



## **INTRAMURAL SPORTS HANDBOOK**



**CAMPUS RECREATION**

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## PURPOSE OF HANDBOOK

This handbook is designed to familiarize the participants, coaches, and spectators with the policies and procedures of the Intramural Sports program. It is the responsibility of those who wish to participate in this program to be knowledgeable of the information contained in this document.

The intent of the Intramural Sports program is to provide a positive, competitive experience for all who participate. The policies and procedures contained in this document provide the basis upon which reasonable decisions regarding the conduct of the intramural program can be made.

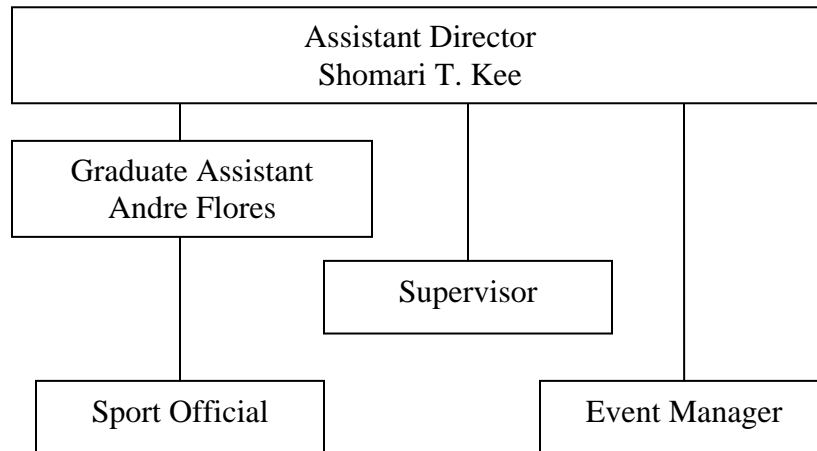
## CONTACT INFORMATION

**Website:** <http://gwired.gwu.edu/gwellness/intramuralsports>

**Email:** [imsports@gwu.edu](mailto:imsports@gwu.edu)

**Phone:** (202) 994-1975

**Staff:**



**Assistant Director** Shomari T. Kee [skee2@gwu.edu](mailto:skee2@gwu.edu)

|                    |                 |                   |                    |
|--------------------|-----------------|-------------------|--------------------|
| <b>Supervisors</b> | Brooke DeLancey | Marissa Lubong    | Sal Marchesano     |
|                    | Dan McClain     | Joshua Mesquita   | Michael Rabinowitz |
|                    | Ethan Rubin     | Raija Sanford     | Elroy Sequeira     |
|                    | Katie Tenzinger | Adrienne Williams | Lindsay Twiss      |

IM Supervisors are an extension of the Assistant Director and the Graduate Assistant. Supervisors have the authority to rule on conflict situations, rule interpretations, and points not specifically covered in the rules. Captains are encouraged to appeal to the officials when there are rule discrepancies and conflicts with other participants. If the official does not rectify the situation, captains are then responsible to appeal to the Supervisor. When the Supervisor is involved in a game situation, all decisions are final. Under no circumstances are captains, participants, coaches, or spectators allowed to usurp the authority of any IM staff by addressing other participants, coaches, spectators. Please allow the Supervisors to do their job.

## GENERAL POLICIES

### Footwear

Closed-toed shoes are **REQUIRED** for all intramural sport activities. Shoes with metal cleats are not allowed in any intramural activity except golf. Screw-in cleats are permitted so long as the screw is in the shoe and not exposed.

### Jewelry

Jewelry of all kinds is not permitted in any sport. Medical bracelets or religious medallions are permitted but must be taped to the person's body. The Office of Campus Recreation will not provide tape for participants wishing to cover their personal items. Participants are expected to come to the game site with their own tape. Participants **WILL NOT** be allowed to play without their own tape in the above circumstances. The intramural sports staff has the right to deem any item potentially dangerous and deny participation to any individual. The word of the Intramural Supervisor is final.

The list of illegal and potentially dangerous items includes (but is not limited to) the following:

- LIVESTRONG bracelets (or bracelets of similar material)
- Necklaces
- Visible piercings (eye rings, nose rings, earrings, tongue rings, lip piercings)
- Wedding rings

This policy is consistent with the National Federation of High Schools and national trends in Campus Recreation. Players are encouraged to consult the Intramural Supervisor when there are questions about legal equipment.

### Uniforms

Campus Recreation will provide jerseys to teams when appropriate. However, teams are allowed to bring their own jerseys/shirts provided they are **PERMANENTLY** (no tape) numbered 0-99, with no half numbers, decimals, or fractions (preferably on both sides). All team members **MUST** wear the same colored jersey while participating in IM sports. Teams will be issued jerseys if they cannot provide same colored shirts to all team members. Teams that use Campus Recreation jerseys will need to sign-in with the IM staff and return them after the game.

