



# Intramural Sports Participant Handbook

Policies & Procedures

**2019-2020**

**Table of Contents**

Mission ..... 2

Learning Objectives for Participants ..... 2

Non-Discrimination Policy..... 2

Policy on Prohibited Discrimination, Harassment & Related Misconduct Including Sexual & Gender-Based Harassment, Sexual Violence, Interpersonal Violence & Stalking ..... 2

Code of Ethics..... 2

Honor Code ..... 3

Alcohol & Drug Policy..... 3

Tobacco & Vaping Policy ..... 3

Informed Consent Statement ..... 3

Identification – UNC OneCard Policy ..... 3

Team Names and Uniforms ..... 4

Team Awards ..... 4

Eligibility ..... 4

League Structure ..... 4

Activity Registration..... 5

Team Captains..... 5

Rosters ..... 5

Playing with Multiple Teams..... 6

Scheduling..... 6

Defaults..... 6

Forfeit or No Show ..... 6

How to Cancel Team or Individual Registration..... 7

Ringers ..... 8

Sportsmanship ..... 8

Conduct..... 10

Protest..... 11

Intramural Legend Program..... 11

Sports Officials ..... 11

### Mission

*Campus Recreation provides a diverse and intentional recreational program in a safe, inclusive, and accessible environment which enhances the social, mental and physical well-being of the entire University community.*

*Sport Programs is an entity within Campus Recreation that encompasses Sport Clubs and Intramural Sports. We exist to provide competitive, recreational, and instructional opportunities in an inclusive environment, aimed at promoting a healthy and active lifestyle. Sport Programs develops leaders through participation and student employment.*

*Intramural Sports offer the opportunity for participants to compete against their peers in a friendly and structured environment, through a variety of team sports and individual/dual activities that fit their needs. Intramural Sports caters to all skill levels through a variety of traditional and non-traditional programs.*

### Learning Objectives for Participants

1. **Community:** After participating in Sport Programs as an Intramural or Sport Club athlete, participants will develop a sense of community by identifying other participants with similar interests.
2. **Healthy Lifestyle:** After participating in Sport Programs as an Intramural or Sport Club athlete, participants will develop habits associated with a healthy lifestyle and personal wellness.
3. **Balance/time management:** After participating in Sport Programs as an Intramural or Sport Club athlete, participants will be able to make purposeful decisions regarding the balance of education, work and leisure.

### Non-Discrimination Policy

The University of North Carolina at Chapel Hill does not discriminate in offering access to its educational programs and activities on the basis of race, color, gender, national origin, age, religion, creed, disability, veteran's status, sexual orientation, gender identity or gender expression.

### Policy on Prohibited Discrimination, Harassment & Related Misconduct Including Sexual & Gender-Based Harassment, Sexual Violence, Interpersonal Violence & Stalking

This Policy prohibits all forms of *Discrimination* and *Harassment* based on *Protected Status*. It expressly, therefore, also prohibits *Sexual Violence* and *Sexual Exploitation*, which by definition involve conduct of a sexual nature and are prohibited forms of *Sexual* or *Gender-Based Harassment*. This Policy further prohibits *Stalking* and *Interpersonal Violence*, which need not be based on an individual's *Protected Status*. Finally, this Policy prohibits *Complicity* for knowingly assisting in an act that violates this Policy and *Retaliation* against an individual because of their good faith participation in the reporting, investigation, or adjudication of violations of this Policy. University students and employees who violate this Policy may face discipline up to and including expulsion or termination. *Discrimination*, *Harassment* (including *Sexual* or *Gender-Based Harassment* and *Sexual Violence*), *Interpersonal Violence*, *Stalking*, *Complicity*, and *Retaliation* are defined in [Section IV](#) of this Policy.

### Code of Ethics

Good Sportsmanship is vital to every contest. In order to encourage proper conduct during an intramural sports contest, supervisors, officials, scorers/timers, and administrative staff will make decisions as to warn, penalize, or eject players/teams for poor sportsmanship. The Sport Programs Council will rule on further penalties to be prescribed as a result of unsportsmanlike conduct as outlined below. The team captain/manager is responsible for the actions of all individual members of the team and for any spectators directly related to their team. The conduct of the players and spectators before and after each game is as important as the conduct during the game. Each team will be held responsible for conduct at these times, as well as during the game.

