



WINTHROP UNIVERSITY INTRAMURAL SPORTS Policies and Procedures

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Registration: To register for all sports leagues, go to www.winthrop.edu/recservices and complete the online registration form. The registration form must be fully completed with all information. Teams will have the opportunity to select available times that they can play when registering a team. Teams must be available a minimum of two days a week throughout the season. Teams can also request to not be scheduled for two dates. Captains must also read and agree to the code of conduct terms and conditions before registration will be accepted.

Registration dates will be posted online at www.winthrop.edu/recservices, in the West Center and in the DiGiorgio Campus Center for upcoming Intramural sporting events. There is forfeit fee of \$15 per team for each league sport. The forfeit fee is refundable to the team if they do not forfeit during the season. **Entry fees must be paid by the Friday before the season starts. If entry fees are not paid by then, teams will be charged a non-refundable late fee of \$15 in addition to the forfeit fee. If a team captain registers a team and decides not to enter the league, they must inform the Program Director for Intramural and Club Sports by the Friday before the season starts or the team captain will be responsible for paying the forfeit fee.**

Different levels of play: Men and Women's Open and Competitive leagues and Co-Rec.

Competitive Leagues: These leagues are designed for those who love to compete and work to be called intramural champions. This league is the most competitive league that is offered.

Open Leagues: These leagues are for students who want to enjoy the sport for recreational purposes. This league is for the laid back student who is not focused on being competitive.

Playoff Format: All teams playing in the competitive league who have a .500 record or better are eligible to participate in the competitive league playoffs. Teams who have under a .500 record will be placed in the open league playoff bracket. The top rated team in the open league has the option to compete in the competitive league playoffs. (Teams must still meet sportsmanship eligibility for playoffs outlined in these policies.)

Mandatory Captain's meeting: Teams may not be eligible to participate in tournament or league play if their team does not have a representative attend one of the mandatory captain's meetings. If teams would like to play in a league and did not attend one of the mandatory meetings, they must stop by the Intramural office in West Center 211 and pay a non-refundable \$15 to be added to the league prior to the league starting. Discretion is left up to the Program Director for Intramural and Club Sports to allow teams to enter a league prior to the league starting.

Responsibility of the Captain: Captains are to inform their team of all policies and rules that apply to them while they are participating. The team captain should be the only person who talks to officials and/or supervisors. Captains are also responsible for the eligibility of all team members. If teams are using ineligible players, captains can be subject to disciplinary actions as outlined in these policies.

Schedules: The Office of Recreational Services is willing to schedule around class schedules and other scheduling conflicts that teams may have; however, ***there is no guarantee that all scheduling conflicts will be covered.*** Teams are asked to give their availability at time of registration. When schedules are made to fit the availability of each team, there should be no possible reason why teams should not be ready to play on time.

Cancellations occur when uncontrollable factors make postponing contests necessary. In the event of a postponement or cancellation, the intramural staff will notify the captains of all teams scheduled to play. In the event that games cannot be rescheduled, each team will receive a win.

Eligibility: Intramural sports are intended for current students, faculty and staff only. Teams will be allowed to add new players to their roster anytime during the regular season. Teams will have until their last regular season game to add to their rosters. The final regular season game roster will be frozen and used for the playoffs.

1. There is a roster limit for all major sports leagues. Below is a list of sports and the maximum number of players a team can have on their roster. If a team has more than the allotted amount, the team will forfeit the game that the extra players played in due to ineligible players.

Basketball – 12

Dodgeball – 10

Flag Football – 15

Sand Volleyball – 10

Soccer – 15

Softball – 20

Volleyball – 12

Water Polo – 12

2. For a player to be eligible to participate in the playoffs, they must have played in one regular season game.
3. Players are allowed to play on one single-sex team and one co-rec team in the same season regardless of league.
4. Women may only participate in a Men's league if there is no Women's league offered.
5. If anyone plays on more than one team, the second team they play for will forfeit the games that particular player has played in.
6. Former varsity athletes are eligible to participate in their related sport after they have sat out one semester after their last varsity game. There may only be 1 former varsity athlete on one team for similar sports that they were members of. If a student is a red-shirt athlete or is transferring into the program, they are considered to be a varsity athlete and are ineligible to participate in the similar sport. If a team is using a current varsity athlete, that team must forfeit every game that they participated in.
7. There may only be two sport club members on the same team for the similar club sport that they are a member of.
8. To be considered a member of a team, the student/faculty/staff member's name must be on the team waiver.

