge** (see below).

If a team defaults, the team will receive a sportsmanship rating of no higher than (3) three. Each team is allotted one default per sport per night. Teams that are defaulted against will receive a (4) four.

**If you have a "no call, no show" you will receive a "1" in our sportsmanship rating. Keep in mind you need a 2.5 average to make it to playoffs. Two "no call, no shows" will result in an ejection from the league.*

Forfeit Charge

FGCU Campus Recreation has instated a \$20 forfeit charge for Intramural Sports teams that forfeit a game. A forfeit is defined as a failure to have the minimum amount of players present to participate at your team's scheduled game time. This can occur when a team "no call, no shows" a game and has no participants show up by game time or when a team has less than the minimum amount of required participants in attendance by game time.

The captain (or team representative) must pay the forfeit charge within 10 days of being notified or until the league playoffs begin (whichever comes first) or all members of the team which incurred the forfeit will be ineligible to participate in that intramural league or tournament. When the charge has been paid, the team members will be eligible to resume Intramural Sports participation in that league. Team captains could incur a financial hold on their University account if the charge is not paid within 10 business days. The forfeiting team will not be eligible to participate in league playoffs if the charge is no paid.

The \$20 charge can be paid with cash or check (made out to FGCU Campus Recreation) at the Campus Recreation Administrative Modular (CRAM), during normal business hours (9 am - 5 pm). The CRAM is located across the parking lot from Alico Arena and next to the Aquatics Center on campus. Money will not be accepted at Intramural sport game/event/match or at the Recreation Center. A receipt may be required at Intramural Sports activities as proof of payment.

Teams are able to appeal a forfeit charge and have the forfeit reviewed by a Campus Recreation professional staff member. If a team wishes to appeal, it must fill out the form emailed to them when they are notified of the forfeit within one week of the forfeit. A successful appeal will result in the charge being removed from the captain's Fusion account. An appeal that is denied will result in no further consequences for the captain other than paying the \$20 charge.

Sportsmanship

The philosophy of the Intramural program is that good sportsmanship is expected in the conduct of every participant in every contest. A "good sport" is fair, courteous, has a positive attitude, and accepts results gracefully. All individuals and teams participating should comply with the spirit of the game as well as the written rules that govern all competitive situations. In order to encourage proper conduct during contests, members of the Campus Recreation staff will make decisions whether to warn, penalize, or eject persons, teams, or spectators displaying poor sportsmanship. These student employees should be treated with respect. Under no circumstances should employees or participants be threatened or physically abused.

Procedure of the Sportsmanship Rating System:

After each game, the game's official will award a Sportsmanship Rating to each team. The Supervisor will keep record of all game's scores and team's Sportsmanship Ratings. The teams will be rated on a scale of 1-4 and must maintain above a 2.5 average to qualify for playoffs.

****Teams must maintain a 2.5 per game sportsmanship average throughout playoffs.*

Sportsmanship Rating Scale

Procedure: After each game, the official will award a Sportsmanship Rating to each team. The teams will be rated on a scale of 1-4 and must maintain above a 2.5 average to qualify for playoffs.

Rating Scale: The sportsmanship of each team will be rated as follows:

4- Good Conduct and Sportsmanship: Teams begin at this level, and if no positive or negative actions occur, the team will receive this score. Team members are in full control throughout the game, and players cooperate fully with the officials and opposing team members. If necessary, the captain converses calmly with the officials about rule interpretations and calls, and resolves any minor issues that may arise. The team does not show aggressive dissent toward the staff or opposing team. Players were signed in early and prepared to play at game time. No sportsmanship related action is taken against any team member.

3-Acceptable (Average) Conduct and Sportsmanship: Team members verbally complain about some decisions made by the officials and/or show minor dissent toward officials, staff, and or opponents, which may or may not merit a warning from the Intramural Sport Staff and/or one yellow card, intentional foul, technical foul, or unsportsmanlike conduct penalty. Teams were not prepared to play on time. Teams that receive one Unsportsmanlike Penalty/Yellow Card/Technical Foul, will receive no higher than a "3" rating. At the discretion of the officials/IM staff, a team may receive ONE individual/team warning and maintain a (3) three.

***Teams that notify the Intramural office by 3p.m.(three) the day of the game/match/event that they are defaulting will receive no higher than a (3) three. Teams that are defaulted against will receive a (4) four.*

2- Poor (Below Average) Conduct and Sportsmanship: Team members continuously show dissent toward staff and/or opponents or use abusive and/or inappropriate language toward staff, officials, and/or opponents from the field/court and/or sidelines throughout the contest. The team is consistently complaining about calls and is uncooperative at times. The team captain exhibits minimal control over teammates or him/herself. Teams that receive one Ejection/Red Card/Two Yellow Cards/Two Technical Fouls/Two Unsportsmanlike Penalties will receive no higher than a "2" rating. Any dissent after the ONE individual/team warning will result in a score no higher than a (2) two. Any team that has a player ejected or who receives two unsportsmanlike related penalties will receive no higher than a (2) two. This includes receiving 2 yellow cards=red card, 2 unsportsmanlike conduct penalties, 2 intentional/technical fouls, a flagrant foul, and/or a player misrepresenting him/herself using another student's FGCU ID card. Threatening staff and/or opponents, making physical contact in an aggressive or threatening manner (ex: pushing, kicking, head-butting, excessively swinging elbows) are considered actions for immediate ejection.

1-Unacceptable (Poor) Conduct and Sportsmanship: Team members constantly make comments to the officials and/or the opposing team from the field/court and/or sidelines throughout the contest. The team captain exhibits little or no control over teammates or him/herself. Team is continuously "trash talking" opponents and/ or intimidating staff and/or opponents and/or playing dangerously/malicious. The captain is unresponsive and uncooperative in helping officials and staff members control teammates. Teams that receives multiple Ejections/multiple Red Cards/multiple Technical Fouls/multiple Unsportsmanlike

Penalties will receive no higher than a "1" rating. If a team receives a "1" rating, the team manager must schedule a meeting with a Campus Recreation staff member before their next scheduled game.

Teams that receive one Ejection/Red Card/Two Yellow Cards/Two Technical Fouls/Two Unsportsmanlike Penalties will receive no higher than a "1" rating. A forfeited game will result in a "1" rating.

Rule Changes

The Department of Campus Recreation reserves the right to put into effect any rules regarding intramural sports that it deems necessary. An attempt will be made to notify all participants and teams of such changes in a timely fashion.