### **Honor Code**

All students are expected to know and abide by the regulations and policies set forth by the Honor Code, and are subject to disciplinary actions by the University for any Violation of this code. The Department of Campus Recreation reserves the right to refer any incidents involving sub-standard student conduct to the Office of the Dean of Students.

### **Alcohol & Drug Policy**

In accordance with University Policy, alcohol consumption and/or drug use prior to or during participation in an Intramural Sports activity is not only unsafe, but also a violation of University rules, and, if you are underage, illegal. As a reminder, the Intramural Sports Staff strictly enforces the zero tolerance alcohol and drug policy during all intramural sports contests. Consequences for this violation of the rules may include but are not limited to: being prohibited to continue participating in the intramural game, judicial referral and in egregious situations arrest.

### **Tobacco & Vaping Policy**

Tobacco use including the use of smokeless tobacco during Intramural Sports participation is prohibited. Smoking has been banned inside University buildings and facilities for years. This now includes vaping. Participants, visitors, guests, and spectators are prohibited from using tobacco in all forms and from using vapes at Campus Recreation facilities. Consequences for this violation of the rules may include but are not limited to being prohibited from continuing to participate in the Intramural Sports game.

### **Informed Consent Statement**

Your participation in Campus Recreation activities could result in physical injury, which could be serious or fatal! UNC-CH assumes no responsibility for injuries received during intramural sports activities. Students, faculty, staff, spouses and/or domestic partners are reminded that Intramural participation is completely voluntary and involves inherent risk associated with the activities offered. It is strongly recommended that all participants have a physical examination and secure adequate medical insurance prior to participation.

### ***Return to play - Concussion***

If a participant has been deemed to have a concussion or concussion-like symptoms while participating in an Intramural Sports Activity, the Athletic Training will notify the Intramural Sports staff that the participant is ineligible. The Sport Programs Administrative staff will then flag the participant as ineligible until they bring a signed note from a physician or receive clearance by the UNC Sports Medicine Health Care Team.

### **Identification – UNC OneCard Policy**

A valid UNC OneCard is required to gain access to Campus Recreation Facilities with an identification policy. All participants will be required to present a valid UNC OneCard or government issued identification prior to participation in all Intramural Sports Activities. A second picture ID maybe required upon request. Any late arriving participants must show their UNC OneCard or government issued identification to the sport programs employee before entering the contest.

### ***Improper Use of Identification***

Any player using a name other than their given name will be barred from Intramural Sports participation for a minimum of 30 Intramural Sports programming days and that team will be penalized with forfeits for all games in which the violator participated. If the Sport Programs Supervisor determines that the team captain was aware of the individual's use of improper identification, then that team may default their game and be subject to removal from the league. Any individual caught trying to check-in with an ID that is not their own has jeopardized themselves and the owner of the ID to disciplinary action by the university. Intramural Sports reserves the right to bar any organization or team that willfully uses an ineligible player.

### Team Names and Uniforms

Intramural Sports reserves the right to change any team name that is deemed inappropriate or offensive to participants (including but not limited to: names involving profanity or of an offensive or sexually explicit nature). Please use proper judgment when selecting names and uniform artwork. If you are unsure if a team name will be accepted, contact the Intramural Sports office and speak with an Intramural Sports representative.

### Team Awards

The champion of each level of each league will receive t-shirts as awards. The number of t-shirts that a team will receive will be equal to twice the number of players on a regulation team (e.g. basketball champions will receive  $2 \times 5 = 10$  t-shirts). To be eligible for a t-shirt each participant must actively participate in a minimum of two of their team's schedule games.

### Eligibility

Intramural Sports reserves the right to investigate the eligibility of participants. These investigations may result in forfeiture, probation, and/ or suspension of teams or participants. Participants are still encouraged to submit a protest involving ineligible participants.

