WHERE CHARACTER MEETS COMPETITION
INTRAMURAL STAFF

The Intramural Coordinator and Student Supervisors are the final authority during an intramural activity. The Coordinator along with the Student Supervisors will be in charge of organizing the event, directing teams to proper fields and courts, and managing the contests so that good sportsmanship is practiced at all times.

Participants must realize that the game officials are the first source of ruling and information. The intramural Student Supervisors or Coordinator may only be consulted when interpretations or applications of the rules are in question. They will not overrule any judgment calls!

The Coordinator for Intramural Sports, and Student Supervisors will use professional discretion when necessary to make appropriate decisions regarding these policies and guidelines and may intervene to stop play at any time. Situations such as disorderly conduct, abusive language and fighting are potentially dangerous and can lead to the intramural sports supervisor terminating the contest and assessing a forfeit to the team or removing a player from the sport and asking him/her to leave the facility.

CONTACT INFORMATION

INTRAMURAL OFFICE—207-893-7662

Adrian Dubois – adubois@sjcme.edu
Intramural Coordinator

Travis Gagne – travis.gagne@sjcme.edu
Student Supervisor

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Student Supervisor
Mission Statement
The Intramural Sports component strives to provide a variety of opportunities that contribute to and promote the six dimensions of wellness, physical, emotional, social, spiritual, intellectual, and environmental. We are dedicated to making Intramural Sports a fun part of campus life. Our goal is to continuously create and provide a competitive, safe, and enjoyable atmosphere that encourages civility, teamwork and leadership development, as well as, a lifelong pattern of positive recreational activity regardless of physical ability.

Vision of Intramurals
The vision of the intramural sports program at Saint Joseph’s College is to provide students with a variety of recreational opportunities that allow them to become engaged in healthy competition while developing and maintaining character, integrity, social skills, and sportsmanship.

Goals
The intramural program strives to:

- Provide students the opportunity to participate in sport and physical activities without regard for high performance skill or ability.
- Provide activities in a safe and professionally supervised environment.
- Nurture healthy competition, good judgment, fair play, teamwork, and leadership skills.
- Establish a student-centered program that considers the needs and interests of all students.
- Enhance social interaction through play within a diverse student body, and reduce student conflict by encouraging students to properly manage their emotions.
- To provide and disseminate accurate information to all participants in a timely manner.
- To encourage a lifestyle of healthy habits through recreation and leisure activity involvement.
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*Please pay close attention to these Intramural Rules and Policies, as they have been updated for the 2016-2017 Academic Year!*
PURPOSE STATEMENT

The Intramural Sports Program at Saint Joseph’s College offers a variety of diverse sports and recreational activities so that our entire student population has the opportunity to participate, regardless of athletic ability or preference. Our goal is to have structured and rewarding recreational opportunities in men's, women's, and co-recreational sports.

“A sportsman is a person who can take loss or defeat without complaint, or victory without gloating, and who treats his opponents with fairness, generosity, and courtesy.”

Webster's Dictionary

GUIDELINES FOR THE INTRAMURAL CAPTAINS

Organizational chairs and team captains shall serve as the liaison between the intramural office and their team(s). This includes taking responsibility for the proper administration of their team(s) as well as the on-field behavior of each team member. The policies and procedures in this handbook are the rules that will be enforced at each intramural competition. Understanding and adhering to these rules will facilitate and allow a team’s participation in SJC Intramural Sports.

