

Utah State University  
Intramural Sports Manual  
2017-2018



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Campus Recreation  
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## Introduction

### The Mission of Campus Recreation

*Campus Recreation provides wellness and healthy lifestyle oriented programs, events, and services to Utah State University students and employees via five program areas: Aquatics, Fitness, Club Sports, Intramurals, Outdoor Recreation. Facility operations supplement the program area functions and provide seamless customer service to USU students, employees, and the community. Campus Recreation creates opportunities for student to enhance the college experience through play, wellness, and adventure!*

### The Vision of Campus Recreation

*Campus Recreation is committed to being recognized as a leader on campus and in recreation within higher education across the country. We will continue to provide dynamic and diverse recreational experiences to engage students in a positive manner through learning and leadership opportunities. Campus Recreation is dedicated to creating excellent student and professional development.*

The Intramural Sports Program offers the opportunity for individuals to play organized sports in a recreational but competitive atmosphere within their campus community. They have the ability to learn new sport skills, recreate in a social environment, and have fun with fellow Aggies. The program desires to provide sports and activities of interest to the campus community. Sports and activities are organized on a team and individual basis, thereby enabling all to participate. Leagues: Flag Football, Indoor/Sand Volleyball, Soccer, Futsal, Ultimate Frisbee, Basketball, Softball, and more! Tournaments vary based upon interest.

This manual contains policies and procedures governing participation. It explains how and who can participate, and other important information that will make the individuals participation more enjoyable and fun. It is hoped that through participation the individual will develop an appreciation of the worthy use of leisure time and a wholesome attitude toward physical activity for recreational purposes throughout their life. Remember skills and abilities are not the most important thing; just a desire to participate and a willingness to have fun.

### Purpose and Objectives

Intramural Sports will strive to be student, staff, faculty, and spouses friendly and be committed to excellence in providing quality programs and activities for the campus community by:

- Promoting sportsmanship by creating a healthy atmosphere for participants, spectators and Competitive Sports program employees.
- Promoting participation regardless of race, religion, age, gender, handicap, skill level, national origin, and past experience in their favorite team or individual sport.
- Providing structured and organized programs while assisting in the fulfillment of such basic human needs such as; stress reliever, socialization, accomplishment, maintenance of physical fitness, and most importantly having fun.

- Providing spouses the opportunity to participate together, as well as faculty and staff to participate with co-workers and students.
- Providing an opportunity to try a new sport and develop motor skills that will be beneficial throughout one's life.
- Providing an opportunity to develop important values and skills such as; self-esteem, social skills, sportsmanship and self-motivation.
- Providing student development and work opportunities to help with financial needs.
- Providing an opportunity for stress relief from strenuous schoolwork and the rapid pace of modern living.
- Providing a safe and healthy environment by reducing or eliminating as many risks as reasonably possible.

#### Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

### **Intramural Participation Policies**

It is for the participant's own health and safety, as well as others, that certain participation requirements have been implemented and are strictly enforced. All participants are required to adhere to the following policies in order to continue participating throughout a contest.

#### Bleeding/First Aid Policy

During any game, if a participation, spectator or student employee detects a participant who is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the game shall be stopped. The staff will contact the Campus Recreation Athletic Trainer, and the participant will receive medical attention. In order for the participant to continue to play, the bleeding must be controlled, the wound covered, and clothing changed if needed.

#### Jewelry Policy

No jewelry may be worn while participating in games. The following is considered jewelry: watches, bracelets, earrings, rings, Fitbits, necklaces, chains, and headgear (barrettes, plastic clips, hats, etc.). Note: Head-bands or bandannas may be worn if they are no wider than 2 inches and made of non-abrasive cloth. Jewelry for medical or religious reasons may be worn during a contest.

### Spectator Policy

Spectators are welcome at all games and activities. Team captains are responsible for their behavior. Spectators are expected to follow the sportsmanship guidelines explained within this handbook. Team captains are responsible for educating their spectators on these guidelines. If any spectator fails to follow the sportsmanship guidelines, the team captain will receive the penalty for the actions.

Our goal and responsibility is to provide and create a healthy atmosphere for all participants, officials, game managers, supervisors, and spectators. We ask for your help as spectators to help develop a more positive atmosphere. It is the responsibility of each spectator to do everything possible to ensure that the game atmosphere is friendly and good-natured.

All spectators must follow USU Campus Recreation policies. No musical instruments, noise makers, or phone like items will be used during the game. The Intramural Sports Program is dedicated to providing a family-friendly environment, and the Competitive Sports Supervisor has the right to warn and/or kick out any spectator that is behaving inappropriately. This includes but is not limited to swearing, vulgar language, intent to harm another individual, respect towards employees and the opponent's players/spectators, etc.

### Fighting Policy

Fighting is not allowed. If any players are involved in a fight, they are immediately disqualified and must leave the playing area. The definition of fighting includes but is not limited to the following:

- Attempting to do harm or strike an opponent with the arms, hands, legs, feet, or any other object used to do harm to a player, official, supervisor or spectator.
- In the opinion of the Competitive Sports Supervisor, if any flagrant foul or red card in any sport is deemed to be a fight, the fighting penalty is invoked.