### Forfeits

**Game time is forfeit time.** Teams who do not appear at their scheduled game time or are unable to produce enough eligible players to field a team will be assessed a forfeit. At the second forfeit teams will be dropped from the league. **(Teams will be dropped from the league after their 2<sup>nd</sup> forfeit or default).**

**Teams losing by forfeit will lose the game by the maximum allowable points via mercy rule and given a -2 PPS.**

**(For example: 19-0 in Flag Football (26-0 in Co-Rec), 30-0 in Basketball, 15-0 in Softball, 7-0 in Soccer, 7-0 in Floor Hockey, etc)**

Exception: A team may waive the right to win by forfeit and wait for the opposing team to arrive. If ten minutes after the scheduled game time passes, and the minimum number of eligible players required to play for the opposing team has not arrived, the team present must accept the forfeit. Should the opposing team arrive before the ten-minute time limit (and the opposing team captain has agreed to wait the ten minutes) then the contest shall be played. The game clock will be started at game time in all situations. Game time will not be made up in the event that captains wait ten minutes. The clock will run continuously until the end of the first half. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.

### **Forfeit Fees**

A \$50 forfeit fee will be assessed to the team captain when teams forfeit. Upon the second forfeit teams will be dropped from the league and the captain assessed an additional \$50. The Captain has **2 weeks** to pay the forfeit fee. **If the fee is not paid within the two week period, access to the LHWC will be turned off pending payment of the fine.** Captains will be contacted via email of the specific payment deadline date. Payments must be made by cash, check, credit card (Visa or Mastercard only), or GWorld at the Campus Recreation office during operating hours.

### **Defaults**

Captains may avoid the forfeit fee by contacting the IM Office at 202-994-1975 or by filling out a Default Form in the Campus Recreation office by no later than 5:00PM on the business day of the game. **Teams will be dropped from the league on their second default (or one forfeit and one default).** When calling, the captain is required to leave his/her name, team name, league and division, game time and date. Failure to do so could result in an invalid default. It is the responsibility of the Captain to leave a clear, understandable message with all required info to receive a default. All weekend defaults must be called in by 5:00PM on Friday. All defaults are final, no matter the circumstances. When a team captain chooses to default this decision once processed will not be rescinded for any reason. **Teams losing by default will lose the game by half the allowable points via sport-specific Mercy Rule. (For example: 9-0 in Flag Football, 15-0 in Basketball, 7-0 in Softball, 3-0 in Soccer, etc). 0 points will be awarded in the PPS.**

*Any combination of 2 forfeits or defaults will result in removal from the league. Any team that defaults twice will not be charged a fee, but will be dropped from the league.*

### **Rescheduled Games**

The Intramural Sports program will only assist in the rescheduling of games in cases of Religious Holidays & Graduate, Law, Medical school exam or test periods.

In both of these cases, the team with the conflict must contact the Assistant Director **48 hours prior** to the game date and time. This will ensure your team will **NOT** be charged a forfeit fee. If a time can be agreed upon between the teams and the Assistant Director, the game will be rescheduled. If a time and day cannot be agreed upon, the game will be played at the originally scheduled time and the team will be given the option to default.

## **Postponements & Cancellations**

Unfortunately, due to inclement weather conditions, facility and scheduling limitations, there are no guarantees as to the number of games each team will play. The Office of Campus Recreation will attempt to notify teams of all postponed games by 5:00PM the day of their scheduled game. **In the event of inclement weather, players should consult the Campus Recreation website under intramural sports to check the status of all outdoor events.** Facility availability will determine the rescheduling of any postponed games. There may be instances where games will be officially cancelled. When this occurs, these games will not be made up.

**ALWAYS ASSUME GAMES WILL BE PLAYED UNLESS OTHERWISE NOTIFIED BY PHONE, EMAIL, OR THE CAMPUS RECREATION WEBSITE!**

## **Protests**

Protests are restricted to matters of rule interpretation or player eligibility.

1. Rule Interpretation – officials incorrectly enforced a rule
  - a. The team captain must make any protest involving rule(s) interpretation to the officials at the time the question is raised before the next live ball. If the protest is not registered at this time and play resumes, the protest will not be valid. **The error must be identified before the next dead ball.**
  - b. If there is a valid protest then the officials will be responsible for notifying the supervisor at the time of protest. He/she will record all pertinent game information on the protest form and play will resume.
  - c. Captains who protest a rule interpretation are encouraged to submit a typed summary of the rule being protested to the Assistant Director. This typed summary must be submitted by 10:00am the next working day following the incident.
  - d. An upheld protest involving a rule interpretation will result in the game being replayed from the point of the protest if at all possible and if the upheld protest affects the outcome of the game.
  - e. When staff is evaluating a protest no non-Campus Recreation items (videos, fans, etc.) will be considered.
  - f. Judgment calls (fouls, penalties) of an official cannot be protested.
2. Player Eligibility
  - a. Written protests concerning player eligibility must be made by the team captain before, during, or after the contest up until 5:00pm the next business day following the incident. If done at the game site, the team must notify game officials who are then responsible for stopping the contest and notifying the supervisor at the time of the protest. Exception: During playoffs and tournaments,

a post-game eligibility protest must be filed in the Campus Recreation office by 10:00am the next working day following the incident.