CAPTAIN’S DUTIES

• Register your team(s) online at IMLeagues.com. For additional information on how to register your team(s), visit us at http://www.gomonks.com/intramurals/index
  • Attend the captain’s meetings for each sport. An organization with multiple teams only needs one representative to attend a captain’s meeting.
    Note: If your team or organization does not have a representative present at the captain’s meetings, your team(s) may request a waiver for unforeseen circumstances by emailing the Coordinator for Intramural Sports. Repeated absences will prevent an organization from receiving future waivers. If an organization or team does not receive a waiver from the Coordinator for Intramural Sports, that organization or team will not be allowed to advance to league games.
  • Check schedules regularly for updates/changes in game times and inform players of the date, time and location of all contests. All schedules are posted at IMLeagues.com and on the Rec*It App. Occasionally, schedules may change due to unavoidable circumstances, including but not limited to the following: facility availability changes, inclement weather, and team forfeits or defaults.
  • Obtain the playoff schedule after your last regular season game at IMLeagues.com or the Rec*It App.
  • Be responsible for thoroughly understanding the rules of the sport you are participating in and informing your team members of the Intramural Rules and Policies.
  • Ensure that everyone on the team roster is eligible (See Eligibility-1.6 and Participant Limitations-1.6) and ensure that enough eligible participants who are on the roster are at the game 10 minutes prior to the beginning of a scheduled contest. GAME TIME IS FORFEIT TIME!
  • Ensure that all players are registered on your teams roster on IMLeagues.com and on the Rec*It App.
  • Captains may make additions to his or her team's roster during league play as long as the participant being added has not played on another team during that event. Can’t add during playoffs.
SPORTSMANSHIP DUTIES

- Educate your team members regarding the consequence of poor sportsmanship for both the individual and the team.
- Be responsible for the behavior of all your players and spectators.
- Ensure that all of your team members understand and abide by the intramural sports policies in this handbook, which can be reviewed online at http://www.gomonks.com/intramurals/index or IMLeagues.com.
- Read, understand and inform your team members of the Intramural Code of Conduct (pg. 14).
- If a team member is ejected, it is the responsibility of the captain to provide all information to either the Student Supervisor or Coordinator. **NOTE: The ejected player may be asked to leave the premises entirely.**
- Inform any ejected players of the procedural steps for reinstatement.
- Serve as the team's representative or assigned representative for all intramural contests. The team captain is the only one who may discuss rule interpretation questions with the head official.
- The team coach is the responsibility of the team captain. Teams are only allowed one coach per team. If the coach does not act in accordance with SJC intramural policy, the team will be held responsible.

INTRAMURAL RULES AND POLICIES

REGISTRATION PROCEDURE

Registration for sports offered each semester will begin the first day of class for that semester.

- **First, you will need to create your IMLeagues Account:**
  1. Visit IMLeagues.com and register using your SJC email address.
  2. You will be sent an activation email, click the link in the email to login and activate your IMLeagues account.

  **Note:** IMLeagues offers a live support button at the bottom of all pages; please use this button if you encounter any difficulties.

- **To Create a Team (for Team Chairs/Captains):**
  1. Log in to your IMLeagues account.
  2. Click Saint Joseph’s College of Maine.
  3. Choose the Sport.
  4. Click Register/Signup in the middle of the page.
  5. Click Create a Team. (See Team Name Policy below)
  6. Add your team and then click the **Invitation link** to ask players to join your team. They will have to accept your invitation to join the team’s roster. **Note: If a student requests to join a team, the captain of that team will need to confirm their request on IMLeagues.com so that the player will be added to the team roster.**
TEAM NAME POLICY

Each team must provide an appropriate team name. The Intramural Sports Staff reserves the right to alter any team name or logo judged to be obscene, derogatory, vulgar, offensive, contains profanity or is not within the spirit of good sportsmanship.

ELIGIBILITY

Only Saint Joseph’s College undergraduate, graduate (who have paid the respective student usage fee) as well as faculty and staff are eligible to participate in intramural events provided they meet the following requirements:

NO ALIMNI MAY PARTICIPATE!

PARTICIPANT LIMITATIONS

Individuals in the following categories are subject to participation limitations as defined below:

Varsity Athletes

· Varsity athletes are defined as Saint Joseph’s College students whose names appear on the official team roster registered with the Athletic Department. These also include players who are classified as ineligible, walk-ons, or red-shirts. Any concerns regarding player status or eligibility will be decided upon by the Intramural Coordinator.

· All varsity athletes shall be eligible to compete in their specific sport or associate sport, but have numerical roster restrictions per each sport. See the Coordinator or Student Supervisors for the specific sport roster restrictions.