EVERYONE MUST SIGN A WAIVER FORM TO BE ELIGIBLE TO PLAY!

Intramural Sports are activities that involve some degree of risk. Those who participate in Intramural Sports do so voluntarily and at their own risk.

Valid ID Cards: To participate in an intramural sport you must present a valid Winthrop University picture ID at all scheduled contests. No exceptions. **NO ID = NO PLAY!** If a player fails to check in prior to the game, that player will be considered an illegal player and the player will be removed from the game. It is the responsibility of the captain to make sure all players are signed in on time and the players on their roster are legal.

Forfeits: Forfeit policies are subject to change by different Intramural sports. These policies will become aware to teams at mandatory captain's meetings before each Intramural sport.

General Policy: Any team that forfeits a game will not be eligible for the playoffs unless they pay a one time forfeit fee of \$15 before noon of their next scheduled game. The forfeit fee allows teams to be reinstated for playoff eligibility. Any team that forfeits a second time will be dropped from the league.

Defaults: To default a scheduled game, teams have to contact the Program Director for Intramural and Club Sports by noon of the scheduled game. **Teams are allowed one default per season.** If a team wants to default a game after the allowed timeframe, it is up to the discretion of the Program Director for Intramural and Club Sports to allow for a default.

Rescheduled Games: Being the league is scheduled around teams' availability; you are **allowed to reschedule one game per season.** To request that your game be rescheduled, team captains must stop by the Office of Recreational Services and pick up a reschedule form. During this time, the Intramural Sports staff will give the captain available times to reschedule the game and the other captain's contact information. The form must be completed in its entirety with both captain's signatures 24 hours in advance of the original scheduled date. If teams submit the form after the deadline, the game will stay scheduled as is and all forfeits that occur are the responsibility of the team.

Protests: All protests must be made at the time of the incident, and in writing. If the protest is not made at that time, no protest will be allowed. Only player eligibility may be protested.

Sportsmanship: In an effort to recognize those teams or individuals that display superior sportsmanship, a 5-point Sportsmanship Rating System will be used. A secondary purpose of this system is to provide accountability measures, which serve as a way to eliminate teams that fail to comply with sportsmanship standards. Respective teams will be rated during each contest.

4 or "A" Rating – 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 or "B" Rating – 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 or "C" Rating – 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 and receiving an unsportsmanlike infraction during the game which include: a flag for unsportsmanlike in flag football, technical foul in

basketball, a yellow card in dodgeball, soccer, softball, volleyball and water polo. Teams who have one unsportsmanlike infraction can receive no higher than a "C" or 2 rating.

1 or "D" Rating – 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. The majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams who receive two unsportsmanlike infractions or have a player ejected can receive no higher than a "D" or 1 rating

0 or "F" Rating – Game-Ending

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

1. Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).
2. Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.
3. A team has 3 unsportsmanlike infractions or multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.
4. Team fails to cooperate /comply with intramural sports administrative staff / University officials while performing their duties

Regular Season League Play:

1. Two 0 or "F" ratings in a season results in immediate dismissal from the league. Depending on the situation, teams can be dismissed from the league after one 0 rating
2. Teams must have a 2.75 average or above to compete in the playoffs if there team is eligible for the playoffs based on team record.

League Playoffs:

1. A team must maintain its 2.75 average or better sportsmanship rating during the playoffs. The average will include regular season and playoff games.
2. A winning team which receives a 1 or "D" rating or below anytime during a playoff game will be removed from further competition. If a team receives two unsportsmanlike infractions or has a player ejected with time still left in the game, the game will be called at that moment and the opposing team receives the victory.
3. If a team is dropped from the playoffs due to an unacceptable sportsmanship rating, their opponent (provided they receive an acceptable rating) will automatically be advanced regardless of the game result.