Participants must meet the criteria listed in one of the following categories to be an eligible participant in Intramural Sports:

- **Current Students:** University of North Carolina at Chapel Hill full-time students (undergraduate & graduate) receive an automatic recreation membership through enrollment and payment of mandatory student fees. Student membership is effective only during currently enrolled semesters. These students are eligible to participate in the \*Fraternity, Men's Open, Women's and, Co-Rec divisions. *Note: Students enrolled in noncredit courses and students taking correspondence courses are not regularly enrolled and are ineligible for Intramural Sports participation.*
- **Employees/Families/Part-time Students:** In order to use Campus Recreation facilities and be eligible to participate in all programs, UNC-Chapel Hill faculty/staff/part-time students and UNC Hospital employees must pay a fee. Payroll deduction is encouraged for convenience in renewal. All faculty and staff are eligible to compete in the Faculty/Staff, Men's Open, Women's Open and, Co-Rec Open divisions.

### Illegal Participation

Regardless of the reason, no ineligible player may compete in an Intramural Sports contest. No opposing team may give its consent for the participation of an ineligible player.

If a team uses an ineligible player in league play, all games or contests in which the ineligible individual participated will be forfeited to the opponents, regardless of the outcome. The illegal player may be suspended for the remainder of the activity season and/or the academic year. In elimination tournament play, the team will be disqualified from the respective position in the bracket at the time the legal protest is honored. *Note: Intramural Sports will make random checks of team rosters. It is NOT NECESSARY for a team to protest a player in order for that player to be ruled ineligible.*

During the play-offs, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team. No reorganization of the tournament shall occur.

### League Structure

Intramural Sports represents the structured team, individual and dual events portion of Campus Recreation. All Intramural activities are offered for men, women, co-recreation, or open (no gender ratio restrictions). Occasionally, the leagues will be split into two leagues of the same level of competitiveness, Rams and Heels. There is no distinction between the two leagues, other than the names. The Rams, Heels, and Open leagues are all designed for individuals with a wide variety of skill levels ranging from beginner to advanced. The primary emphasis is on recreational play, fun, exercise, getting better acquainted with other students, and promoting healthy competition. Teams in each league will have an opportunity to win an Intramural Champion T-shirt. Graduate and undergraduate

## 2019-2020 Intramural Sports Participant Handbook

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students, Recreational Membership Card-holding faculty/staff members, spouses and/or domestic partners of the aforementioned are eligible for this division.

### *Fraternity and Sorority*

This league is available for only active members and pledges [not social affiliates] of fraternities and sororities. Eligible participants who represent their Fraternity or Sorority in Intramural Sports activities are defined as a dues paying member, listed with the Office of Fraternity and Sorority Life during the current academic year (Aug 1 – July 31).

### Activity Registration

- **Team Sports:** Team captains will be able to register for all sports/activities via IMLeagues or <http://www.stayactive.unc.edu>. The registration dates and times for each sport/activity are listed at [www.campusrec.unc.edu](http://www.campusrec.unc.edu). Captains must have their team signed up in a league by the end of the registration period.
- **Individual/Dual Sports/ Special Event:** Individuals will be able to register for all sports/activities via IM Leagues or <http://www.stayactive.unc.edu>. The registration dates and times for each sport/activity are listed at [www.campusrec.unc.edu](http://www.campusrec.unc.edu). Captains must have their team signed up in a league by the end of the registration period.

### Team Captains

Each team entered in any Intramural Sports activity must have a team captain who will be acting as the official liaison between the team and the Intramural Sports office.

#### *Some Team Captains responsibilities include:*

- Organize the team and enter it into competition before the entry deadline
- Knowledge of the sports rules and intramural sports policies and procedures.
- Complete his/her team roster at the specific time
- Keep the team members informed as to time and place of the schedule activity and see that they are present and prompt
- Make an effort to see that those representing their team/organization play according to the rules of the game and conduct themselves as good sports, including spectators
- Check and verify the eligibility of each player before and during the season
- Help assist in making arrangements for postponed games

### Rosters

Team roster minimums must be met by deadline given by the Sport Director for each sport. If not completed by the deadline your team entry may not be approved and may be moved to the waitlist. In order for rosters to be considered complete, it must contain the minimum number of participants required for that sport and the appropriate gender breakdown must be followed for Co-Rec activities. It is the responsibility of each team captain to check the eligibility of each team member in order to avoid a protest by opponents for playing with an ineligible participant. Failure to be on an official roster will result in that team forfeiting the game.