· Should a student stop practicing with or be dropped from a varsity athletic team within the first thirty days of organized practices, he/she will not be considered a varsity athlete for that sport and will be eligible for intramural competition.

Professional and Semi-Pro Athletes

· A student who has lost amateur standing in a particular sport because of professional status is ineligible to participate in that sport or associate sport for 4 years after retirement.

All Participants

· Participants may only play on one team per sport. Excluding sports that offer M/W AND Co-Rec leagues. THERE WILL BE NO EXCEPTIONS TO THIS RULE!

· If a participant plays on more than one team, he or she will be automatically disqualified from all intramural competitions pending a meeting with the Coordinator for Intramural Sports.

· If a participant plays on more than one team, the first team he or she played on will be considered his or her team for the duration of that sport. Games played on any other team will be forfeited.

· Any team using a player who is ineligible shall forfeit all games in which a violation occurred.
SJC Faculty and Staff

SJC faculty and staff must compete at a high level of Sportsmanship at all times during participation in intramural sports and are expected to maintain decorum at all times.

- SJC faculty and staff that display unsportsmanlike conduct will be suspended from all intramural activity and may be disallowed future participation.

LEAGUES

Teams are given the opportunity to choose one of the two leagues when they are offered: Co-Ed or Men’s and Women’s Leagues. One participant can play in both Men’s/Women’s and/or Co-Ed leagues. No more than 1 team in each of the leagues. Games at all levels will be conducted exactly the same way and preference will not be given to higher levels of play. Information will be offered during registration regarding leagues and divisions for each semester.

INCLEMENT WEATHER

When participating in outdoor sports, the weather plays a large role in the ability to play. If there are any questions about the playing conditions for the night, please visit IMLeagues.com or the Rec*It app for announcements. **IMLeagues will be updated with the most current information by 6:00 pm of that day if possible.** The Intramural Sports onsite staff has the ability to postpone or cancel outdoor sports at any time if deemed necessary. The first priority for Intramural Sports when making the decision to postpone or cancel is participant safety, second being field conditions. Intramural contests that are cancelled due to inclement weather may or may not be rescheduled based on field availability and time constraints.

**NOTE:** If a team has requested to default a contest that is later cancelled due to inclement weather, that team will be expected to compete in the rescheduled game.

RESCHEDULES

In order for a contest to be rescheduled, both teams must agree on a date, time and location. The team requesting to reschedule the contest is responsible for reviewing the game schedule posted on IMLeagues.com to determine an available date, time and location. After finding a date, time and location, the chair/captain must confirm agreement with the opposing team prior to contacting the intramural office.

**Note:** Teams have the option to decline a request to reschedule a contest.

FORFEITS

10 MINS PAST GAME TIME IS FORFEIT TIME! Individuals or teams should arrive at the designated site at least 10 minutes prior to the scheduled time of the contest. The decision to declare a contest forfeited will be made by the Student Supervisor or Coordinator. A game is not officially forfeited until the Student Supervisor on duty declares a forfeit. Any game whose outcome is declared a forfeit will result in a loss being credited to the forfeiting team. A forfeit will be declared under the following conditions:

- Misconduct as outlined in the Violations of Intramural Sportsmanship Policy (pg. 15).
- A team cannot field the required number of eligible players by the designated game time. This number varies from sport to sport, so be sure to check the rules prior to the beginning of each sport. This information will also be available at the captain’s meeting before the sport.
- To obtain a victory by forfeit, the required number of participants must be present and ready to play. If neither team has the required number of participants present at game time, both teams will be required to forfeit at game time. (See Grace Period pg. 9).
- If a team forfeits two contests in an event, it will be withdrawn from the playoffs.
ROSTER ADDITIONS

When adding players to a roster, team captains must make the additions by time of the game. This allows enough time to ensure the additions will be recorded on the score sheet. Players will only be allowed to write-in their names for their first scheduled game. Note: Players who write-in are responsible for joining the team roster on IMLeagues.com prior to their next scheduled contest. If you have not joined the team roster on IMLeagues prior to the playoffs, you are not eligible to compete with a team even if you have written-in with the team previously. Players cannot be added to your roster after your last divisional play game, as all eligible players for the playoffs must participate in at least one divisional play game.