Teams protesting player eligibility must be able to identify which individual(s) is thought to be ineligible and why the individual(s) is ineligible. Only 3 players can come into question.

b. Should the intramural sports staff detect player eligibility violations which are not protested by a team or individual, appropriate actions will be initiated. This will typically involve the forfeiting of any contests in which the ineligible individual(s) participated.

c. Upheld player eligibility protests will result in the game being forfeited by the guilty team or individual. Teams that use an ineligible player (not a player playing on two teams) **will be dropped from the league**. A team may petition to re-enter the league by paying the \$50 forfeit fee two (2) working days following the forfeited contest. Failure to pay the forfeit fee during the designated time period will result in the team remaining dropped from the league.

### **Equipment**

In most cases the Office of Campus Recreation provides the essential equipment to participate in intramural sports. The game ball will be furnished for teams to play with, however it cannot be used to warm-up with. Teams must provide their own game ball to warm-up with. Many balls can be checked out at the Equipment Desk located on the Lower Level of the LHWC for the exchange of a GWorld (**in this case the participant will be given a Temporary IM Pass**). Squash and racquetball rackets are also available at the Equipment Desk.

In the event that there is equipment that needs to be rented (For example: Tennis Rackets, Balls) participants are encouraged to read the info sheet for each sport to get the specific information for those items.

Each team can send a team member to the supervisor or event manager to receive jerseys (when necessary) in exchange for a GWorld. At the end of the game, the participant is responsible for collecting all equipment issued to the team and returning it to the supervisor or event manager. The person who checked out the equipment will be responsible for all lost, damaged, or stolen equipment and will be charged for the item if it cannot be located.

### **Alcohol & Drug Policy**

Using the Code of Student Conduct, (**Prohibited Conduct: 11e**) students will not be permitted to participate in intramural sports while under the influence of alcohol or illegal drugs. Students will be dealt with to the fullest extent of university policy, local, and federal laws if suspected of being under the influence while participating in intramural sports. The University Police Department along with Student Judicial Services will be notified in all such cases. Coaches and spectators will also adhere to this policy and will be escorted from the LHWC or any facility where Campus Recreation events take place.

## **Insurance Coverage & Health Status**

Participation in Campus Recreation programs is strictly voluntary, therefore neither the Office of Campus Recreation, The George Washington University, nor the Department of Student and Academic Support Services will accept responsibility for injuries sustained while participating in the following activities: intramural sports, club sports, open recreation, outdoor adventure trips, extramural sports, fitness programs, or wellness programs. The Department of Campus Recreation recommends that individuals not currently covered by an insurance policy obtain that coverage as soon as possible.

## **ELIGIBILITY**

All current GW students, faculty, and staff members of the George Washington University are eligible to participate in the Intramural Sports program. Faculty and staff members who are NOT members of the Lerner Health and Wellness Center (LHWC) must be sponsored by a member for a \$5 fee AND have to have a valid GWorld card. **In this case the Assistant Director must be informed of this at least 48 hours prior to the game to verify eligibility.**

## **ID Policy**

In order to participate in any intramural contest, all individuals must present a valid GWorld at the time of the contest. This applies to any facility at which an intramural event takes place. No other forms of identification will be accepted.

### **NO GWorld, NO PLAY, NO EXCEPTIONS**

- The George Washington University requires all students to present a GWorld to University official or agent in the normal conduct of University business or service. (Code of Student Conduct: Additional Conduct Regulations D.1-3)
- This ID policy is consistent with national trends in Campus Recreation
- This policy prevents teams from cheating
- This policy prevents people from using other names
- This policy ensures fairness of play for ALL ELIGIBLE participants.

Any participant caught fraudulently using a GWorld will be dropped from all IM activities. Any participant guilty of giving consent to commit this fraud will be dropped from all IM activities. In both cases the individuals involved with need to meet with the Assistant Director.

Varsity athletes cannot participate in their current sport for intramurals.

