

FSU Campus Recreation | Seven Principles of Intramural Sports

INTRAMURAL SPORTS | Fall 2008 - Spring 2009 Summary

INVOLVEMENT - *Getting Students & Staff Involved in Intramural Sports*

Informing prospective players of the guidelines and procedures of being involved in Intramural Sports is a duty shared between IM staff and team captains. **Captain's Responsibilities** — The team captain is responsible for informing his/her team, its participants and associates, of the applicable guidelines and procedures governing Intramural Sports and the rules specific to the sport in which the team is participating. Campus Recreation and Intramural Sports utilizes the team captain to communicate official business including rule and principle violations and sportsmanship-related issues. It is the responsibility of the team captain to communicate such information in a timely manner to the team's participants and associates. Captains are urged to notify all players and fans that drugs and alcohol are prohibited at all intramural facilities and that participating under the influence can result in player or fan ejection, team disqualification, and further disciplinary actions by the Dean of Students Office.

FAIR PLAY - *Ensuring Fair Play in a Competitive Sports Atmosphere*

Intramural sports are competitive by nature. To best ensure fairness among all our teams and participants, numerous guidelines regarding individual and team eligibility have been developed.

General Player Eligibility — Currently-enrolled, fee-paying students of Florida State University are eligible for Intramural Sports leagues and events. Faculty and full-time staff (working 40 hours per week) are also eligible. TCC and FAMU students, part-time staff, and FSU alumni are NOT eligible.

Restricted Players — Current FSU student-athletes, current FSU varsity practice squad members, former student-athletes from any college or university, ex-student-athletes, professional players, and sport club members face additional restrictions to their participation in sports related to their previous or current athletic endeavors.

Sport Club Members — A team's season roster is limited to 2 sport-related club players. A player is considered a club player if he/she has appeared on the club's roster at anytime within the last 12 months. This is a roster limit (not just those players in the game). A listing of associated sports is available in the Fair Play section of the Seven Principles of Intramural Sports.

Varsity Athletes — Current varsity athletes may participate in IM sports not related to their varsity sport. A player is considered a varsity athlete if he/she participates in a varsity practice or contest or receives any aid or equipment from the Athletics department. Former varsity athletes are eligible to participate in their sport beginning in the academic year following their final varsity season. Former varsity athletes must participate in the highest division available in their sport; such teams are limited to 1 former varsity athlete.

More Information — Additional restrictions apply to student, faculty, and staff spouses, and greek organization members. Please review our online handbook at fsu.campusrec.com/im/principles/fairplay.shtml for details.

PARTICIPATION - *Providing Equitable Opportunities for Participation*

To best ensure appropriate use of our programs by eligible participants, numerous guidelines regarding team rosters and participant pregame check-in and identification have been established.

Valid ID Required — Each participant must present his or her valid FSUCard to check-in prior to each intramural contest. The IM staff may request photo ID from any participant at any time before, during, or after a contest. A participant attempting to register or sign-in for a contest when using a different student's FSUCard for identification or other form of fraudulent identification will be barred from participating in the contest. Such individual and his/her team may also face additional penalties.

Forgotten ID Policy — Each IM participant is entitled to a single Forgotten ID Pass per academic year (resets May 1, 2009). When using the pass to sign-in for a game/match, the participant will be required to provide additional identifying information.

Team Rosters — A team's official season roster is comprised of those eligible players who properly check-in (present proper ID) at the game site prior to the game in which they wish to join the team. Additions may be made to the season roster throughout the regular season and during the playoffs (prior to the day of the league championship). A team's game roster is comprised of those players on the team's season roster who have properly checked in at the check-in area prior to participating in that particular game.

Number of Teams — Players are NOT allowed to participate on two teams in the same league (men's, women's, or co-rec) within a sport at the same time. Players may participate on 1 single-gender team (men's, women's, fraternity, or sorority) AND 1 co-rec team within a sport at the same time.