BLOOD ON UNIFORMS

There is a risk for bloodborne infectious diseases to be transmitted from one player's wounds to another. Recognizing the concerns this risk creates for our intramural participants, the intramural sports staff has established the following policy:

When an official observes a player who is bleeding, has an open wound, or has an excessive amount of blood on his or her clothing, the official will temporarily stop the game in the same manner as the official would have temporarily stopped the game for an injured player, except that the bleeding player must leave the game. A removed player is expected to receive appropriate treatment on the sidelines before returning to the game. The player involved shall not return to the contest until the bleeding has stopped, the open wound is covered, or the contaminated clothing is changed and disposed of properly. Once play has stopped under this rule, the player may not re-enter the game until the official declares the player eligible. This includes: running of the clock, one “play” run in flag football, a substitution opportunity in soccer, a volley in volleyball, etc.

ASSUMPTION OF RISK

Students are advised that participation in the intramural sports program involves physical risk. Participation in intramural sports is a privilege, not a right; and is strictly voluntary. Injuries and their resulting cost are the responsibility of the participant. There is a possibility that a participant may be injured during the course of normal intramural activities. This risk of injury extends to the physical being, as well as personal belongings that the individual may bring to the activity (including eyeglasses, or personal possessions left at the event).

Despite efforts to provide a reasonably safe playing environment, some intramural participants are apt to be injured. Participants, coaches, and spectators are advised to take protective measures when participating in or watching an intramural event.

Saint Joseph’s College of Maine does not provide insurance for students who are involved in extracurricular activities, such as intramural events. The Department of Campus Recreation strongly recommends that all intramural participants obtain adequate medical insurance coverage prior to participation.

TEAM REQUIREMENTS AND EQUIPMENT

The following is a list of team sports offered and indicates the maximum and minimum number of players that a team needs in order to compete in each sport. Please note that there are specific requirements for men’s, women’s and co-rec teams. During some sports, participants are only allowed to use equipment provided by the intramural sports office. For further specific information, please contact the intramural sports office or view the specific rules at http://www.gomonks.com/intramurals/index

NOTE: Participants are responsible for returning checked out equipment to the Intramural Staff. Not returning equipment will result in a suspension from ALL Intramural activities.
<table>
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<tr>
<th>Sports</th>
<th>Minimum to start a game</th>
<th>Maximum on field/court</th>
<th>Maximum for shirts</th>
<th>Notes</th>
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<tbody>
<tr>
<td>Badminton</td>
<td>2</td>
<td>2</td>
<td>flex</td>
<td>Must have both players to start a game; Co-Rec teams must have 1M/1F</td>
</tr>
<tr>
<td>Basketball</td>
<td>4</td>
<td>5</td>
<td>8</td>
<td>Must wear a t-shirt under pennies; No Hats Allowed</td>
</tr>
<tr>
<td>Flag Football</td>
<td>5</td>
<td>7</td>
<td>12</td>
<td>No metal cleats/shorts with pockets; No Hats Allowed</td>
</tr>
<tr>
<td>Floor Hockey</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>No Hats Allowed</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Must wear a t-shirt under pennies</td>
</tr>
<tr>
<td>Dodgeball</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>Must wear a t-shirt under pennies</td>
</tr>
<tr>
<td>Indoor Soccer</td>
<td>4</td>
<td>6</td>
<td>10</td>
<td>Must wear a t-shirt under pennies; No Hats Allowed</td>
</tr>
<tr>
<td>Indoor Volleyball</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>Must wear a t-shirt under pennies; No Hats Allowed</td>
</tr>
<tr>
<td>Kickball</td>
<td>6</td>
<td>10</td>
<td>8</td>
<td>One weekend tournament on IM Fields; No metal cleats</td>
</tr>
<tr>
<td>Softball</td>
<td>6</td>
<td>10</td>
<td>10</td>
<td>No metal cleats; Hats Allowed</td>
</tr>
<tr>
<td>Table Tennis/ Ping Pong</td>
<td>1</td>
<td>1</td>
<td>flex</td>
<td></td>
</tr>
<tr>
<td>Ultimate</td>
<td>6</td>
<td>8</td>
<td>10</td>
<td>Three week tournament on IM Fields; No Hats Allowed</td>
</tr>
<tr>
<td>Water Volleyball</td>
<td>4</td>
<td>6</td>
<td>8</td>
<td>Played on Racquetball Courts; No Hats Allowed</td>
</tr>
</tbody>
</table>