### *Free Agents*

To register as a free agent for a sport, sign up online through the Intramural Sports online registration. (<http://www.stayactive.unc.edu>)

The Free Agent group is advertised to existing teams so they might call or email you and ask you to join their team. If there are enough free agents for a particular sport, the Intramural Sports Administrative Staff may put together teams of all free agents to compete in our leagues. Teams may add players to their roster throughout the regular season, provided that those players have not played for another team in the same sport and division (coed, men's, and women's) through the end of the season.

### Playing with Multiple Teams

All student, faculty, or staff members with a recreation membership are permitted to participate on multiple teams once the team registration period has ended. Participants who are on multiple rosters will have to commit to one roster once playoffs begin.

### Scheduling

Most activities are scheduled Sunday – Thursday from 5:00pm – 11:00 pm. However, due to the number of teams registered, times and days of play may be adjusted to accommodate more teams. Due to the number of entries certain activities will be scheduled as weekend or one-day events; all participants must be ready and available when called upon. Make-up and playoff games may be scheduled during any day and time of the week, regardless of days and times scheduled for regular season play.

### Rescheduling of Contest

No rescheduling can be accomplished except through the Intramural Sports office. A valid reason must be presented for consideration when requesting the rescheduling of contest. All rescheduling request must be submitted within three business days of the original contest. All rescheduling must be confirmed 24 hours in advance by both teams/individuals.

These procedures and guidelines must be followed in order to officially reschedule any contest:

1. Team/individual desiring to reschedule a contest must contact the Intramural Sports Office and check with Intramural Administrative staff on the availability of alternate game times. This is subject to the availability of facilities and personnel.
2. The team/individual desiring the change must contact the opponent, request a change, and identify alternate times for playing the contest. Contact information for team captains is available through Intramural Sports Administrative Staff. The opponent is not obligated to change the playing date or time. **Exceptions: Championship Games.**
3. If change is agreed upon, both teams/individual must contact the Intramural Administrative staff to confirm the change. If both teams/individual do not confirm the change, the contest must be played on the scheduled day and time. Note: Teams wishing to reschedule may default to avoid forfeit charges.

### Defaults

When teams are aware that they will be unable to field the required number of players for a game or match; the team should notify the Intramural Sports Office on the day of the contest to receive a default for the scheduled contest. No defaults will be accepted after 3:00 pm on the day of the game. (A \$20.00 forfeit fine will be assessed for a call-in default after the daily deadline). A team having less than the required number of participants to start a contest is considered a default, unless otherwise stated in the sport's specific rules. To default, call (919) 843-7529 or complete this [form](https://goo.gl/forms/2xh1Cl3jpRSzjgZ2) : <https://goo.gl/forms/2xh1Cl3jpRSzjgZ2>

### Consequences of a Regular Season Default

A team which records a default (at the game site or by notifying the Campus Recreation Office) for a regular season contest receives a loss and a sportsmanship rating of a 3.0 for the defaulted contest. The team will be retained in the league without penalty for the remainder of its scheduled games. If the team opts to drop from the league following a default, the team captain shall be assessed a registration cancellation fine. Players who have signed-in for a team that defaults its first regular season game and subsequently drops out of the league without playing a game will not be considered part of that team and may join another team without penalty.

### Consequences of a Tournament Default

A team which records a default for a playoff contest in a single-elimination tournament will receive a loss for the contest and will be eliminated from the tournament. No forfeit or cancellation fine applies to defaults in tournament

### Forfeit or No Show

If a team or contestant fails to appear at the appointed place and time the sports supervisor in charge shall declare the contest forfeited to the team or contestant ready to play. To forfeit, call (919) 843-7529.

