



INTRAMURAL SPORTS PARTICIPANT PACKET

Important Phone Numbers:

Lisa Fitzgerald, Fitness and Intramural Specialist: (239) 477-3586

Fitness Center Main Line: (239) 489-9290

IMLeagues IMleagues.com

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 FSW student, faculty, or staff member.
- **Everyone participating must provide their FSW BUC Card for check-in at each event.**
- An individual is only eligible for one team in each specific sport; however, participants may play on two teams as long as one is a co-rec team.
- A team member may be a current intercollegiate athlete, as long as they do not compete in the sport they participate in for the college.
- 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. This can be found on IM leagues.

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

Intercollegiate Athlete Rule

Intercollegiate athletes are defined as individuals who are practicing with or competing with a team recognized by FSW 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 FSW 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 Fitness and Intramural Specialist.
- An individual is only eligible for one team in each specific sport; however, participants may play on two teams as long as one is a co-rec team.
- Once a participants are able to switch teams once. Once a switch has occurred they will no longer be able to join another team.
- Players may be added to the roster at any time during the regular season. Once the regular season has been completed the roster is locked and teams can no longer add anymore players.
- 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 the intramural coordinator. Each case will be judged on its own merit.

Special Participation

When an activity is not offered to both men and women (in separate divisions), there is not enough 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. Transgender participants will be addressed on an individual basis at the start of each Intramural Sports season. Please contact the Fitness and Intramural Specialist for further information.

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 Fitness and Intramural Specialist 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. Leagues available are currently recreational and any skill level is acceptable to participate.

Participation in the Recreational League is open to all who meet eligibility requirements and will play in a round-robin format of our regular season games with a playoff at the end of the season. 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.

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 FSW 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.

ID Check

- In order to ensure that only eligible people participate in intramural activities, all participants must bring their valid FSW BUC Card to every game. **NO ID, NO PLAY, NO EXCEPTION.** BUC Card IDs must be presented upon request by Campus Recreation staff, and/or other College 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 FSW 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 FSW 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 FSW BUC Card 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. Please note that the table below is an example of possible suspensions.

Ejected players face a minimum one game suspension, with possible expulsion from the league and limited participation in other intramural sports activities. Ejected players have one minute to leave the facility or field. If an ejected player is still within sight or sound of the official after one minute, the game will automatically be forfeited by his/her team. **Any player that has been ejected from an event must schedule a meeting with the Fitness and Intramural Specialist.** 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.

Tobacco/Alcohol/Other Drugs Policy

In accordance with FSW 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. FSW Campus 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 SouthWestern State College 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 college. 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.

Confrontations

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 the Fitness & Intramural Specialist within two business days of the ejection. A meeting will be scheduled at the convenience of the Fitness & Intramural Specialist 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 as of 2017-2018

Rule Violation Dismissal	<p>Any time an individual is removed from the remainder of the game for sport specific rules, i.e. fouling out, improper equipment, jewelry, etc.</p> <p><u>Result:</u> No further action is taken.</p>
Behavior Misconduct	<p>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.</p> <p><u>Result:</u> The individual(s) involved automatically receives at least a game suspension and probation.</p>
Altercation	<p>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.</p> <p><u>Result:</u> An altercation requires the individual be given a season or semester suspension. A probation period begins at the completion of the suspension.</p>
Fighting	<p>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.</p> <p><u>Result:</u> 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.</p>
Probation Violation	<p>Any time individual on probation is involved in any</p>

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.

Any type of physical contact or altercation with a Recreational Sports 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 8/21/17, they cannot participate in any intramural sport again until 8/21/18.

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.

Note: Any individual who receives more than a game suspension or higher must meet with the Fitness and Intramural Specialist before participating in another intramural game.

Lifetime Suspension A lifetime suspension will include a player's involvement with FSW 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 Fitness and Intramural Specialist in writing within two business days of the suspension. A meeting will be scheduled at the convenience of the Specialist 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 double-elimination tournament, both teams that forfeited will be eliminated from the tournament completely.

****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. If an individual/team plans to use a default, a representative of the team must notify the Fitness & Wellness Office. If notice is not given by 9 a.m. (nine) the day of, the game will be considered a forfeit.

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.

Rule Changes

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.