Tournaments/Special Events:

1. All team and individual tournaments will follow the league playoff sportsmanship format.

Teams that cause damage to any Winthrop University recreational facility including failure to remove trash from the field or court following a game or match are subject to receive a deduction in sportsmanship points and possible disciplinary action.

Sportsmanship ratings are determined by the officials and approved by the supervisor. NOTE: A team may be eliminated immediately if there is an incidence of serious discipline problems (i.e. fighting) or multiple infractions by the team in a single game. These situations will be handled by the Intramural Sports staff on a case-by-case basis.

IT SHOULD BE UNDERSTOOD THAT ALL TEAMS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR FANS.

Spectators that are on or near the team's bench are subject to the sportsmanship guidelines that have been outlined within the program's policies. If a spectator commits any unsporting act or uses profanity towards another player or official, the team captain will receive the penalty/foul for the action. Depending on the severity of the action, the spectator will be asked to leave the field/court.

Players and fans must be aware that no pets are allowed on any of the facilities while intramural sporting events are taking place. If anyone is seen with a pet, they will be asked to leave.

Team Jerseys: Teams are required to wear color-matching jerseys with visible legal numbers on the back or front (**no taped-on numbers will be permitted**) for select sports (flag football, basketball and soccer). Jerseys will be provided to distinguish between opposing teams who are wearing similar colors. If a team member does not have a jersey that matches the teammates or does not have a valid number, the whole team will be required to wear jerseys provided by the Intramural sports program.

Players must exchange a student ID for use of any equipment that belongs to the intramural sports program. If any equipment is taken by anyone, they will be charged in full for the equipment taken.

Equipment

1. Proper attire should be worn. No jeans or dress pants allowed. Not metal cleats are allowed for any outdoor sport; this includes metal tipped cleats.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Program Director for Intramural and Club Sports for the use of orthopedic devices essential to protect an injury.
5. Players/coaches bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules may be removed from the playing area.

Extramural Events

Selected teams and players have the opportunity to participate in extramural events that are held throughout the state of South Carolina and the southeast region. Teams that attend extramural events are attending to represent Winthrop University in the best way that they can. If students fail to represent Winthrop University and the Intramural Sports Program with good sportsmanship, they may not be eligible to participate in further extramural competition. If a player is ejected from a game while participating in an extramural event, they are subject to conduct policies within the Intramural Sports Program at Winthrop University.

A portion of the registration fees can be paid for by the Intramural Sports Program, but travel, lodging and food are the responsibility of the participants. If a team decides not to attend an extramural event after the registration fee has been paid for by the Intramural Sports Program, each participant or team is responsible for reimbursement to the program.

Disciplinary Action Guidelines for Unsportsmanlike Behavior: Student employees are providing a valuable service and under NO circumstances should student employees be either verbally or physically abused and/or threatened. Furthermore, intramural participants should not be subject to verbal or physical abuse and/or threatened while participating during intramural sporting activities. The Office of Recreational Services will take appropriate disciplinary action should any of these situations occur:

