



Intramural Sports Handbook

2009-2010

Weber State Campus Recreation Purpose Statement:

To create opportunities that inspire engagement in healthy, active lifestyles.

Table of Contents

Eligibility.	3
Registration Process.	4
Awards.	5
Intramural Points Championship System.	6
Sportsmanship.	6
Forfeits.	7
Postponements.	7
Rescheduling Procedure	8
Protests.	8
Contact Information.	8

ELIGIBILITY:

Informed Consent Agreement: All participants in the intramural sports program are responsible for their own medical insurance coverage. While your participation in intramural sports is encouraged, the extent of your participation should not exceed the limits determined by your own sense of your health status and physical capabilities. The Campus Recreation Department does not assume any financial responsibility for injuries received during intramural participation. By signing the scorecard at each competition, intramural participants agree to the Informed Consent Agreement. We strongly encourage all participants to obtain some type of medical coverage.

Non-Students: Non-students may buy a community pass from the Campus Recreation Office for \$15. This pass allows participants who are not students to participate in intramural events. You must bring this pass in order to get into the facility. This pass is your ID card that must be present every time you participate in an intramural activity. **You will not be allowed to play if you arrive at the event without this ID.** *To begin any intramural team contest, a team must be comprised of at least half WSU students, faculty, or staff.*

Check-In: A Weber State identification card (Wildcard) will be required to participate in all intramural activities. If a participant has lost their card, they must see the Intramural Coordinator prior to participating in the event, at which time eligibility for participation will be determined. **If you arrive at the event without an ID, the intramural staff will not allow you to participate.**

Students: All regularly enrolled student of Weber State University are eligible for intramural participation. A regularly enrolled student is one currently carrying a minimum of one semester hour.

Faculty and Staff: All faculty and staff on a full or part-time basis are eligible for intramural participation. Faculty/Staff ID Cards are required to confirm eligibility and may be obtained through the Wildcard Office.

Club Sports Members: Two (2) members of a sport club team may participate in their intramural sport counterpart only if the sport requires five (5) or more players on the field of competition. One (1) member of a sport club may participate in their intramural sport counterpart only if the sport requires four (4) or fewer players on the field of competition. *Additional restrictions may be enforced as determined by the Intramural Coordinator.*

Varsity Athletes: Intercollegiate athletes (including red-shirt athletes) may participate in intramural sports not related to their varsity sport. Athletes who have exhausted their athletic eligibility will not be considered a varsity athlete. Prop 48 athletes may participate in all intramural activities.

**Any student who is dropped from a college athletic team or sports club becomes eligible for intramural participation following the delivery of a signed, official, drop-notice from their appropriate authority or representative.*

Professional Athletes: Any student, faculty, or staff members who have competed as a professional athlete must see the Intramural Coordinator regarding current eligibility status.

Organizational Teams: Teams wishing to represent fraternities, sororities, residence halls, and/or student groups must have a majority (more than half) of their roster filled with members of the appropriate organization to earn points towards the year-long Intramural Points Championship.

Spectators: During intramural activities, the arena and gymnasium have limited space for spectators. There are no bleachers, chairs, etc. for this purpose. To enter the HPEC facility, non- ID holders must pay the normal facility entry fee.

Playing for Multiple Teams: No player may participate on more than one (1) team in the same sport/activity. The exception to this is that a player may play on a male/female team and a co-ed team at the same time.

Playoff Eligibility: For an individual to be eligible for the playoffs, s/he must have played at least once with the team during the regular season and meet all other eligibility requirements. If rain-outs, injury, illness, etc. (as determined by the Intramural Coordinator) prevent player(s) from participating during the regular season, the team captain may petition the Intramural Coordinator within 48 hours of the team's first tournament contest. If the petition is approved, these players would be eligible for the playoffs. The Intramural Coordinator reserves the right to refuse such petitions in part or in total. A maximum of three (3) players per activity may be added in this manner.

For an individual to be eligible for the championship game in a short-term (weekend, one-day, etc.) tournament, s/he must have played in at least one (1) game prior to the championship game for his/her team.

Jewelry/Official Equipment: Each activity requires different equipment. Under no circumstances may a participant wear anything that is not part of the official equipment for that activity. Jewelry of any kind (necklaces, earrings, bracelets, rings, etc...) is not allowed under any circumstances. Medical bands will be allowed if they are taped to the body. Metal cleats of any kind (football, soccer, baseball, etc.) are NOT allowed for intramural event. Any braces must be wrapped in a soft covering.