Examples:

Varsity Softball/Baseball cannot participate in Intramural Softball

Varsity Basketball cannot participate in Intramural Basketball

Varsity Volleyball cannot participate in Intramural Volleyball

Varsity Soccer cannot participate in Intramural Soccer

Varsity status is defined as any student receiving monetary assistance as a result of their athletic participation as part of a team. Varsity status also includes students who are on the current roster for a varsity team. Athletes that leave a varsity team during the season,

regardless of reason, are ineligible for intramural competition in that particular sport. An individual who has been redshirted by a varsity team is considered to be a member of that team and cannot play intramural sports in that sport during the academic year. **The player will not be eligible for that sport until July 1<sup>st</sup>.**

**\*this rule also applies to Proposition 48 athletes\***

Former varsity athletes from The George Washington University or any other institution are eligible to participate in their former varsity sport as long as they do not play in the recreational ('B') league.

Former professional athletes must wait two years before participating in the sport of which they played. Former professionals must play in the competitive ('A') league. (Minor league baseball = professional baseball)

Only two (2) members of a club sport team may participate on an intramural team in an "associated sport" relating to their club sport. For our purposes a "member" of the team is anyone who is on the roster. Rosters will be submitted to the Assistant Director of Intramural Sports at the conclusion of tryouts. In the event that an intramural sport begins before the official roster is complete, teams will be asked to drop one club player if the number exceeds two. Club status is attained for the remainder of the academic year and will expire on **July 1<sup>st</sup>**. An "associated sport" is an intramural activity that is similar to the club sport that an athlete may participate in at The George Washington University. Club Sports are defined as registered organizations through Student Activities that receive funding for their club and participate in intercollegiate competitions.

Any team found using any combination of the ineligible players (except a player playing on two teams) listed above **will be dropped from the league**. Teams that have a player who plays for two teams will forfeit all games in which the player participated in.

Men are not permitted to compete in the Women's division.

## **REGISTRATION**

In order to register a team, captains must be able to submit a complete Entry Form with a roster that contains information for a least the minimum number of players required for a roster in that sport (see 'Rosters' for minimum roster requirements).

### **Entry Forms**

All IM sports and events are scheduled using the submitted Entry Forms. Entry Forms can be downloaded on the specific sport page or picked up at the Campus Recreation office. Please be advised that your form **WILL NOT** be accepted if it's not complete. **PLEASE WRITE LEGIBLY! Even if the Entry Form is taken at the front desk of the Campus Recreation office, the Assistant Director reserves the right to deny a team entry based on illegible handwriting or incompleteness.** The Assistant Director also reserves the right to edit or change your team name if the team name is inappropriate or similar to another team (teams will be notified in both cases).

### **Team Sports**

It is the team captain's responsibility to obtain an entry form from the Campus Recreation office and return it before closing (8:00pm) on the designated date. There are limits on the number of teams in each league. To ensure a place for your team in the league, submit your team roster as early as possible. **Any team that drops after the schedule has been posted will be charged \$25. It is in the best interest of the captain to let the Assistant Director know if the team needs to drop out BEFORE the schedule is made.**

**All teams are required to send a team member to the Captain's Meeting. The person who attends the Captain's Meeting must be on the submitted roster.** The date and time of the meetings will be posted on the entry form as well as the intramural sports website. If a team member is not present at the Captain's Meeting, the captain will need to pick up, turn in, and pass (85 or above) the Captain's Test by a week after the meeting or the team will be ineligible for the playoffs.

### **Free Agents**

Individuals who would like to participate in a team sport activity, but are not affiliated with any team, are encouraged to come to the Captain's Meeting in order to obtain assistance in placement on a team. The intramural sports office also maintains a list of "free agents" for each sport and will assist in getting these players on a team. Free Agents are not guaranteed to be placed on a team. We encourage Free Agents to ask friends, classmates, roommates, dorm mates, etc to play as this will result in a higher chance of forming a team.

### **Individual & Dual Sports**

Anyone interested in participating in an individual or dual sport may do so by completing an individual entry form and an intramural participant waiver. Entry forms may be obtained in the Campus Recreation office or can be downloaded from the IM website. All entry forms must be returned before closing (8:00pm) on the designated date. **All participants must attend the mandatory Captain's meeting to be in the league or tournament. Failure to do so could result in the removal from the sport.**

### **Day and Time Requests**

Each captain is responsible for making selections based on 1<sup>st</sup> and 2<sup>nd</sup> preference. Captains will be given a 1<sup>st</sup> and 2<sup>nd</sup> preference for both the day and the time games are played. It is not advisable to choose the same day for both choices. Please be advised that the preferences will be taken on a first come, first served basis. Teams will be sorted according to the day and time they submit their Entry Forms. The sooner an entry is submitted, the better chance that team has to get their preference.