- 1.) Any player or fan that is removed or ejected from a game or playing area is automatically ineligible from further competition and will be suspended as outlined within the policies and procedures of the Intramural Sports program. Notification of disciplinary action will be sent to the individual and if deemed appropriate, to the Dean of Students office. After any suspension, to be reinstated to play, the student is required to schedule a meeting with the Program Director for Intramural and Club Sports.
- 2.) In order to preserve the spirit of fair play, it is essential that participants adhere to the rules as well as to the spirit of the game. Good sportsmanship is a requirement of all participants. The Office of Recreational Services reserves the right to eject and suspend any individual, team or fan that interrupts the flow of a game in any manner. **Ejections may occur before, during, or after any contest.** Any ejected player(s) must leave the playing area immediately. If the player refuses to leave within 5 minutes, the game will be forfeited. The team captains are expected to assist the intramural staff when needed.
- 3.) No team or individual shall be permitted to make a travesty of a contest. Those teams/players that demonstrate actions considered to make a mockery of the game will be either suspended or eliminated from further participation (purposely shooting at the wrong basket, running football plays during basketball, etc.). The severity of this penalty shall be determined on a case-by-case basis by the Program Director for Intramural and Club Sports.
- 4.) Anyone in violation of the **Winthrop University Student Conduct Code** will be suspended a **minimum of 2 games**. In severe cases, the Dean of Students Office will be notified and reinstatement into the intramural program will be contingent upon meeting with the Judicial Officer.
- 5.) Anyone ejected for unsportsmanlike conduct toward other participants, spectators or teammates will be suspended from participation for a **minimum of the next game**. Anyone ejected for unsportsmanlike conduct toward an official will be suspended for a **minimum of 2 games**.
- 6.) Anyone responsible for cheating (check in under an assumed name or participate while under suspension) will be suspended from intramural sports for **up to 365 days**. The team will forfeit all games a guilty player participated in. *Reminder: Captains are responsible for the eligibility of their team members. If a player/team has cheated, the team captain will be suspended for a minimum of 2 games.*
- 7.) Any person that participates in an intramural event who is not a student, faculty or staff of Winthrop University will be asked to leave the playing area immediately and the team that they played with will forfeit that game and any other game the person has played in. The team captain will also be suspended a **minimum of 4 games**.
- 8.) Any participant who is found approaching an intramural official regarding any game that has already happened where the approached official feels threatened, intimidated or physically harmed by the participant will be suspended for a **minimum of 365 days**.

- 9.) Any individual who is responsible for fighting, attempted assault or assault on another participant or intramural staff member will be referred to the Dean of Students office, suspended for a **minimum of 365 days**, banned from all recreational facilities and may have official charges filed against them with the Police Department.
- 10.) If a student is reinstated to participate in intramural sporting activities by the Office of Recreational Services and become involved in a second major offense during the course of the intramural year, they will be banned from participation for a **minimum of 365 days**.
- 11.) In cases occurring late in the sport season or the academic year where a student is suspended, the suspensions will carry over to the next sport or next intramural year.
- 12.) Failure to Comply: All participants and guests are expected to comply with the directives or reasonable requests of university officials acting in the performance of their duties. Failure to comply will result in suspension from intramural sports and use of recreational facilities.
- 13.) *All instances of suspensions will be handled on a case-by-case basis.*
- 14.) *Appeal of Suspensions*

Participants are allowed to appeal a suspension that is more than two games. To appeal, the person must give a written statement to the Program Director for Intramural and Club Sports and the Director of Recreational Services within seven business days of the time of infraction. Within the statement, you must include why you feel that you should be reinstated, the purpose of your actions, what your reasonable punishment should be and what your plan is to correct your actions and how you are going use better judgment in the future.

Alcohol/Illegal Drugs: No individual will be allowed to participate in any activity if it is **suspected** that he/she is under the influence of drugs or alcohol. Spectators and players are prohibited from bringing to and/or consuming alcohol at an activity site. Individuals violating this rule shall be removed immediately.

Any participant removed from an intramural game or game-site due to a violation of the alcohol and drug policy will be suspended for a minimum of 4 games and will be referred to the Dean of Students Office.

Any team that has a participant removed for a violation of the alcohol and drug policy, does not cooperate fully with Recreational Services employees in resolving alcohol and drug violations by spectators associated with their team, or is found possessing or consuming alcohol at an activity site shall automatically forfeit their game. Teams will be subject to disciplinary action if this action occurs.

There is no smoking in or around the intramural playing field. Individuals in violation of this will be asked to put out their cigarette or cigar or be asked to leave.

Chewing of tobacco is also not permitted while participating in intramural sports. If players are found to be using tobacco while participating will be removed from the game. A second offense will result in a suspension of 2 games.

All policies are subject to change by the Program Director for Intramural and Club Sports.