Team of Record — A participant is considered to have officially played for a team once he/she has been signed-in on a team's roster at the game/match site, regardless of whether he/she actively plays in the game/match. The first team played (or signed up for) is the participant's official team of record. A participant, having played for one team, may NOT change to another team during the season.

Eligibility Violations — A team which is participating with an ineligible player as discovered by IM staff at the game site shall immediately forfeit the game or match. This includes failure to produce valid FSUCard upon request of an IM staff member before, during, or after an IM contest. Eligibility violations discovered through post-game administrative review can result in the violating team being assessed a forfeit, dropped from the league, or eliminated from a tournament or the playoffs, and possible action by the Dean of Students Office.

SAFETY - *Ensuring the Safety of Participants, Patrons, and Staff*

Intramural Sports is committed to providing a safe environment for participants, spectators, and staff by reducing unnecessary risks.

Injuries and Insurance — Florida State University does not provide insurance coverage for any injury or accident related to participation in intramural sports or activities or any "practice" or "free play". Each individual participant should provide his/her own coverage either through family policies or through the student accident and sickness insurance available through the Thagard Student Health Center. All injuries, including those which might occur during "free play", should be immediately reported to the intramural supervisor on duty.

FACILITIES - *Maintaining Quality Recreational Facilities for the FSU Community*

Intramural Sports is charged with maintaining quality outdoor recreational sports facilities for the FSU community. Guidelines have been developed to best preserve these facilities for use by current FSU students, faculty, and full-time staff.

Inclement Weather — In the event of inclement weather, teams should call the IM RainLine at 850-645-RAIN (7246) or visit the Intramural Sports web site for information regarding the status of their game. Games or matches postponed due to inclement weather during the regular season are generally NOT rescheduled. Playoff games affected by inclement weather will be rescheduled by the Intramural Sports staff as soon as possible. In the event of bad weather during the playoffs, team captains should visit the IM Sports web site during the next business day for reschedule details.

Unauthorized Use of Campus Recreation Facilities — Patrons who enter a closed facility (Tully Gym, Main Campus Fields, Rec SportsPlex) are subject to immediate suspension from all Intramural Sports activities and banishment from all Campus Recreation facilities for a period of up to one year. Teams in violation of this policy will be immediately dropped from any leagues in which they are actively participating. Additional charges may be filed with the Dean of Students Office and/or FSU Police at the discretion of Campus Recreation staff.

Complete details available online in the Seven Principles of Intramural Sports at fsu.campusrec.com/im/principles/index.shtml

ORGANIZATION - *Providing Organization and Structure for Teams and Participants*

FSU Intramural Sports schedules nearly 6,000 games and matches for over 2,000 teams in its sports every year. These guidelines and procedures help participants and teams assist us with keeping our games and matches on schedule each game day and throughout the season.

Game Time & Optional Grace Period — Scheduled game time is forfeit time. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for its scheduled contest, and properly equipped for play at the designated game time. Teams must be ready to play at game time to avoid a penalty. At game time, the captain of the team ready to play may opt to wait up to 10 minutes for the opposing team to become ready to play or take a win by default/forfeit. The decision may not be changed. If the opponent becomes ready to play, the game time will be shortened by the number of minutes the team was late. The game result will count as a normal game.

Defaults & Forfeits — A forfeit is recorded when a team appears with 2 (or more) less than the number of players required to start a game. A default is recorded when a team appears at the game site with 1 less than the number of players required to start a game.

Number of Forfeits — Teams which forfeit 1 regular season game must contact the IM Sports Office by 12 Noon on the next business day following the forfeit to request to remain in the league. Teams requesting to stay in the league must also pay a \$20 forfeit fee to hold their spot in the league. Payment is due by 12 Noon of their next game day. Teams that fail to contact the IM Sports Office by the day and time specified are subject to removal from the league to accommodate other teams from the sport's wait list. Teams which forfeit a tournament game are automatically eliminated from tournament play. For tournament forfeits, the payment of the forfeit fee is not applicable.