**PLAYOFFS/TOURNAMENT**

A single or double elimination tournament will be held at the conclusion of league play. Team captains are responsible for verifying their tournament schedule at the end of league play by checking IMLeagues.com or the Rec*It App. The tournament qualification and seeding process will be as follows and may be changed at the discretion of the Coordinator for Intramural Sports:

- The top teams in each divisional with the best record (most wins) make the tournament.
- If there is still a tie, any team that forfeited any game will be eliminated.
- If there is still a tie, head-to-head record will be used.
- If there is still a tie, point differential will be used.
- If there is still a tie, a coin toss will be used to determine which team advances.

**WILD CARD PICKS**

Depending upon how many eligible teams will be available for the tournament, a variable number of wild-card openings may be made available for the tournament. These wild-card spots will be provided to offer either a balanced tournament bracket or an even number of tournament teams. The Intramural Sports playoff committee will determine which wild card teams, if any, will advance to playoffs.
FACILITY, EQUIPMENT AND JEWELRY POLICY

FACILITY POLICY

No alcohol or tobacco products are allowed at any intramural sports site. Any team or its spectators found in violation of this policy are subject to removal from the facility as well as suspension from the Intramural Sports program.

No animals, bikes or scooters are allowed on the playing fields. Service animals are permitted at the facilities. A service animal tag must be presented upon bringing the service animal to the facilities. In accordance with College policy, exempt animals that are permitted within the buildings and facilities must remain under the control of the owner at all times. The care or supervision of an exempted animal is solely the responsibility of their owner. Saint Joseph’s College reserves the right to exclude an exempted animal whose behavior poses a threat to the health or safety of others.

JEWELRY POLICY

For the safety of all participants, jewelry is not allowed to be worn by participants during intramural sports. This includes but is not limited to rings, watches, necklaces, earrings, bracelets, or any unconcealed body piercing. Medical bracelets are permissible but must be secured to the body. No exceptions will be made for jewelry which is made to be permanent or that is unable to be removed. Taping over, or using a band-aid to cover restricted jewelry is not permitted as it may not secure the jewelry in question (examples include but are not limited to: lip rings, eyebrow rings, nose rings, etc.).

The court/field officials, supervisors, or Coordinator for intramural sports have the authority to disallow any participant from wearing any equipment, jewelry, or apparel which is deemed potentially dangerous or disadvantageous to any participants.

SHOE POLICY

All participants must wear proper shoes. Street shoes and open toe sandals are not allowed. The sole should be smooth or molded, non-marking, and non-abrasive. Cleats may be worn in flag football, ultimate, softball or soccer; however no metal cleats or shoes similar to metal sole and heel plates will be allowed.

The court/field officials, supervisors, or Coordinator for intramural sports have the authority to disallow any type of dangerous footwear.
INTRAMURAL SPORTSMANSHIP POLICY

RATING SYSTEM

The officials and/or intramural student supervisor for each contest will rate each team or player based on sportsmanship displayed before, during, and after the contest. It is the responsibility of the team captain to find out what rating his/her team receives. The captain of a team that has a question about their assigned rating should submit the complaint within 24 hours, in writing, to the Coordinator for Intramural Sports. The following system will be utilized:

4.0
This rating may be given to a team or player that demonstrates excellent sportsmanship and maintains an attitude of complete cooperation.

3.0
This rating may be given to a team or player for any of the following conditions:
- The team or player demonstrates fair sportsmanship or argues with officials;
- The team or player fails to cooperate with the officials to keep the game running in an orderly fashion;
- The team or player has to be warned about unnecessary roughness.