## ***2019-2020 Intramural Sports Participant Handbook***

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### ***Consequences of a Regular Season Forfeit - Team Sports***

If a team no shows or fails to have enough players to default at the game site, a forfeit is recorded. The forfeit fine of \$20 is automatically assessed to the team captain of record. It can be paid in the Campus Recreation Office (101 Student Recreation Center) with cash or One-Card within two business days of the forfeit or second default, after two business days the fine will be posted to the team captain's UNC account and then must be paid at the Office of Student Accounts and University Receivables in the Student Academic Service Building. Any team which forfeits a contest will receive a sportsmanship rating of a 3.0. Additionally, any team forfeiting because of failure to arrive at a scheduled regular season contest may be dropped from the league unless they notify the Intramural Sports Office of their intention to continue to participate following the forfeited contest. Any team which forfeits a contest may become ineligible to participate in the playoff tournament.

### ***Multiple Regular Season Forfeits***

Teams with multiple forfeits will be fined only for the first forfeit.

### ***Consequences of a Tournament Forfeit - Team Sport***

The team captain will be assessed a forfeit fine when his/her team forfeits a playoff / tournament contest for failure to be ready to play with the required number of players (as outlined in section A). A team which records a forfeit for a playoff or tournament contest will receive a loss for the contest and be eliminated from the tournament.

### ***Ineligible Players & Administrative Forfeits***

Any team using an ineligible player (Fair Play, Participating with an Ineligible Player) shall forfeit all games in which the ineligible player had played. Teams that are dropped from a league due to use of ineligible players or other administrative infractions will be charged the \$20 forfeit fee.

## **How to Cancel Team or Individual Registration**

A team shall indicate its desire to cancel its registration for an intramural sport through written documentation submitted to the Sport Programs Office in 102 Student Recreation Center or via email. No fees apply when a team cancels its registration by 5:00 pm the before the registration period ends.

### ***Opting Out of Postseason Tournament Play***

A team may opt out of participating in a sport's playoff tournament by indicating its intention to drop out of the league through written documentation submitted to the Sport Programs Office in 102 Student Recreation Center or via email.

### ***Failure to Cancel Registration***

A team that fails to cancel its registration as outlined in the section "How to Cancel a Team Registration" shall be subject to the assessment of the late cancellation fine should it not participate as scheduled.

### ***Late Cancellation Fine***

A registration cancellation fine of \$20 is assessed to a team that cancels its registration following the established deadline for registration cancellation. The captain or individual under which the individual or team was originally registered, unless changed through written documentation, will be assessed the \$20 team, \$10 doubles, or \$5 singles cancellation fine. The fine can be paid in the Campus Recreation Office (101 Student Recreation) with cash or One-Card within two business days of the late cancellation, after two business days the fine will be posted to the individual or team captain's UNC account and then must be paid at the Office of Student Accounts and University Receivables. Failure to pay the forfeit fine can result in a hold on a student's class registration or reception of a graduate's diploma until properly paid.

### ***Late Cancellation Fine Appeal Process***

The team captain must appeal the cancellation fine at the time he/she cancels the team registration. A written appeal is required and shall be submitted to the Director of Intramural Sports in 101 Student Recreation Center or via email. Evidence shall be provided at the request of the Director.

### Ringers

A Ringer is defined as an otherwise eligible participant with certain playing restrictions as a result of having benefited from advanced training and coaching opportunities in the same or related Intramural sport. Ringers are eligible to compete in the Rams, Heels, or Open leagues. Ringer restrictions per roster are outlined below:

- A maximum of 2 ringers (regardless of gender) are allowed per team roster in sports that require more than five (5) participants on the field or court.
- A maximum of 1 (regardless of gender) are allowed per team roster in sports that require five (5) or less participants on the field or court.

Ringers are defined as:

- Sport Club Members who are listed on the official sport club's roster at any time during the current academic year.
- Former members of a Varsity or Junior Varsity team who are members of the team during the current academic year.
- Former professional players

### Sport Club Athletes

Current sport club members may participate in their related sport as a ringer.