### **Entry Fees**

In most of our leagues and tournaments, there is no cost to participate in our program however, in leagues or tournaments that take place outside of the LHWC, it may be necessary to charge a non-refundable entry fee. This reduced fee is used to help offset costs incurred by the department. Fees are noted on the entry form of the sport. Campus

Recreation reserves the right to change entry fee policies and procedures at any time and will give participants as much notice as possible in this case.

### **Levels of Competition**

In an attempt to equalize competition, various levels of skill have been established.

Leagues will be offered if sufficient interest exists.

1. 'A' Leagues are designed for those teams or individuals which are somewhat advanced in sport skills and strategies, and/or are motivated to play in a highly competitive atmosphere.
2. 'B' Leagues are designed for those teams or individuals who desire to play recreationally and have some experience and skill in organized sports.

**Generally, (but not exclusively) the A and B leagues will be designated for the Men's Independent divisions.**

In the majority of sports, participants will be arranged in the following divisions:

Men's Independent

Men's Fraternity

Men's Graduate (Basketball)

Women's/Sorority

Co-Rec (Men and Women)

Open (no gender requirements)

These divisions are designed to allow participants the opportunity to compete against others of similar skill level. League format in the majority of sports will be conducted as four week seasons. At the conclusion of the regular season, playoffs will be held between all eligible teams to determine a league champion. There will be some team sport tournaments scheduled as single or double elimination tournaments. Teams which register to participate in any league must be available to play whenever the league is scheduled.

### **Team Schedules**

Participants and team captains are responsible for obtaining schedules and all information contained therein. Campus Recreation staff members are instructed not to supply information regarding intramural game times over the phone or via email. *In the event participants receive information over the phone or via email, the Campus Recreation staff assumes no responsibility.* Schedules will be posted on our website through the IM Track server, and when appropriate, from Intramural Supervisors at the game site.

Regular season schedules for individual, dual, and group events will be available on the day listed on the info sheet. For activities that do not have captains' meetings, schedules will be available at the times listed on the info sheet.

Playoff schedules are posted near the conclusion of the regular season in bracket format indicating dates, times, and matchups for the entire tournament within each league. The rules and information sheet for each sport will have the playoff schedule posting date.

## **IM Track**

IM Track is the scheduling software that tracks team schedules and players. After the schedule is posted participants can find the schedule online at <http://gwired.gwu.edu/gwellness/intramuralsports> and click on the IM Track link to the left. Once there teams can see their schedule, team members, team record, and standings. To find your team's schedule simple click on the sport, then click on leagues, then on the division you're in, then on your team name.

## **Waiting List**

Unfortunately, there are a limited number of teams which can be accommodated in each sport. The entry limit may be reached before the deadline date. Teams on the waiting list will be required to take the Captain's Test to be admitted into the league (if they don't attend the Captain's Meeting). Teams on the waiting list will replace teams that are dropped from the league, withdraw from the league, or forfeit from the league. Teams will be taken from the Waiting List in the order that they submitted their Entry Form.

## **Team Captains**

Those desiring to participate in a team sport are urged to select a responsible member of the group to serve as the team captain. It is also recommended that a co-captain be selected to represent the team when the captain is not present. Both of these individuals will be a liaison between the team and the intramural sports program. Duties of the team captain include, but are not limited to:

- Submitting an Entry Form (with roster) with all participant information and necessary signatures completed
  - ensuring players have given accurate information (name, GWID, Signature)
- Attending the Team Captain's meeting or passing the Captain's Test prior to the season
- Making sure your team knows the scheduled game and time of play
- Reading all playing rules for the sport
- Checking the eligibility of their teammates
- Ensuring proper conduct of all participants, coaches, and spectators
- Ensuring that the scoresheet is correct before signing (the score stands if not)
- Ensuring that if a team must be dropped that the Assistant Director is notified BEFORE the schedule is posted. Failure to do so will result in a \$25 fee.

## **Captain's Meeting**

For each sport offered, there will be a Team Captain's meeting. Meeting times are posted on the entry forms and on our website. It is **MANDATORY** that a member of the team attends this meeting. This meeting will address the specific rules of the sport, game locations, schedules and player eligibility regulations. Questions on the rules will be answered at this time. The Assistant Director has the right to drop a team from participation for failure to attend meeting.

**Failure to attend the meeting will result in your team losing eligibility for the playoffs. If you cannot attend the Captain's Meeting you will be allowed to take the Captain's Test.**

### **Captain's Test**

If the Captain (or team member) cannot attend the Captain's Meeting, a Captain's Test will be offered to ensure playoff eligibility. Captain's Tests will be located at the Campus Recreation office on the 2<sup>nd</sup> floor of the LHWC. Captains have a week to complete, turn in, and pass (scoring 85 or above) the Captain's Test to the Campus Rec office. Captains will no longer be allowed to retake the test if they fail. **Failure to pass the Captain's test will result in team being ineligible for the playoffs.**

### **ROSTERS**

**Players may only play for one team per sport.** Once an individual plays for one team, that individual is bound to that team for the remainder of that sport season. If an individual plays for more than one team, the individual will be **dropped from the entire league.** If discovered that a team is intentionally playing with ineligible players the team will be assessed a forfeit loss and a -2 in the PPS. Players will **ONLY** be allowed to play on two teams in the same sport if they play for one gender-specific team and one Co-Rec team.