2.0
This rating may be given to a team or player for any of the following conditions:
- Players, other than designated captain, persist in either questioning or arguing with the officials;
- Spectators clearly related to the team fail to conduct themselves in an orderly fashion;
- The team or player, after being warned, continues to use unnecessary roughness;
- The team or player elects to default their scheduled contest (see Default policy).

1.0
This rating may be given to a team or player for any of the following conditions:
- A player or coach is ejected for any reason by an official or any intramural staff member;
- A coach, player, or spectator clearly related to the team or player makes an abusive remark toward an opponent, official, or any intramural staff member;
- A player, coach, or spectator clearly related to the team or player initiates any physical contact with an opponent, official, or intramural staff member;
- The team or player, after being warned, continues to use unnecessary roughness;
- Spectators clearly related to the team or player engage in disruptive behavior that jeopardizes the officials' ability to control the game;
- The team or player shows willful disregard for the rules and/or policies of the intramural program including, but not limited to, participating under an assumed name or the use of an ineligible player;
- The team or player forfeits a contest (see Forfeit Policy).

UNSPORTSMANLIKE CONDUCT DEFINED

Unsportsmanlike Conduct is defined as a player, coach, or spectator who at any time while at a Saint Joseph's College intramural event conducts him or herself in an abusive, offensive, or illegal manner.

This includes but is not limited to:
- Fighting, verbal abuse or dissent toward an official or opponent, racial or ethnic slurs, inappropriate comments or actions that may be construed as sexual harassment, profanity, intoxication, obscene gestures, flagrant and violent fouls, taunting, trash talk, baiting, cheating, throwing or abusing
equipment, inappropriate posters, physical intimidation or abuse of an official or opponent, unauthorized leaving of a team bench area, striking or physically abusing an official, opposing coach, or player, intentionally inciting participants or spectators to violent or abusive action, using profane or unduly provocative language or action toward officials, opponents, or spectators, being critical publicly of any game official, Saint Joseph’s College personnel, or another college or its personnel, and any acts of deceit.

**INTRAMURAL CODE OF CONDUCT**

The intramural department takes sportsmanship very seriously and offenders will be dealt with accordingly. Sportsmanship policies will be strictly enforced to ensure the safety and enjoyment of ALL participants and intramural staff. Actions that are dangerous and/or conduct that is detrimental to the intramural program or harmful to others will not be tolerated and are grounds for suspension from further participation in all intramural sports activities.

**Individual Warning**: A warning may be given to an individual participant who exhibits unsportsmanlike conduct pre-game or post-game. This includes anytime the individual is on the fields or courts before or after a game prior to exiting the premises. An individual participant warning will not affect a team’s sportsmanship rating; however, the participant may be assessed individual sanctions appropriate with the conduct violation.

**Suspension**: the temporary removal of an individual or team from competing in SJC Intramural Sports. During a suspension, individuals are not allowed to compete, but may watch.

**EJECTION PROCEDURE**

1) Participants who exhibit unsportsmanlike conduct during a contest can be ejected from that contest.

2) If the participant is asked to leave the premises and refuses, his or her team will forfeit the game and a Student Supervisor will call the SJC Security, who will remove the participant from the premises.

3) The ejected participant must set up a meeting with the Coordinator for Intramural Sports in order to discuss the ejection. The ejected participant must email and have this meeting before he/she is allowed to play.

4) The procedure for reinstatement is as follows:

   • At the discretion of the Coordinator of Intramural Sports, players ejected due to unsportsmanlike conduct may receive a one-game suspension from the sport in which they were participating. The suspension is for the next scheduled game (including playoffs).

   • If the participant is required to meet with the Coordinator for Intramural Sports, a decision will be made at that point whether any further punishment is warranted.

