



Sportsmanship

A part of the philosophy of the intramural sports program is good sportsmanship is vital to the conduct of every contest. In order to encourage proper conduct during games, officials, site managers, and administrative personnel shall make decisions as to whether players and teams will be warned, penalized, or ejected, due to poor sportsmanship. These decisions are final. The Associate Director or designee will rule on further penalties to be prescribed as a result of: unsportsmanlike conduct; profanity; unnecessary delay of game; striking or shoving an opponent; threatening; shoving or striking an official; arguing with an official; derogatory and/or abusive remarks toward an opponent or official; and any action with the intent to physically injure an opponent. The team captain is responsible for the actions of any individual member of the team and for **spectators** directly related to said team. The conduct of the players and spectators before and after the game is as important as conduct during the game. **Organizations will be held responsible for conduct at these times as well as during the game.**

All Sportsmanship ratings and penalties will carry over into the playoffs.

All infractions of the above may be turned over to the Dean of Students Office as they relate to the student handbook and Code of Student Life.

The Rating System

The sportsmanship rating consists of a scale ranging from one to five. All ratings will be administered by the game officials immediately following the contest. A rating of one constitutes poor sportsmanship with multiple ejections while a five designates those that display excellent sportsmanship. A team must have a 3.0 average or better rating to make the playoffs. Teams must also maintain a 3.0 or better rating each game/round to advance in the playoffs regardless of outcome.

Classifications

Excellent (5): Players fully cooperate with the officials and other team members. The captain calmly converses with the officials about rule interpretations. The captain has full control of teammates.

Good (4): Team members verbally complain about some decisions made by the officials and show some minor dissension but the captain exhibits control over the team.

Acceptable (3): A team shows verbal dissent towards the officials which may warrant a technical, unsportsmanlike conduct penalty, or yellow card. Captain exhibits minor control over teammates, but is in control of himself/herself. A participant may receive one technical, unsportsmanlike conduct penalty, or yellow card as long as the remainder of the game is under control. A team which has a player ejected will receive no higher than a 2 point rating!

Poor (2): Teams constantly comments to the officials from the field/court or sidelines. The game contains multiple technical fouls, unsportsmanlike conduct penalties, or yellow cards and/or one or more ejection.

Unacceptable (1): Players disregard warnings for conduct and/or language. The game is stopped or contains multiple ejections.

Basic Provisions

1. The game officials must document the rationale (on the back of the score sheets) for giving a two or one rating.
2. A team winning a contest by forfeit or default will receive a four rating while the team forfeiting or defaulting the contest will receive a two rating.
3. In the playoffs, a team receiving a rating of 2 or 1 will be dropped from the playoffs.
4. The actions of a team's spectators will be considered into the rating. The captain is responsible for the actions of their teams substitutes and spectators.
5. When teams forfeit out of the league, the sportsmanship rating given to the opponents will still be factored into the average.
6. Teams receiving a 2.0 rating or worse must have the team captain meet with the Associate Director or designee prior to its (the team) next scheduled game. Failure to do so will result in the forfeiture of the game and team captain being charged the \$20.00 forfeit charge.
7. The Intramural Sports staff reserves the right to adjust sportsmanship ratings based on additional information and team actions.