For example, if Player A plays for a Men's team, he can still play for a Co-Rec team. However, he may **NOT** play for another Men's team and play for a Fraternity team.

### **GWID**

Captains will have to obtain the GWID of each participant who wishes to be part of the team. Players will **NOT** be allowed to play intramurals without providing a valid GWID. This is to ensure the eligibility of each participant and to prevent players from playing on two teams. Each Captain will be responsible for obtaining GWIDs when filling out the rosters on the back side of the Entry Form.

### **Waiver Forms**

All participants wishing to play intramural sports must fill out a waiver form online prior to playing their first game. **All Online waiver forms must be completed by 6pm the day of your game. If the game is played on the weekend, it must be done by 7:30am.** Participants who are under the age of 18 must download the waiver, have their parent/guardian sign it and send it to the Assistant Director before the participant is eligible to play. Any participant who is caught playing without satisfying this requirement will be dropped from the league until the requirement is satisfied.

### **Addition to Roster**

Names may be added to a team's roster in the Campus Recreation office during normal business hours or by adding to the roster at the activity location. Any players to be added at an activity location must present a valid GWorld at the time of entry onto the roster. Any team using a player that is not listed on the team roster, or has not been added to the team roster, will be given a forfeit for all games in which this individual(s) participated

illegally. No players may be added to the team roster after the last regular season game has been played or, if a tournament-only format is used, after a team has played their second game.

### **Number of Players**

There is no limit to the number of players which may be listed on a roster. However, when the roster is printed on the scoresheet, there are only 20 spaces allowable. If your team has more than 20 players, please inform the Assistant Director at least 24 hours before your game of which players will be participating. Any submitted roster must contain a minimum number of players. The minimum number for each sport shall be the regulation number of individuals who may actually participate at any one time for the activity involved. This will vary for each sport as follows:

| <u>Sport</u>         | <u>Roster minimum</u> |
|----------------------|-----------------------|
| Flag Football        | 7 (8 for Co-Rec)      |
| Volleyball           | 6                     |
| 6-on-6 Indoor Soccer | 6                     |
| 4-on-4 Indoor Soccer | 4                     |
| Outdoor Soccer       | 8                     |
| 5-on-5 Basketball    | 5                     |
| 3-on-3 Basketball    | 3                     |
| Arena Football       | 4                     |
| Softball             | 10                    |
| Team Bowling         | 4                     |
| Wiffleball           | 5                     |
| Kickball             | 6                     |

### **SPORTSMANSHIP**

The Office of Campus Recreation provides various sports and events to students under the spirit of competition. Under this spirit of competition a level of good sportsmanship must be maintained and adhered to. Profanity, obscene/abusive language, violence, or manipulations of the spirit of the rules are all examples of poor sportsmanship. Using poor sportsmanship is not 'part of the game' and will not be tolerated. Intramural sports exist to promote teamwork, fitness, friendship, and the satisfaction of participating.

### **Responsibility of Participants**

Players, captains and spectators must conduct themselves in a sportsmanlike manner at all times. A player or captain who verbally or physically abuses a member of the Campus Recreation staff or an opponent will be ejected from the game and will be suspended from playing or coaching. Student Judicial Services and the University Police Department will also be involved in all incidents that involve a physical nature. That participant will be required to leave the playing area. If this participant does not leave, his/her team will receive penalties specific to that sport, and likely the game will be forfeited. **Threats made towards officials or staff of Intramural Sports will be dealt with to the fullest extent of the law.** Every participant is reminded that participating in Campus Recreation programs are a privilege and all participants must behave in a

sportsmanlike manner. Individuals who violate LHWC rules, policies and procedures, or abuse the equipment may be subject to losing all LHWC privileges.

### **Team Sportsmanship Rating**

Teams will be evaluated by the Intramural Staff after the game based on their level of sportsmanship. This evaluation is purely objective and will be used to monitor team and individual behavior throughout the game and the season. Behavior before, during, and after the game will be taken into consideration when choosing the sportsmanship rating. Team Captains are responsible for the behavior of team members, coaches, and spectators. If there is ever a discrepancy about spectators “belong” to, captains are encouraged to involve the Intramural Supervisors.

