

FSU Campus Recreation | Seven Principles of Intramural Sports

INTRAMURAL SPORTS | Fall 2011 - Spring 2012 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: Informing Teammates — 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.

Captain's Responsibilities: Fielding a Team — The team captain is responsible for ensuring that the required number of players are available and ready to participate for each of the team's scheduled contests or for notifying the Intramural Sports Office of any related issues by the appropriate deadline. The team captain is financially responsible for any fines assessed for cancellation a team registration after the established deadline or forfeits that occur during the team's scheduled participation in league or tournament play. Detailed information on the fines can be found within the Seven Principles of Intramural Sports on the Intramural Sports web site.

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 (A&P and USPS only) are also eligible. TCC and FAMU students, part-time staff, and FSU alumni are NOT eligible. A participant who terminates his/her ties with the University immediately relinquishes his/her right to participate in the Intramural Sports program.

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 online 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.

Summer Eligibility — During summer terms, non-currently enrolled, returning FSU students may purchase a pass for participation in Intramural Sports.

More Information — Additional restrictions apply to student, faculty, and staff spouses, and Greek organization members. Please review the complete guidelines online at fsu.campusrec.com/im/principles/fairplay.shtml.

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, 2012). 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). Team rosters lock at 12 Noon on the day of the league or division's championship game. 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.

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, Westside Courts) 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

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.

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 the discretion of the IM staff based on time and space availability, the captain of the team ready to play at game time may be given the option to wait up to 10 minutes for the opposing team to become ready to play. If the opponent becomes ready, 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 game-site default is recorded when a team appears at the game site with 1 less than the number of players required to start a game.

Forfeit Fine — Teams which forfeit a regular season or tournament game are assessed a \$20 to \$30 forfeit fine (automatically charged to team captain's University account). In the regular season, a forfeiting team must contact the IM Sports Office by 12 Noon on the next business day to request to remain in the league. 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.

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 (advance default). Teams or individuals must contact the Intramural Sports Office by 12 Noon on Friday to default any weekend games or matches. Teams receive one free default per sport season.

Game-Site Defaults & Number of Defaults — A team which defaults a single regular season game (game site default or advance default) will be assessed a loss for the contest and remain eligible for further play. The second default by a team in the same sport will result in the team being dropped from the league and the assessment of a \$10 to \$20 registration cancellation fine (automatically charged to the team captain's University account).

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. Each men's, women's, and co-rec team qualifies for a particular level of the playoffs based on its regular season performance *prior to the time of the playoff draw meeting or designated playoff scheduling day*.

Postseason Playoff Division Assignments — While the number of teams in a particular regular season division for a league varies based on the preseason registration preferences of teams and is often uneven, the number of teams in postseason playoff divisions is set by the Intramural Sports Program to produce a more even distribution for tournament play. The percentage (or number) of teams to be assigned to a particular division varies by sport based on the historical competitiveness and traditional talent level of the teams in the sport at FSU. Specific percentages and quotas for each sport and league type are available online in the Involvement section of the Seven Principles of Intramural Sports.

Assignment Method — All teams from a particular league type (men's, women's, or co-rec), regardless of division, are placed into a pool to be assigned to a postseason playoff division. Teams are ranked in the pool by total standings points which are earned in three ways during the regular season: (1) Teams earn points based on the regular season division in which they registered with more points for upper level divisions (D-I) and fewer points for lower level divisions (D-III). (2) A team also earns points based on its overall winning percentage at the time of the playoff draw meeting or designated playoff scheduling day. And, (3) a team can earn points for big wins or lose points for big losses. The margin of victory or defeat to qualify for bonus points or a point deduction varies by sport. The detailed playoff assignment formula is available online in the Involvement section of the Seven Principles of Intramural Sports.

Administrative Promotion or Demotion — Following the initial playoff division assignments based on the established formula, the Intramural Sports Program reserves the right to further promote or demote teams among postseason playoff divisions, as necessary and without consent, to enhance the competitiveness of a division and/or the enjoyment of the other teams in the division.

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. For sports with a draw meeting, teams may view their postseason playoff division assignments online by 12 Noon on the day of the draw meeting. 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 tournament brackets have been set.