A student who participates [either in practices or participants in games] as a member of a UNC Chapel Hill sport club, determined to be any individual listed by the respective club officers on the club's membership roster is considered a ringer in his/her sport or related intramural activity. The student is considered a ringer for the entire academic year (August 1 – July 31) in which they participate in that club [either in practices or participates in games].

### Varsity Athletes

Varsity or junior varsity athletes are student-athletes who participate or practice with, or are deemed a member of a University Varsity or Junior Varsity team by the coach of that university, and are determined to be any individual listed on the University's team roster. These students are ineligible for Intramural Sports participation in their specific or related sports for the current academic year in which they are on the roster. A varsity letter winner at UNC or any other college, university or junior college will not be eligible to participate during the current academic year in the sport (or related sports) in which they earned their varsity letter.

### Former Members of a Junior Varsity or Varsity Athletic Team

A student who participated [either in practices or games] on a Junior Varsity or Varsity team is considered a ringer in his/her sport or related intramural activity. Once any former junior varsity or varsity athlete from an institution of higher education is eligible to participate in the intramural program, they are considered a ringer for that entire academic year (August 1 – July 31).

For example: *When a soccer player ends the regular season in the Fall Semester 2018, they cannot participate in any soccer related intramurals until the Fall Semester 2019. They are then considered a ringer for the Fall 2019 and Spring 2020 academic year.*

### Professional Athletes

All students, faculty, and staff who have established themselves as professionals and forfeited their amateur standing in any sport must wait five years (with the year being identified from August 1 – July 31) upon completion of their professional sports career, before being considered for Intramural Sports participation. It is the responsibility of the individual athlete to inform the Sport Programs Office of his or her standing. A professional is classified as someone who receives payment for their performance.

Former Professionals [or semi-professionals]: will always have Ringer status

### Sportsmanship

Team Sportsmanship: Team sports activities find their origin in the basic human need for play. Winning and losing are mere outcomes of this play. Abusive language toward officials, supervisors, other participants, and manipulation of the rules are not "part of the game." This negative sport behavior distracts from the satisfaction of competing, exercising, and enhancing friendships. Sport Programs staff,

## 2019-2020 Intramural Sports Participant Handbook

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jurisdiction is in effect from the time a team arrives at the playing site until the time the team leaves. Incidents outside of these limits may be examined as well.

Good Sportsmanship is a requirement, not an option, for participation in Intramural Sports

### Team Sportsmanship Guidelines

Each team receives a “team sportsmanship rating” at the conclusion of each game by the game officials. Be aware, an individual’s behavior can have a dramatic effect on a team’s rating.

A team must have a 3.5 (average) rating during the season to be eligible for the playoffs. Each team must maintain a 3.0 rating for each game/round to continue in the playoffs, regardless of the outcome of the game. *Note: If a winning team is removed from the playoffs because of the Team Sportsmanship Rating System, no team will advance from the contest.*

This is not an exhaustive list of unsportsmanlike actions. Nor does each element of each grade have to be obtained in determining a “team sportsmanship grade.” There may be adjustments to the “Team Sportsmanship Rating System” if unsportsmanlike behavior merits such adjustments for management effectiveness.

### Sportsmanship Points Description (Sample)

**5 - Excellent Conduct and Sportsmanship:** Participants cooperate fully with the officials and opposing team members. If necessary, the team captain converses calmly with officials about rule interpretations, fouls, violations and game control. Team captains maintain full control of teammates and spectators.

**4 - Good Conduct and Sportsmanship:** Participants generally display good sportsmanship towards officials and opposing team members, with no blatant displays of poor sportsmanship. Participants verbally complain about a few decisions and calls by officials which may warrant a warning from the Intramural Staff. Team captain maintains control of teammates and spectators.

**3 - Average Conduct and Sportsmanship:** Participants display some actions of poor sportsmanship towards officials and opposing team members. Participants persist in questioning officials about rule interpretations and judgment calls. Team has been warned and may or may not have received a foul for an unsporting act. Team captain maintains some control of teammates and spectators.