### **Team Ratings**

Teams are responsible for their players, coaches, and spectators. Captain’s are encouraged to help the IM staff to calm conflict situations and retain (and educate) troubled players. The Assistant Director will be the sole administrator of appeals to the Team Rating process. Captains are not permitted to debate the judgment of any IM staff member based on a decision rendered.

### **Acceptable Team Rating**

1. Team exhibits good sportsmanship, courtesy, and respect toward team members, spectators, and all Lerner Health and Wellness Center staff.
2. Team captain exhibits control over himself, his teammates, coaches, and spectators. Cooperates with Intramural staff, respectfully asks questions, and reasonably impart information to his team.
3. Team members play within the spirit of the rules of the game. Players accept judgmental decision rendered on behalf of the Intramural sports staff.
4. Respect is shown for staff and facilities.

### **Unacceptable Team Rating**

Teams will receive an unacceptable team rating as a result of the following:

1. Multiple unsportsmanlike conduct fouls (technical fouls, red cards, U/C)
2. Participants/spectators who continually complain about officials’ decision and display dissension. Complaints include verbal and non-verbal demonstrative behavior.
3. Player(s) ejected for unsportsmanlike conduct
4. Excessive arguing between teams
5. Team captain (or designated person) showing little control over herself, her team, and/or spectators conversed in a dissenting manner with Intramural staff about decisions rendered and did not cooperate. Did not provide information requested on behalf of Intramural staff while performing their duties.
6. Team members played with players who were on the Ejection List.
7. Public indecency, vulgarity, or obscenity
8. Individuals played while under the influence of alcohol/drugs. If the contest has begun when discovered players will be subject to disciplinary action on behalf of the University Police Department and Student Judicial Services. Team will be given a forfeit loss.
9. Physical abuse by participants/spectators in any form with an opponent, teammate, and/or spectator which occurs before, during, or after the game. The University Police

Department and Student Judicial Services will be involved in all above cases.

10. Any threatening behavior exhibited before, during, or after Intramural contests.

11. Any damage to the Lerner Health and Wellness Center facilities.

12. Any violation of The George Washington University student code of conduct.

13. Making a mockery of the game.

### **Consequences of Unacceptable Rating**

1. Team will be ineligible to play until the Team Captain meets with the Assistant Director of Intramural Sports.

2. Two unacceptable sportsmanship ratings will result in a season ending sportsmanship rating and the team will be dropped from the league.

### **Games will automatically end in the following scenarios:**

Flag Football: Team receives 3 Unsportsmanlike Conducts

Basketball: Team receives 3 Unsportsmanlike Technical Fouls

Soccer: Team receives equivalent of 2 (unsportsmanlike) ejections (2 R; 4 Y; 2 Y, 1 R)

Volleyball: Team receives 2 Unsportsmanlike Conducts

Wiffleball and Softball: Team receives 2 ejections

Floor Hockey: Equivalent of 2 ejections for conduct

(2 Majors; 4 Minors; 2 minors/1 major)

### **Season Ending Sportsmanship Rating**

1. Team was out of control and uncooperative before, during, and after the game

2. Team captain exhibited poor control over self, team, and/or spectators

3. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, spectators, or Intramural staff

4. Any physical contact with an Intramural staff member

5. Team failed to cooperate with Lerner Health and Wellness staff/University officials while performing their duties; falsely represented or withheld any information requested

6. A team that received a second unsatisfactory sportsmanship rating

7. Teams were unable to continue play due to conduct/violence and the game was stopped

8. Teams participating in a weekend tournament will be removed from the tournament after the incident occurs.

### **Consequences for Season Ending Sportsmanship Rating**

1. Team will be immediately dropped from the league/tournament

2. Participants' future in the Intramural Sports department will be reviewed

3. Depending on situation, students may be forwarded to Student Judicial Services.

### **Disqualification vs. Ejection**

It is important to understand the difference between disqualification and ejection:

Disqualification - Player is no longer able to participate in that game, but may participate in any future games. These players do not need to seek reinstatement.

Examples: fouling out in basketball and illegally secured flag belts in football.

Ejection - Player has been removed from the contest due to excessive violation(s) of the prescribed rules. Player cannot return and is suspended indefinitely from the program pending reinstatement from the Assistant Director.

### **Suspensions and Ejections**

Persons ejected from a game by a Supervisor or Official for any reason must leave the facility immediately. Failure to leave will result in team receiving additional penalties, which may include the game being forfeited by officials or supervisors.

**Any ejected player is prohibited from playing in or viewing a game until they have met personally with the Assistant Director.**

It is the responsibility of the participant to contact the Assistant Director. If a player is ejected in the playoffs, the participant will need to be reinstated before participating in another game or other intramural sport activities. Captains should be aware of the reinstatement procedures and assist their players in getting reinstated immediately. Suspensions carry over to the next sport, semester, and academic year if not resolved. Suspensions are imposed at the discretion of the Assistant Director on a case by case basis. An appointment must be made to seek reinstatement. Only the team captain may act as a spokesperson to the Intramural Sports Supervisor or officials during play.