Defaulting a Game — Any team or individual unable to attend a scheduled contest should notify the Intramural Sports office at 850-644-2430 or online at fsu.campusrec.com/im by no later than 12 Noon of the day of the contest to default the contest. Teams or individuals must contact the Intramural Sports office by 12 Noon on Friday to default any weekend games or matches.

Game-Site Defaults & Number of Defaults — A game-site default during the first week of play (showing up to the team's first scheduled contest without enough players) will result in the team being dropped from the league. Teams which default other regular season games will be assessed a loss for the contest and remain eligible for further play. The second and subsequent defaults by a team in the same sport will result in a forfeit and the team will be subject to the provisions of the forfeit policy.

SPORTSMANSHIP - *Promoting Sportsmanlike Behavior Among Participants, Opponents, Spectators, and Staff*

The mission of Intramural Sports is to provide a recreational environment for the University community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team followers are among our primary goals. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the intramural program.

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. The Intramural Sports administrative staff reserves the right to review any rating given to a team.

Additional information regarding the rating method, factors, & scale can be found in the Sportsmanship section of the Seven Principles of Intramural Sports.

Player Ejections — A player, spectator, or other visitor may be ejected by game officials or other Intramural Sports personnel for any conduct deemed unsportsmanlike or for not staying within the spirit of the rules. Any person ejected from a game or game site must leave the game site immediately. An ejected person is immediately ineligible for ALL intramural sports and activities, both in the sport of the ejection and all other intramural sports. Ejected persons must complete the reinstatement procedure within 7 days from the date of the ejection or will be subject to additional penalties including suspension from other Campus Recreation facilities and further action by the Dean of Students Office. An ejected person who does not complete the required steps in the reinstatement procedure will remain ineligible for all Intramural Sports leagues and events for the remainder of his/her collegiate career.

Team Sport Playoff Qualification

All teams with an average regular season sportsmanship rating of 3.0 or better and without an outstanding forfeit qualify for the playoffs. Men's independent and co-rec teams qualify for a particular level of the playoffs based on their regular season record *at the time of the playoff draw meeting*.

Men's Teams	<i>Regular Season Division</i>	<i>If Undefeated</i>	<i>If Win at Least 1 Game</i>	<i>If Winless</i>
	Division I	Division I Playoffs	Division I Playoffs	Division I-AA, Can Decline
	Division I-AA	Division I Option	Division I-AA Playoffs	Division II, Can Decline
	Division II	Division I-AA Option	Division II Playoffs	Division III, Can Decline
	Division III	Division II Option	Division III Playoffs	Division III Playoffs
Co-Rec Teams	<i>Regular Season Division</i>	<i>If Undefeated</i>	<i>If Win at Least 1 Game</i>	<i>If Winless</i>
	Division I	Division I Playoffs	Division I Playoffs	Division II, Can Decline
	Division II	Division I Option	Division II Playoffs	Division II Playoffs

Administrative Promotion — To enhance the competitiveness of a division and/or the enjoyment of the other teams in the division, the Intramural Sports staff reserves the right to promote or demote teams among divisions, as necessary and without consent.

Undefeated Teams Option for Promotion — Undefeated teams have the option to move up to the next higher division for the playoffs, but must declare their intent to move up to the IM Staff during the higher division's playoff draw meeting. For example, an undefeated Division I-AA team should attend the D-I playoff draw meeting to play in that level of the playoffs. This option is available only to undefeated teams.

Winless Teams Automatically Demoted — Teams that fail to win a game during the regular season will be placed in the next lower division for the playoffs, but may decline that demotion by notifying the IM Staff at their division's playoff draw meeting.

Playoff Draw Meetings — Team sport playoff meetings are typically held during the final week of the regular season. The playoff meeting date and time for each league is typically listed on the team's regular season schedule, available online at the Intramural Sports web site. Team captains have the opportunity to select their team's road to the championship including playing dates and times at this meeting only. Teams without a representative in attendance are placed into the playoff bracket at random. There is no rescheduling of playoff games once the brackets have been set.