**2- Below Average Conduct and Sportsmanship:** Participants continually display actions of poor sportsmanship towards officials and opposing team members. Participants constantly complain about rule interpretations and judgment calls. Team has been warned multiple times and has received multiple fouls for unsporting acts. Team captain exhibits little control of teammates, spectators or themselves.

**1- Poor Conduct and Sportsmanship:** Participants behavior is completely uncooperative and shows no respect for officials and opposing team members. Multiple fouls are given to a player or players for unsportsmanlike acts. Team captain displays no control over the actions of team members. Team behavior warrants discontinuance of the game for any reason. Participants and spectators clearly related to the team engage in disorderly conduct that violates the university code of conduct.

**Ejection:** An ejected player is one who is barred from further participation in the game because of having committed fouls or penalties based on sportsmanship. For example: Two technical fouls for disrespecting an official.

**Disqualification:** A disqualified player is one who is barred from further participation in the game because of having committed fouls or penalties not based on sportsmanship. For example: one technical foul for delay of game and one technical foul for dunking. Disqualifications have no effect on sportsmanship rating.

### Special Game Situations

- Games cancelled/not rescheduled due to weather, power failure etc. – both teams will receive a “5.0” rating.
- A team winning by forfeit/default for reason other than sportsmanship will receive a “5.0” rating.
- If a game is forfeited due to sportsmanship, the opposing team will receive their rating based on their actions up to that point.
- A team forfeiting/defaulting for reason other than sportsmanship will receive a “3.0” rating.
- A team receiving a 2.0 or lower must meet with the Sport Programs Administrative Staff to be eligible to play their next scheduled contest.

### Conduct

During any Intramural Sports activity, all participants are expected to display those qualities and behaviors associated with good sportsmanship. Failure to maintain control during participation may result in suspension from play. Any player who is ejected from a game for unsportsmanlike conduct may not play with his or her team for the next scheduled game. Additionally, an ejected participant will need to depart the site (in timely fashion) for the remainder of the contest to avoid a team forfeit. All ejected participants must contact the Intramural Sports office and arrange an appointment with a member the Intramural Sports Administrative Staff, within 24 hours, prior to any further participation in any Intramural Sports activity. Disciplinary meetings must take place in person and no individual will be reinstated in any intramural sport prior to this meeting for ejections pertaining to unsportsmanlike conduct.

The following offenses are merely guidelines; disciplinary actions may result in more severe penalties.

- **First Offense:** Suspension from play for a minimum of two games.
- **Second Offense:** Suspension from play for a minimum of one semester and referral to the Office of the Dean of Students.
- **Third Offense:** Suspension from Intramural Sports for the remainder of time in school and referral to the Office of the Dean of Students.

Additionally, at any time when UNC Campus Police/Public Safety is called to diffuse a situation all suspensions will start at a minimum of one year.

All unsportsmanlike conduct brought to the attention of the Sport Programs Staff will be reviewed and ruled on by the Sport Programs Administrative Staff. *Note: More severe penalties may be imposed for any infraction of the rules or for conduct that infringes on the participation enjoyment of others. The above mentioned penalties are general guidelines.*

### Special Circumstances

Intentionally assaulting a staff member or participant in any manner will result in immediate ejection and suspension from participating in Intramural Sports for a minimum of one year to date. This also includes an attempt to strike, even though there may not be contact. Participants using threatening behavior, intimidation tactics or taunting game officials, staff members, and participants will result in immediate ejection and suspension from participating in Intramural Sports for a minimum of two games.

Unaccepted physical contact or fighting (defense is not an excuse for fighting) during Intramural Sports activity would be handled on a case-by-case situation, this also includes an attempt to strike, even though there may not be contact.

### Cheating

Any individual found cheating will be suspended from all activities for a minimum of 30 Intramural Sports programming days

Examples of cheating include, but not limited to:

- Participating or attempting to participate under an assumed name and team members with knowledge of such actions. Individuals using or attempting to use another students UNC OneCard will have the card confiscated and may be referred to the Office of the Dean of Students under the charge of "Providing False Information".
- Withholding Varsity, Professional, or Sport Clubs status.
- Participating after being suspended from competition and prior to being reinstated.
- Any person/team that willfully causes damage to equipment or playing area shall assume responsibility for the full cost of repairs or replacement. Suspension or game forfeiture may result.