**Any team that receives 3 ejections in a season will be ineligible for the playoffs**

### **Fighting**

Under the Code of Student Conduct 11. b and c, the act of verbal or physical abuse is prohibited. This will be the basis of what is defined as fighting. Any participant found to be involved in, starting, or inciting a fight is subject to a **ONE ACADEMIC YEAR** suspension. Participants are discouraged from entering a violent situation no matter how peaceful their intentions may be. Participants who leave the bench to enter any violent situation will be subject to ejections and suspensions. Any spectator or coach will be immediately sent to Student Judicial Services via a University Police Report. Students should be reminded that fighting could result in expulsion from the university.

**Regardless of the situation, all teams involved in fighting will be immediately dropped from the league.**

### **Reinstatement Process**

Any team member ejected from a game must call the Assistant Director 202-994-1975 to schedule a meeting. **It is not the responsibility of the Captain or the Assistant Director to contact the ejected player.** The ejected player is ineligible to participate in any intramural event until the player is reinstated. If the ejected player participates before being reinstated, that team will be **dropped from the league.** Following the ejection meeting a decision will be made on the length of the suspension. In addition, in especially egregious circumstances, penalties may be applied to the team as a whole. Please be aware that some incidents may be forwarded to Student Judicial Services.

## **PLAYOFFS**

At the end of team sport leagues, there will usually be a single-elimination tournament.

**To be eligible for the playoffs teams must have a .500 record, attended the Captain's Meeting, or passed the Captain's Test.**

Players must have participated in at least one regular season game in order to be eligible for the playoffs.

Teams should be aware that during the playoffs you will play games on different nights or days than you are used to playing. It is nearly impossible to accommodate day and time requests during the playoffs, so teams should be prepared to play on any day or time of the tournament. If you feel that your team would not be able to make a game on a particular day or time, it is in your best interest to withdraw your team. Once the playoff schedule is released, teams are not permitted to withdraw. Failure to make a playoff game will result in a forfeit being charged to your team and team captain.

### **Seeding Procedure**

The following criteria will be utilized in the order listed to determine seeding:

1. Winning Percentage
2. Playoff points system score (explained below)
3. Season point differential among the tied teams.
4. Head-to-head competition among the tied teams

**\*\*\*Regardless of the IM Track Top 10 and Rankings, we will ALWAYS seed playoffs according to the policies contained in this manual.\*\*\***

### **Playoff Point System (PPS)**

The playoff point system was created to ensure fairness and reward teams for actually playing and winning games. The idea is to give more points to teams who play and win above teams who do not play (win by forfeit) and win.

Therefore the following PPS system will be used to determine playoff seeding:

Wins = +2 points

Forfeit Wins = +1 point

A Tie = 0 points

Losses = -1 point

Forfeit Losses = -2 points

**\*\*Intramural Sports reserves the right, due to facility space or time restrictions, to change tournament format at any time. \*\***

## **AWARDS**

The Department of Campus Recreation will provide various awards to teams who excel in the intramural sports program.

### **Championship T-Shirts**

The champions of each sport/event will receive an IM Champion T-Shirt and have their picture posted on the Intramural Sports website. Shirts will be given out at the Championship game or to team after game. Teams will only receive shirts for the players on the court plus half. Shirts will not be given out to players who did not play on the team. Other prizes may be awarded depending on sponsorships.

### **Marc A. Zambetti Memorial Award**

During the 1990 - 1991 academic year, the former Recreational Sports and Fitness Services office initiated a special award, "The Marc A. Zambetti Memorial Award". Marc Zambetti (Class of 1985) was an active participant in the intramural sports program while a student at The George Washington University. Marc was tragically killed when the freeway which he was traveling collapsed during the earthquake that rocked the San Francisco Bay area on October 17, 1989.

This award has been created in his memory. Its purpose is to provide for an annual trophy and cash reward to be presented to the graduating senior who was most involved in the Intramural Program during the academic year. The recipient is selected based upon his/her involvement in a variety of intramural sports, athletic ability, leadership, enthusiasm, sportsmanship, positive attitude and contribution to the successful operation of the intramural sports program. In addition, a permanent plaque is on display at the Lerner Health & Wellness Center listing each year's recipients of the Zambetti Award.

### **Kenneth Pikus Cup & NIH Federal Credit Union Sorority Cup**

The Department of Campus Recreation annually presents awards to the fraternity & sorority which accumulate the most points in the intramural sports program during the course of the academic year. Organizations receive participation points for individuals entered in the individual and dual sports, and team competition.