



## **Intramural Operational Policies**

### **ACCESS**

- University-issued ID (UWSP or Mid-state) is required to participate.
- Participants must sign a waiver before play begins. Participants under 18 years old require a parent or guardian signature on their waiver.
- All participants must complete an IM Leagues profile and be included on their team roster.
- Prior to the Captain's meeting, all team rosters must be complete and uploaded onto IM Leagues.
- No offensive or discriminatory team names are allowed.
- Before each game, each participant must check in with the activity supervisor and present their student identification card. No other form of identification will be accepted.

### **CONDUCT**

- Participants must respect the ability levels of other players.
- Use of offensive language, gestures and/or derogatory remarks in the Intramural environment is prohibited.
- Be on time for games (see FORFEIT section for detail)
- Food, gum, candy, tobacco products and alcoholic beverages are prohibited.
- Participants must operate within sport/activity specific rules as promoted in IM Leagues web materials.
- All teams are subject to SPORTSMANSHIP scoring (See SPORTSMANSHIP section for detail).

### **EQUIPMENT**

- Intramurals will provide equipment for all sports and competitions. Personal equipment is not allowed.
- Participants are expected to dress in appropriate activewear and play in clean shoes.
- All equipment must be used appropriately, in the manner for which use was intended, and in accordance with Intramural program expectations.

### **SERVICE DISRUPTIONS AND CANCELLATIONS**

- When inclement weather, power outages, or emergency conditions exist, Intramurals will follow procedures outlined by the UWSP campus. If the main UWSP campus closes, Intramurals will close until campus resumes normal activity. Participants will be notified via email and notifications will be posted on our social media pages for relevant service disruptions.
- If available hours are shortened or cancelled due to any of the aforementioned or other conditions, no credits or refunds will be offered. Make-up sessions will be organized insofar as possible.
- These policies and procedures are subject to change at the discretion of the University, University Centers or the Fitness and Recreation subunit.

### **FINALIZING TEAM PLAY/CAPTAIN'S MEETINGS**

- The Captain, or their designee, must attend the Captain's meeting (hosted Thursday evening the week before play begins).
- Teams must pay activity fees at the Captain's meeting (payment options: cash, check made out to UWSP Intramurals, credit card)
- Team Captain, or their designee, will listen to the general rules and expectations for participants.
- At the meeting, each captain must verify their team roster is complete. The captain may depart after their sport meeting is finished.
- Captains are responsible for reviewing the schedule of play sent by the Intramural Supervisor for the sport following the Captain's meeting.

### **RULES FOR EACH SPORT**

- Rules for all sports are available on the imleagues.com management page.
- Participants should be fully aware of the rules of the sport in which they have elected to play.

## DIVISIONS OF PLAY

- Participants are expected to play in the league that best fits abilities.
- Teams identifying as Division One (D-1) participate in the competitive league and will complete five weeks of league play and one week of tournament play.
- Only teams ranked high enough at the end of week five will be accepted to play in the tournament.
- Teams identifying as Division Two (D-2) choose to participate in the recreation/fun league and will complete six weeks of regular play and no tournament week.
- Participants are only allowed to play in one division per sport per block. (For example, an individual will not be allowed to play in both D1 and D2 basketball in the same block.)

## FORFEITS

Penalties for forfeits include **all** the following: a \$20 charge for individual sports; a \$50 charge for team sports (billed directly to the captain's account), and the game recorded as a loss.

A team will receive a forfeit if they are found responsible for any of the following:

- Failing to contact the opposing team if unable to play in a scheduled game.
- Failing to have the correct amount/combination of players five minutes after their scheduled game time.
- Competing with ineligible player(s)-refer to the ELIGIBILITY section for further details. Examples:
  - A student who is not registered at UWSP or Midstate Technical College
  - Any varsity athlete (with eligibility remaining) competing in the same sport as they do for UWSP
  - A member playing for more than one team in the same sport
  - A team with more than 2 current club or varsity sport players in their respective sports
  - A player who has competed semi-professionally/professionally in the same sport in the past three years
  - A team competing in tournament play with an individual who has not participated in at least 2 games in regular play
- Teams that do forfeit are still eligible for tournament play.

## SPORTSMANSHIP

- All participating teams will receive a sportsmanship rating according to the rubric following each game as assigned by Intramural Staff and game officials.
- To be eligible for D1 playoffs or an additional game for D2, the team must have a sportsmanship rating of 2.5 or better.
- Any team below 2.5 will be declared ineligible for the playoffs, regardless of league standing.
- Any team receiving an unsportsmanlike foul/penalty will earn no higher than a 1 for that contest.
- Any team receiving multiple unsportsmanlike (Technical) fouls/penalties and/or ejections will receive a 0 for that contest.

Score	Description
4	Outstanding--All players cooperate fully with staff and officials; captain is extremely effective in maintaining control of team; team demonstrates respect for other team. Demeanor of team includes demonstrated enthusiasm, assumption of responsibility and positive attitude.
3	Average -- All team members maintain self-control throughout the contest; captain is effective in maintaining control of team; team shows no aggression or verbal dissent to the officials or staff; no signs of disrespect aimed at opponents.
2	Below Average— At least one member demonstrates inability to control self; captain is only somewhat effective in maintaining control; at least one demonstration of an unprofessional incident of verbal dissent towards officials, staff, and/or opponents; at least one sign of disrespect aimed at opponent.
1	Poor – More than one member demonstrates inability to control self; captain is not effective in maintaining control; more than one demonstrated verbal dissent towards officials, staff, and/or opponents; more than one sign of disrespect aimed at opponent. At least one warning has been issued.
0	Unacceptable—Multiple team members are not able to control themselves; captain shows no control over the actions of the team; multiple incidents of dissent towards officials, staff, and/or opponents; more than one sign of disrespect aimed at opponent. Multiple warnings have been issued during the contest. Officials have to end the game before time runs out.

## **SPECIAL ELIGIBILITY RULES FOR CLUB SPORT AND VARSITY ATHLETES**

### **NO PLAY ALLOWED**

Varsity student athletes are not allowed to play on intramural teams in their respective sports. This includes those students who are rostered/playing/practicing with their respective teams.

### **RESTRICTED PLAY**

No more than two club sport and/or varsity athletes may play on any one intramural team within their respective sports.

Club Sports Student Athlete--if any of the following apply:

- Rostered with a team during any given block;
- Practicing with the team or have participated in even one game during the academic year;
- Last competition/practice occurred during the current academic year.

Varsity Student Athlete--if either of the following apply:

- Removed themselves from a varsity team before four (4) years of eligibility were completed during the current academic year;
- Completed four years of eligibility during the current academic year.

### **UNRESTRICTED PLAY**

- A former club sports student athlete at the beginning of the fall semester with no involvement with their respective club sport.
- A former varsity student athlete at the beginning of a fall semester with no eligibility remaining in their respective sport.

### **VIOLATIONS**

- Any player who is found ineligible in the above clauses will cause their team to forfeit each game in which they participated.
- Any player who is found ineligible in the above clauses will be banned from intramural play for the remainder of the block. If a player knowingly permits such misrepresentations their team will face expulsion from Intramural play for the remainder of the block.
- Depending on circumstances, violations to any rule will be determined by each situation.
- The Intramural program reserves the right to interpret and/or revise the rules as needed on a case by case basis.