

**2022-2023**

**UMF**



**INTRAMURAL SPORTS**

**HANDBOOK**

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## Our Mission

The intramural sports program is designed to provide all members of the University opportunities to participate in a variety of athletic activities. The activities encompass team and individual sports. Currently our intramural program includes both indoor and outdoor activities and events. In addition to the benefits of physical fitness, participants also improve skills, establish friendships, and develop lifelong leisure time habits.

Intramural sports are recreational activities which allow students and faculty to experience structured individual or team competition. Teamwork, hard work and dedication are values which we encourage, and exhibit in this program. The winners of each league or tournament are awarded championship t-shirts for each member of the team.

Intramurals are an integral part of campus life. Students, faculty, and staff all come together for competition and camaraderie through participation in a variety of sports activities and programs offered throughout the academic year. The intramural staff invites, and encourages you to get involved.

Some core values we encourage and instill are:

**Fun:** Intramural sports are a way for students to have a good time with their friends. When participating, have as much fun as possible. Friendly competition is encouraged.

**Integrity:** Be honest, fair, and honorable throughout all participation.

**Inclusion:** The more the merrier. We want everybody to compete and enjoy intramural sports.

**Accountability:** Be responsible and do the right thing. Take responsibility for your actions.

**Innovation:** We encourage feedback, ingenuity, and creativity. The better the program is, the more fun it is for the student body.

## Eligibility Requirements

- Participation is limited to current UMF students, faculty, and staff.
- All intramural sports participants are required to sign a waiver before they can participate in any IM sport or activity.
- All team participants must be registered on the team roster. Any players added to the roster during the regular season must participate in a designated number of regular season games in order to be eligible for the playoffs. No additions to the roster can be made during the playoffs.
- A player may participate on only one team at a time per season.
- Varsity athletes may participate in IM sports, including the sport which they compete in at a varsity level.
  - At any time, a maximum of two varsity or club athletes from any one sport (regardless of gender) may be on the playing field for in intramural team of that same varsity or club sport (i.e. 6 varsity soccer players may participate together in arena football but only 2 participate at the same time in indoor soccer). A varsity athlete may compete as a non-varsity athlete after sitting out of the sport for one year (academic probation does not qualify a person as a non-varsity athlete).

## Captains Responsibilities

1. Attend preseason captain's meeting.
2. LEAD BY EXAMPLE: Because of the captain's interest in sports, he or she should participate in a sportsmanlike manner and encourage players to do likewise. Be a leader that officials and players will respect. Unsportsmanlike conduct can and will lead to a game ejection and a poor sportsmanship rating.
3. Notify all team members regarding place, date and time of all contests.
4. Be familiar with all eligibility and game rules and share the information with your teammates.
5. Notify the IM coordinator when a team member is injured.
6. Be sensible about the number of people listed on your roster. Be sure you have enough team members to last the entire season.

## Intramural Sportsmanship Rating

**Rating Scale:** Team Captains are responsible for behavior of all participants, and bench members of their team.

4.0 Rating: **Excellent Conduct / Sportsmanship and Model Behavior:** Players fully cooperate with officials, other players, team sport supervisors, and their own teammates. Captain is in complete control of their team, bench, and themselves throughout the entire game.

3.0 Rating: **Average Conduct and Sportsmanship:** Some team members or Spectators verbally complain to officials. Display minor hitch in judgment. Showing some disrespect to officials, other players and / or Team sports supervisors. Except for minor problems shows control over their team, bench, and themselves.

2.0 Rating: **Below Average Conduct and Sportsmanship:** Multiple obvious verbal disrespect towards officials and/or other players and/or team sport supervisors. Captain shows control over him/herself but little control over players, and bench. Vulgar language and / or profanity is displayed by members of the team.

1.0 Rating: **Poor Conduct and Sportsmanship:** Players and/or Team constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority or all individuals on this team are disrespectful of opponents or officials, and/ or team sport supervisors on a regular basis.

0 Rating: **UNACCEPTABLE CONDUCT AND SPORTSMANSHIP:** Team is completely uncooperative. Captain has zero control over, players, bench and him/herself. Zero ratings are given out to games that are ended early for behavior issues or to teams that show total disrespect to; opposing players, officials, and/or team sport supervisors.

### How to calculate sportsmanship rating:

Officials, and/or Director, will rate the team's sportsmanship and then average them out for the season rating.

### How ratings come into effect

- I. Must have 3.0 season average to play in playoffs
- II. Team with ejected participants can receive no higher than "2.0" rating
- III. Any team receiving a "0" or "1" must have captain meet with Intramural sports director before next game
- IV. If a team receives a second "0" rating that team will be dropped from the league.
- V. Winning or losing a game by default will not factor into sportsmanship rankings
- VI. Officials/Supervisors judgment whether team rating is "1.0" or "0" when game is forfeited for 3 or more technicals by a team.

## Free Agents

Free agents are players who are looking to join teams. A person may register as a free agent if they are interested in either being added to an existing team, or being on a newly-formed team created from the list of free agents. Every effort will be made to place free agents onto teams, but registering as a free agent does not guarantee that there will be a team available for each free agent.