REGISTRATION PROCESS:

Entry Procedures: Each team is required to complete and deliver an official entry/roster form by the deadline date to the Campus Recreation Office (Stromberg Rm. 21). This entry/roster will be considered the official team roster. Team captains are responsible for the eligibility of all team members. Each individual must compete under his or her own name. An ineligible person or any person using an assumed name will be barred from intramural competition during that season and any team he/she represented will be penalized with forfeits for all games in which the violator participated. A player may not play for two (2) teams in the same sport and/or activity except when one (1) of the teams is in the co-ed league.

Entry Fees: The entry fee for each team or individual to compete in an intramural activity will vary. Team fees must be paid in one lump sum (individual team members do not pay the office separately). All entry fees must be paid in full at the time of registration.

SPECIAL NOTE: Late entries accepted after the deadline will be assessed a \$5.00 late fee. Campus Recreation reserves the right to refuse any late entry. Teams may also be placed on a waiting list. The waiting list is first-come, first-serve and will serve to replace teams and individuals that forfeit or default out of a league.

A player playing in one (1) contest with a team may not transfer to or play with another team in that sport unless the first team is dissolved. All competitors in a playoff game must have played in at least one (1) regular season game for their playoff team.

Entry Protocol is as follows:

- 1) Obtain an entry form from the Stromberg Gym at the Campus Recreation Office, Rm. 21, or print it off the intramural website at www.weber.edu/im .
- 2) If you register a team as a Housing or Greek Team, please note the Housing Area (U.V. or P.T.) or Greek House that your team is representing. At least half of your team must be made up of members of the noted organization in order to earn points toward the Intramural Points Championship for this year.
- 3) Take your registration form and entry fee money to the Campus Recreation office by the entry due date.
- 4) It is required that a team representative attend the Captains' Meeting which will be held prior to most leagues starting. For information about the meeting, check online at www.weber.edu/im. Sport-specific rules and scheduling considerations will be discussed at the meeting. If a team does not attend this meeting, they risk being dropped from the league and replaced with a team on the waiting list.

Roster Additions: Teams may add players onto their rosters until the playoffs (for league events) or until the semifinal round (for short tournaments). New team members must be eligible to play for the team they are signing up for. These new members can sign up on the team roster at the time of the game, provided they have a Weber State ID in-hand and are eligible to participate. It is the captain's responsibility to assure that each member of his/her team is an eligible participant. If it is discovered that a participant was not eligible, that participant will be suspended from all intramural play and the team will suffer forfeit losses for each game in which the ineligible team member participated.

Free Agents: If you cannot get a full team together, you may sign up at the Campus Recreation Office (SG Rm. 21) and we will attempt to place you on a team still needing players. If enough "free agents" register at the office, the Intramural Coordinator will schedule a Free Agent team into the league and disperse contact information to all members. Teams looking for more players are encouraged to contact the office to see if free agents are available.

AWARDS:

Intramural Champions: Individuals or teams winning the League Championship (usually the end-of-season tournament) will receive a Weber State University Intramural Sports Champion T-Shirt.

INTRAMURAL POINTS CHAMPIONSHIP SYSTEM:

Teams from the WSU Housing and Greek systems are invited to compete throughout the year to earn the honor of being Intramural Points Champions of the Year. Teams earn points by competing successfully (not necessarily winning) and representing their organization in a variety of intramural team events. Specifics of the Intramural Points Championship system are detailed below:

Teams must use the same team name for each intramural event in order to earn points towards the championship. Organizations may enter more than one team but must designate their "official IPC" team before the league begins play and only that team will earn points towards the IPC scoring (the 2nd team will earn general team entry points).

Team Sports Scoring:

Team Entry.....	6 points
2nd Team Entry (2 is the maximum)	2 points
Captains' Meeting Attendance.....	2 points
Game Win.....	2 points
Game Loss.....	1 points
Forfeit Loss.....	0 points
Overall Sportsmanship Rating > 4... ..	3 points
Sportsmanship Score of "1".....	minus 2 points
Runner-up*.....	2 points
Champions*.....	3 points

**normally champion/runner-up is determined during the end-of-season tournament*

SPORTSMANSHIP:

Sportsmanship Points System:

The Weber State University Intramural Program places sportsmanship as a top priority for all activities. In turn, a system that tabulates and averages sportsmanship points over the course of each team sport season will be utilized, resulting in a Sportsmanship Average (SPA) for each team. This is a comprehensive system for dealing with sportsmanship concerns. While there are still mandatory penalties for individual violations, this system addresses the overall conduct of a team.

During the course of each sport season, a sportsmanship score will be determined following each contest. These scores will be averaged to determine a team's SPA.