### Dress Code Policy

All participants must wear a shirt with sleeves in order to wear Intramural Sports pennies or jerseys. If you come with a shirt that has no sleeves and you need to wear a penny or jersey, you will not be able to participate until you have a shirt with sleeves. Participants must wear athletic attire as shown when entering the ARC. This means that individuals are not allowed to wear jeans while participating, and must wear closed toed shoes. Participants must wear appropriate clothing at all times, and it is always at the discretion of the Competitive Sports Supervisor on apparel. Any braces that are worn must be soft or padded, and no casts are allowed to be worn.

### Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at [intramurals@usu.edu](mailto:intramurals@usu.edu) 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play.

If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

### Eligibility Requirements

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email intramurals.usu.edu.

- Students: If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
- Faculty and Staff: If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for \$35.61 at the Registrar's Office.
- Spouses of Students/Faculty/Staff: You can purchase a spouse pass at the Registrar's Office that will give you access to participate for \$40.
- Intercollegiate/Club Sport Athletes: You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

#### Intercollegiate/Club Sports Athletes

USU Sport	Club Sport	Intramural Sport	# of Participants you can have on IM Team
<b>Basketball</b>	N/A	Basketball	2
<b>Football</b>	N/A	Flag Football	2
<b>Soccer</b>	Soccer	Futsal	2
<b>Soccer</b>	Soccer	Soccer	3
<b>Softball</b>	Baseball	Softball	2
<b>Volleyball</b>	Volleyball	Any Volleyball	2
<b>N/A</b>	Ultimate Frisbee	Ultimate Frisbee	2

#### Identification Policy

- All participants **must present either their USU ID or valid Driver's License** to the Competitive Sports Supervisor or Game Manager prior to the game starting. All individuals must complete a waiver **prior** to their first game.
- The ID must be physically present, meaning no pictures of these ID's.
- NO ID, NO PLAY
- No passports or debit/credit cards will be accepted in replacement for USU ID or Driver's License.

### Assumed Name

The situation of an assumed name occurs when a participant does not use his/her own name or USU ID or valid Driver's License while participating in an Intramural Sport Program activity.

- Anyone found playing under an assumed name or using another USU ID card or valid Driver's License will become suspended from all Intramural Sports for the remainder of the current semester and the following semester on the first offense.
- A second offense will result in suspension indefinitely from participating in all Intramural Sports Program activities.
- The person who's USU ID card or Driver's License is being used as the assumed name will also become suspended from playing all Intramural Sports activities for the remainder of the semester on the first offense. Unless it has been stolen in which case the real card holder will not be punished and;
- Any person found using an assumed name or using another USU ID card or valid Driver's License besides their own will be prosecuted for theft of student services. The Assistant Director of Competitive Sports Coordinator, Director of Campus Recreation, University Judicial Office, and/or Campus Police, will handle all situations.

### Ineligible Participants

An ineligible participant is one who does not meet all eligibility requirements, uses an assumed name, has been suspended from all Intramural Sports Program activity participation, or violates any of the following restrictions:

- A player cannot play on two organized teams in the same division or league. Example: A player cannot play on two men's, two women's or two co-rec teams.
- Once a player has entered a game for a given team they are on that team and cannot change to a different team. If you don't want to be on a certain team, don't play with them.
- If any of these situations occur, the player will be suspended for his/her next game or may be ineligible for the remainder of league and/or tournament play.
- Anyone who has unpaid tuition or fees through the university will not be eligible to play.
- Teams who are found to have played with an ineligible player will forfeit every game that player participated in. The team will also receive a 0.0 in sportsmanship for each game the ineligible player participated in (see the sportsmanship rating system).

## **Sportsmanship Rating System**

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 ("B") average in order to qualify for tournament play. Teams must also maintain a 3.0 ("B") average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team's sportsmanship rating should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing [intramurals@usu.edu](mailto:intramurals@usu.edu)

The sportsmanship rating system is based on the following criteria, **but not limited to:**

**4.0 = Excellent Conduct and Sportsmanship (A)**

- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

**3.0 = Good Conduct and Sportsmanship (B)**

- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanshiplike conduct penalty.
- Teams receiving one unsportsmanshiplike conduct penalty will receive no higher than a "B" rating.
- A team defaults the contest

**2.0 = Average Conduct and Sportsmanship (C)**

- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanshiplike conduct penalty.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving more than one unsportsmanshiplike conduct penalties will receive no higher than a "2.0" rating.
- Team is unable to produce a team at game time resulting in a forfeit.

**1.0 = Below Average Conduct and Sportsmanship (D)**

- Team continually dissents the officials and/or opposing team from the court/sidelines.
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.

**0.0 = Poor Conduct and Sportsmanship (F)**

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
- Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

**Teams receiving a "0.0" rating during tournament will not be allowed to advance.**

**Teams receiving a "1.0" rating during tournament must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.**

**Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Assistant Director of Competitive Sports before their next scheduled contest.**

## **Tournament Play**

To be eligible for tournament play teams must demonstrate good sportsmanship throughout league play, having earned at least 12 points. They cannot have more than 2 forfeits.