### Appeals

Decisions on participant suspensions made by the Intramural Sports administrative staff may be appealed to the Senior Assistant of Sport Programs within one business day of the suspension. Appeals will take 1-2 weeks to be heard. During the appeals process the individual(s) involved will not be allowed to participate until a final decision has been determined. In cases involving a suspension of longer than 30 days, appeals may not be filed until one-half of the suspension has been served.

Appeals on participant suspensions will only be heard for the following reasons:

- Additional information provided not available at time of suspension meeting.

- Suspension length not consistent with guidelines.

### Protest

Questions as to a Sports Officials' judgment are not valid grounds for a protest. There may be times when you feel like you have been wronged and you may be correct. But, if the wrong was caused by poor judgment (in your opinion) on the part of the Sports Officials, timers, scorekeepers, or other staff members assigned to the contest, the call shall stand and there is no recourse but to accept the Sports Officials' decision. Protests are only allowed for rule interpretations or misapplications of the game rules or participant eligibility.

### Rule Interpretations

All protests regarding rule interpretations or misapplication of the game rules must be verbally declared by the team captain at the instant of disagreement (prior to the next play), with the game officials. The game officials will immediately suspend play and contact the Student Supervisor for Intramural Sports. The supervisor at the game site will confer with the sports officials to resolve the protest. If not satisfied with the decision of the student supervisor the team captains can file an official written protest with the student supervisor. It is the responsibility of the team captain to make sure that all pertinent game information is correctly noted on the Protest/ Appeal form. The Protest/Appeal Form must be filed before 9:00 am the next day or before the next game (following the protested game) is scheduled to begin, whichever occurs first. Failure to do so waives all protests. All decisions relative to a valid protest will be rendered by the Sport Programs Council, except when an immediate ruling is needed. An immediate ruling on a valid protest will be rendered by a member of the Sport Programs Administrative Staff.

### Protesting Participant Eligibility

Sport Programs will consider protests involving participant eligibility. The Sport Programs administrative staff requires that all protests regarding player eligibility be made known prior to the start of Intramural Sports contest. In cases where a team chooses to protest eligibility at any point after a championship contest has begun, and the protest is upheld, the specific league will not declare a champion, no championship game will be rescheduled and no t-shirts will be awarded.

It should not be considered poor sportsmanship to question the eligibility of a player. A strong Intramural Sports Program requires that the interest and concern of all persons involved are considered. When an official protest is presented which results in the identity and recognition of illegal actions within the structure and/or function of one or both teams, application of the governing rules will be administered.

### Intramural Legend Program

The purpose of IM Legends is to recognize those participants who upheld the mission of Intramural Sports which includes but not limited to good sportsmanship, teamwork, communication and participation. The top 20 participants (10 males; 10 females) will be rewarded and recognized for their consistent participation and success in multiple Intramural activities.

### IM Legend Criteria & Breakdown

- Number of games played in = 50 %
- Number of sports played = 35 %
- Number of wins = 15 %

*\*You will not be eligible to receive an IM Legend award if you have been ejected from any intramural sports activity.\**

### Sports Officials

Officials are an integral part of the Intramural Sports program at UNC-Chapel Hill. Without officials, you would have just another Open-Rec pickup game, which could possibly get out of control. During an Intramural contest, the officials are granted sole authority for controlling each game. Our officials make between \$8.25 and \$9.00 per game. High school officials make between \$55.00 and \$70.00 per game. As you can see, the use of student officials obviously helps keep team entry fees down. We get plenty of complaints

## *2019-2020 Intramural Sports Participant Handbook*

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concerning our officials, as do high school federations, the NCAA, and all professional leagues. We take the complaints seriously, but we also realize that officiating is one of those jobs that people expect you to be perfect on your first game and improve on that perfection in each following game. If you have a problem with an official, you are welcome to file a complaint in our office, as well as completing a participant official's evaluation form. Do not try to settle your problems on the field or court. Remember: Officials do not win or lose games for any team.