Should a team not accumulate a 3.5 SPA, it will be ineligible for tournament play.

Sportsmanship Points Deduction Breakdown:

Each team begins with five (5) sportsmanship points at the start of each contest. Points are awarded for the entire team as a whole, not individually. The intramural staff will determine if there should be deductions to a team based on the team's sportsmanship throughout the entire game (this includes pre-game and post-game conduct).

Typical sportsmanship score examples are given below:

- 5) This is a perfect game with no altercations and good sportsmanship shown towards opponents and officials.
- 4) An average intramural game. Minor remarks are made to opponents and/or officials.
- 3) Proper sportsmanship was not displayed in this game. The team was argumentative about officials' calls and may have made demeaning comments to their opponents. Any technical foul or unsportsmanlike penalty automatically results in a team's highest sportsmanship rating being a "3".
- 2) The team showed a lack of respect for the officials and their opponents throughout the contest. Lack of sportsmanship is displayed by more than one team member.
- 1) Unacceptable behavior was present throughout the contest and is exhibited by multiple team members. A team earning this sportsmanship score could be eliminated from the league without warning. **A team receiving two "1" ratings over the course of a season will automatically be eliminated from the league, even if the second occurs during tournament play.**

Ejections: If an intramural participant is ejected from any intramural contest, s/he is immediately ineligible from further access to, or competition in, any intramural activity until s/he has been reinstated by the Intramural Sports Coordinator. Eligibility will be determined at a meeting with the Intramural Coordinator. It is the *participant's* responsibility to schedule an appointment with the Intramural Coordinator to review his/her behavior and subsequent eligibility in future intramural contests. Player suspensions begin *after* the meeting with the Intramural Coordinator (i.e., no self-imposed penalties). There are no appeals of ejections/suspensions.

FORFEITS:

Forfeits are not only an annoyance to the opposing team who took time out of their schedule to be present at an intramural contest, but they are also detrimental to the Campus Recreation Department who has reserved space and hired staff to aid in offering the program. Forfeit details can be reviewed in each specific intramural sport's rules summary and these policies may vary from sport to sport. The Intramural Supervisor's watch is always the official standard for determining game time. If a team forfeits twice during the regular season, they risk being removed from the league with no refund.

POSTPONEMENTS:

The Intramural Coordinator may postpone events due to weather, unusual circumstances, or emergency situations. On-site, the Intramural Supervisor will determine whether play will start or continue. Weather cancellations will not be determined until 1 hour prior to the first game of the day. Postponed contests will be rescheduled if at all possible. Postponed regular season contests may be sacrificed so that a full tournament schedule can be fulfilled. For information on cancellations, call the intramural office at 626-7967.

RESCHEDULING PROCEDURE:

The following procedure will be utilized in the event that a team/individual would like to reschedule an intramural contest:

1. The team captain wanting to reschedule must contact the Intramural Coordinator at 626-6476 (Room 21 of Swenson Gym) or landonwolfe@weber.edu for available dates and times to reschedule the contest.
2. The team captain shall contact the opposing team captain or individual to determine if the opponents are willing to reschedule to the new date/time.
3. If the opposing player or team captain does not elect to reschedule the contest, the game will be played at the date and time it was originally scheduled or the team wishing to reschedule may declare a "default" if they will not be able to attend.
4. If the teams agree to reschedule the contest, the team captains from both teams shall notify the Intramural Coordinator of the agreed upon date and time. Once the new date/time is confirmed by both captains, the rescheduling is official.

PROTESTS:

For all protests, the protesting team's captain must have attended the captain's meeting (if applicable). *NOTE: Judgment calls by intramural officials cannot be protested.*

The team captain must make the rules interpretation protest immediately after the decision in question. The team captain must notify the official of the protest. An official's time-out will be called and the Intramural Supervisor may be summoned to make a decision. If the protest is upheld, the decision will be changed and the game will continue. If there is disagreement with the on-site decision, either team captain may appeal the decision to the Intramural Coordinator. This appeal must be made the next day that classes are in session at Weber State. The appeal may be made via a voice message or through email if the Intramural Coordinator is not in his/her office. If a misapplication of the rules is found to have directly affected the outcome of an intramural contest, the contest may be replayed as the Intramural Coordinator sees fit. Not all misapplications of the rules will result in action by the Coordinator.

Contact Information

Intramural Office:	(801) 626-7967
Office Hours:	Monday-Friday, 8am – 5 pm
Location:	Swenson Stromberg Complex, Room 21
Intramural Web Page:	www.weber.edu/im
Intramural Coordinator:	Landon Wolfe landonwolfe@weber.edu (801) 626-6476