Tournaments will be offered per division for most sports. All teams will be placed in the same tournament.

- Placement in tournament depends on league record and the best judgment of the Intramural Sports Program staff.
- All tournaments are structured and organized to be competitive. Formats will depend on the number of teams, time frame, and scheduling availability.
- Tournament games will be played at different times and days: therefore, your team may play at any time and any day. You must play at the time your team has been assigned.
- Tournament games dates/times will not be changed for any reason.

### **Forfeits**

- If a team fails to appear within five minutes after the scheduled game time, that team will be given a forfeit and will not be refunded.
- If both teams scheduled to play fail to appear, both shall be given a forfeit, will not be refunded, and that game will not be rescheduled.
- If a team uses an ineligible player, they will be given a forfeit and will not be refunded.
- Competitive Sports Supervisors have the authority to declare a forfeit in any contest in which violations of rules, policies, and/or poor sportsmanship occur.
- If a team receives two (no show) forfeits during league play, that team will be ineligible for tournament play.
- Teams that anticipate problems providing a team for a scheduled game and contact the Intramural Sport Office after 12pm (noon) the day of the scheduled game, a loss will be given as a forfeit.

### **Defaults**

- Defaults will result in a loss of the scheduled contest and a 3.0 sportsmanship rating. The team will not be refunded for a default. Defaults will occur if:
- If at any time during the contest a team does not have enough players to continue for any reason other than ejections, the team will be given a default.
- Teams that anticipate problems providing a team for a scheduled game may contact the Intramural Sport Office by 12pm (noon) the day of the scheduled game and a loss will be given as a default.
- Teams will only be given one default per session.

### **Adding Players**

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

### **Postponements**

The Intramural Sports Program has the right to reschedule and/or cancel any contests/sports, activities, or games due to poor weather, scheduling conflicts, and/or unsafe playing conditions.

- League games may or may not be re-scheduled. Team captains will be notified about the status of a canceled or postponed game.
- Tournament games may be rescheduled at any time, including weekends. Team Captains must check Fusion as to when games will be re-scheduled.
- Decisions pertaining to weather related postponements will be determined an hour before games. Team captains are contacted by Intramural Sports staff and then are responsible for letting their team know about the game cancellation.

### **Protest**

Any team has the right to file a protest. Any protest must be filed by the team captain and within 24 hours of the contest. A \$10 protest fee must be paid to the ARC Service Desk at time of filing the protest. If ruling is overturned, the team will receive their \$10 back, but if the ruling stands, they will not receive a refund.

- Team captains must notify the Competitive Sports Supervisor when protesting rulings other than eligibility.
- Any decision of an Intramural Sports Official, which involved judgment and not an error in the application of a rule, shall not be open to a protest.
- Rule interpretation protests must be made at the time of the infraction.
  - A committee consisting of the Assistant Director of Competitive Sports or Graduate Assistants, either the Competitive Sports Supervisor or Game Manager, the Official (if appropriate) that was on duty and the team captain shall be involved with the protest.
  - Decisions evolving from this committee are final, unless the Assistant Director of Competitive Sports feels they need to change the outcome for the betterment of the Intramural Sports Program.
  - Games in which a protest on a ruling is sustained shall be replayed from the point of protest (i.e., time, score, inning, and ball/strike count will stand and resume from that point).
  - The Assistant Director of Competitive Sports and Graduate Assistants shall make the decision regarding the protest and their decision will be final.
- Games in which a protest on eligibility is sustained will result in a forfeit by the offending team.
- In tournament play all protests will be handled immediately at the time of the infraction by the Competitive Sports Supervisor on duty with other Supervisors.

## Awards

First place winners of all leagues and tournaments will receive a championship t-shirt. Tournament winners may be eligible for more prizes.

## Student Employment Opportunities

The Campus Recreation and Intramural Sports Program offer a variety of opportunities for student employment. Interested students, either undergraduate or graduate, may find opportunities to work throughout the school year. Questions regarding student employment with Campus Recreation and Intramural Sports Program can be directed to the Assistant Director of Competitive Sports at 435-797-0552 or [intramurals@usu.edu](mailto:intramurals@usu.edu).

Intramural contests are officiated by Utah State University students. These student officials are novices (individuals who are learning the art of officiating and are usually not highly experienced). Participants should compete with this understanding. The Intramural Sports Program requires all student officials to participate in a training clinic and successfully complete a rules and mechanics test. There is continued monitoring of the official's performance throughout each sport. Additional guidance and assistance is available for supporting and developing the quality official. There are also positions of Game Managers, and Competitive Sports Supervisors, that are promoted within but at times can be posted to the general public.

Any questions or concerns about student employment should be directed to the Assistant Director of Competitive Sports. Participants are eligible and encouraged to officiate in the program. All officials are paid and the program employs student officials throughout the year. Call 435-797-0552 or email [intramurals@usu.edu](mailto:intramurals@usu.edu) for further information on officiating.