6) Any participant with **three (3) ejections** in a semester will be suspended from intramural competition for the remainder of the academic semester. That organization's captain must meet with the Coordinator for Intramural Sports to discuss the potential reinstatement for the individual(s) who have been ejected as well as the organization as a whole. The entire organization will be ineligible for intramural competition until this meeting takes place and a decision has been rendered.
7) Individuals and/or organizations that commit violations involving more serious offenses while attending or participating in an intramural contest or event will be referred to the Judicial Affairs office.

8) The Coordinator for Intramural Sports reserves the right to administer disciplinary sanctions as necessary to preserve the integrity of the program.

NOTE: If an official, table official, intramural student supervisor, or any other intramural staff member hears a participant, coach, or spectator using profane language, that participant, coach, or spectator will be ejected from that game. **THERE WILL BE NO EXCEPTIONS TO THIS RULE!**

### VIOLATIONS OF INTRAMURAL SPORTSMANSHIP POLICY

The following are possible consequences of unsportsmanlike conduct of intramural teams and participants:

- **Forfeit due to misconduct** - If a team, player, or a combination of the two receives three unsportsmanlike penalties in one game the team will forfeit that game.
- **Intramural probation** - intramural probation places a team on a probationary status which would cause a suspension from intramural participation for any further unsportsmanlike conduct. The term of probation may be set for a particular sport, for a semester, or for a year.
- **Intramural suspension** - Suspension from intramural sports prohibits the suspended team and its individuals listed on the team roster from participating in any sports during the period of intramural suspension. A period of intramural suspension is automatically followed by a period of intramural probation of not less than one semester.

#### Team violations

Team disciplinary measures include but are not limited to the following:

<table>
<thead>
<tr>
<th>VIOLATIONS</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Team disturbance/fight (more than one player involved)</td>
<td>Team automatically removed from league and all participants who are involved at the game will be suspended from all intramural sports activities for the remainder of the semester or academic year from the date of the incident, and will be referred to SJC Security.</td>
</tr>
<tr>
<td>Verbally ridiculing, disrespecting, and criticizing the intramural staff</td>
<td>Team automatically removed from league and possible referral to the Office of Judicial Affairs. Individual sanctions will also be assessed.</td>
</tr>
<tr>
<td>Alcohol use/intoxicated players</td>
<td>Team automatically forfeits game in question and referred to the department of Student Activities. Individuals will be referred to the Office of Judicial Affairs.</td>
</tr>
<tr>
<td>Use of an ineligible player</td>
<td>Any team using a suspended or ineligible player will forfeit all games in which the suspended or ineligible player participated.</td>
</tr>
<tr>
<td>Unsportsmanlike conduct of spectators</td>
<td>Depending on the severity of the incident, a team can forfeit their game due to the conduct of spectators that can be identified as affiliated with a specific team. Spectators may also be referred to the Office of Judicial Affairs.</td>
</tr>
</tbody>
</table>
**Individual violations**

The disciplinary measures that may be taken in case of individual unsportsmanlike conduct include, but are not limited to, the following:

<table>
<thead>
<tr>
<th>VIOLATIONS</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arguing with an official</td>
<td>1st – Warning</td>
</tr>
<tr>
<td></td>
<td>2nd - Automatic Ejection and Suspension</td>
</tr>
<tr>
<td></td>
<td>See Coordinator if suspended.</td>
</tr>
<tr>
<td>Dissent (verbal or by gesture)</td>
<td>1st – Warning</td>
</tr>
<tr>
<td></td>
<td>2nd - Automatic Ejection and Suspension</td>
</tr>
<tr>
<td></td>
<td>See Coordinator if suspended.</td>
</tr>
<tr>
<td>Striking or shoving an opponent</td>
<td>Minimum - Automatic Ejection, Suspension, and One-Year Probation</td>
</tr>
<tr>
<td></td>
<td>Maximum - Revocation of intramural privileges for at least one year and referral to the Judicial Affairs Office</td>
</tr>
<tr>
<td>Profanity and/or Gesturing</td>
<td>1st - Automatic Ejection</td>
</tr>
<tr>
<td></td>
<td>2nd - Suspension, and One-Semester Probation</td>
</tr>
<tr>
<td></td>
<td>3rd - Suspension for the remainder of the year</td>
</tr>
<tr>
<td>Threatening an official</td>
<td>Minimum - automatic suspension and one-year probation</td>
</tr>
<tr>
<td></td>
<td>Maximum - Revocation of intramural privileges for the remainder of the academic year and referral to the Office of Judicial Affairs</td>
</tr>
<tr>
<td>Fighting</td>
<td>Any participant, who in the judgment of the intramural sports staff, engages in any attempt to fight (strikes or engages an opponent in a combative manner, throws a punch, kicks an individual, etc.) immediately before, during or after an intramural sports contest, shall be referred to the Office of Judicial Affairs. Those that retaliate against an aggressive act may be subject to the same sanction/penalty as those that engaged in the attempt to fight.</td>
</tr>
<tr>
<td>Leaving the Bench Area to Participate in an Altercation</td>
<td>Any participant, player, coach or bench personnel who leave the bench or coaching area to participate in an altercation will be ejected. The penalty is an automatic two game suspension. In all cases, the Intramural Sports Handbook’s policies on “Fighting,”</td>
</tr>
<tr>
<td>Fighting (Physical Conduct) with Intramural Sports/Campus Recreation Staff</td>
<td>Any participant who attempts an aggressive act towards an intramural sports or campus recreation staff member will be referred to the Office of Judicial Affairs.</td>
</tr>
<tr>
<td>SJC Security officers are summoned/requested to respond.</td>
<td>A full semester suspension and one year probation.</td>
</tr>
<tr>
<td>Playing while ineligible</td>
<td>Any participant who competes while ineligible will be suspended from all intramural activities pending a meeting with the Coordinator for Intramural Sports.</td>
</tr>
</tbody>
</table>
PROTESTS

It is the strong belief of the intramural sports program that contests should be won or lost on the field of play. The intramural staff will seek to resolve all disputes immediately. Matters involving an official’s judgment are not a basis for protest.

The intramural office reserves the right to rule in any matters not covered in this handbook. We will apply the spirit of the rules and fairness in all situations. The decision of an official or intramural staff member to eject a player or spectator for any unsportsmanlike conduct (be it verbal or physical) will be firmly upheld by the intramural office.

Protesting Procedure:

1. Valid protests include: player eligibility, a misapplication or misinterpretation of a sport rule, or organizational point total discrepancy. Player eligibility and game protests must be recorded immediately with the student supervisor or Coordinator. A protest of an official’s judgment call is invalid. Note: A protest is not complete until an emailed version of the protest is submitted to the Coordinator for Intramural Sports. This must be done by 12pm the following day for game protests or two weeks after the completion of a sport for point total protests, otherwise it will be dismissed.

   • Player Eligibility Protests
     o Captains must verbally make the intramural sports staff (supervisor or Coordinator) aware of an eligibility protest before the contest ends.

   • Game Protests
     o A valid game protest must include the following:
       • Protests must be made during the contest at the time of the incident by the team captain to the game official and/or the supervisor before the next “live” ball.
       • At that time, the reason for the protest must be given to the game official.
       • Protests only involve the misinterpretation or misapplication of a playing rule.
       • The chair must submit, in writing, any discrepancies of points or placement standings to the Assistant Director or Coordinator for Intramural Sports no later than two weeks following the completion of a sport.

1. If the protest is received by the deadline of 12pm, then the Coordinator for Intramural Sports will review the protest. If necessary, the team captains or selected team representatives may be invited to discuss the written protest. Additional team members may be asked to appear by the Coordinator for Intramural Sports.

2. Games altered by valid protests may agree to a non-playing solution.

3. If you disagree with the on-site decision, you may appeal the decision to the Coordinator for Intramural Sports.

Protest Appeals

A typed appeal of a protest decision must be submitted within 48 hours of notification of the protest decision. The typed appeal must be submitted to the Coordinator for Intramural Sports.

Playoff Protests

Due to time constraints, protests during the playoffs will be decided by the student supervisors or Coordinator. The decision of the student supervisors or Coordinator will be considered final and play will continue as scheduled.