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1. INTRODUCTION

1.1 OVERVIEW OF COMPETITIVE SPORTS
Competitive Sports at OSU continues to promote its rich tradition of friendly, competitive activities for everyone within the university community. The Competitive Sports program serves both Intramural Sports and Sport Clubs within the Department of Wellness. Since its inception in the late sixties, the Intramural Sports program has served as a rally point for socialization, exercise and competition. The Intramural Sports program serves over 3,500 participants weekly in over 40 different sporting activities. The Sport Club program serves 35+ active clubs with over 1,000 participants. If you want to play or get involved stop by and see us in room 104 at the Colvin Competitive Center, call 405-744-7407 or visit us on the web at wellness.okstate.edu/intramural

COMPETITIVE SPORTS PROGRAM FEATURES:
- The largest student program on campus that offers over 40 different sports / events
- Men’s, Women’s, Open, Greek, and Co-Rec divisions of play
- Convenient, flexible season schedules (teams select day and time)
- Employment opportunities for over 250 students
- 35+ Active Club Sports

1.2 SPIRIT OF COMPETITION
Team sport activities find their origin in the basic human need for the spirit of play. Winning and losing are mere outcomes of this spirit. Abusive language and manipulation of the rules are not part of the game. What is part of the game is the pure satisfaction of participation, getting fit and enhancing friendships.

Without your opponent there is no game, no contest, no memories and no fun. You are indebted to them, as they are to you. The spirit of play is then based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. All players are encouraged to use good judgment in caring for the safety of others as well as themselves. The goal of lifetime sports for all players may have more meaning than that of a win or loss, the memory of which often fades quickly. All players are asked to participate within the context of this spirit of play.

1.3 COMPETITIVE SPORTS STAFF JURISDICTION
All participants will abide by instructions and directions of the policies and procedures, each sport’s rules and the Competitive Sports Staff. Staff reserves the right to make judgement and the final decision on all policies.

1.4 CONTACT US
If you have any questions, concerns, or problems, please contact the Competitive Sports Office through the contact info below:

<table>
<thead>
<tr>
<th>NAME</th>
<th>POSITION</th>
<th>CONTACT</th>
</tr>
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<tbody>
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<td></td>
<td>(405) 744-7407</td>
</tr>
</tbody>
</table>
2. REGISTRATION

2.1 REGISTRATION PROCEDURES
The Intramural Sports Program uses IMLeagues, an online registration process for all individual and team registrations. All participants must have an active IMLeagues account in the Oklahoma State University IMLeagues Network and agree to the Participation Waiver before competing.

Every participant who signs up to play will be charged $20 per semester on their Bursar account. Those that do not have a Bursar account will be suspended from all intramural competition until their remaining balance is received at the front desk of the Colvin Recreation Center.

Information for all sports can be found through the IMLeagues app or by visiting our website (intramuralsports.okstate.edu) and logging in. Information can also be obtained in the Competitive Sports Office.

Registration fees may be charged in the case that an off-campus facility or on campus rental equipment is used and for some special events. Payments for these sports (Bowling, Golf, etc.) must be turned in to the Colvin Center Business Office, 101 Colvin Center. A receipt a payment must then be presented to the Competitive Sports Office, 104 Colvin Center.

Entries will be taken on a first-come, first serve basis. Space is limited in many activities; therefore, early entries are encouraged. Once the blocks/leagues fill, there is no guarantee that additional leagues will be offered.

Late entries will be accepted only if time and space allow. Occasionally, teams entering a sport late will be inserted if another team drops out of competition due to forfeits or sportsmanship issues. At this point, the teams on the “waiting list” will be inserted in the order of entry.

2.2 LEAGUES / DIVISIONS
Intramural competition can be offered in six (6) divisions:

MEN’S - Composed of individual men or men’s teams which may but are not required to represent the various residence halls, Greek organizations, or independent groups of the OSU community.

WOMEN’S - Composed of individual women or women’s teams which may but are not required to represent the various residence halls, Greek organizations, or independent groups of the OSU community.

COED - Composed of teams consisting of a minimum number of players of each gender. Teams may but are not required to represent the various residence halls, Greek organizations, or independent groups of the OSU community.

UNIFIED - Composed of Athletes and Partners that compete on the same team. Unified Intramural Sports connect Special Olympic Athletes with college students of the OSU community.

OPEN - Composed of teams consisting of each gender with no minimum or maximum. Teams of all males may compete against teams of all females or any mix of genders.

GREEK - Composed of fraternity and sororities leagues. Each team name can only have active members of their specific Greek organization. The Greek organization must be listed in each team name.
2.3 COMPETITION LEVELS
Intramural Sports competition is divided into up to two (2) different competition levels that will be assigned at the completion of the regular season. The Competitive Sports Staff reserves the right to move teams to a more appropriate level when necessary. The following competition levels will be assigned based on record:

COMPETITIVE
Designed for teams/individuals with high skill levels, seeking intense competition. This level consists of playoffs and an opportunity to play at Boone Pickens Stadium or Gallagher-Iba Arena if available.

RECREATIONAL
Designed for those with prior experience in the sport seeking a moderate level of competition and skill. Championship games will be played on the Department of Wellness facilities.

2.4 LOOKING TO GET ON A TEAM
The Intramural Sports Program does not place individuals on specific teams. However, a Free Agent List is made available for teams interested in acquiring more players.

- The Free Agent List can be found on IMLeagues.com. Participants on this list are allowed to “Request” to join teams. Captains will be notified by IMLeagues once this has been completed.
- It is suggested to “Request” to join teams that have not met the minimum player requirement or have a lower number of team members.
- Teams that know they need additional players are suggested to check “Looking For Free Agents” during the team registration process. This will help teams meet the minimum player requirement as well as get all free agents on a team’s roster.

2.5 ROSTER ADDITIONS
Players can be added to the roster any time throughout the sport season, including playoffs. As a reminder, all roster members must have a current membership. Any game that has illegal participation (players that do not have a current Membership) will result in a forfeit loss for the team with illegal participation and the captain will be charged a forfeit fee. Although roster additions can be made at any time, participants are only allowed to participate on one team in each league they are eligible to participate in (see Section 4.1 Eligible Participants for further details).

2.6 TEAM NAME POLICY
The Competitive Sports Program is committed to assuring that its activities are free from discriminatory and disrespectful conduct or communication. Thus, we reserve the right to disallow any team name that we determine to be unacceptable or inappropriate. It is the responsibility of the team captain to submit a proper and tasteful team name for their Intramural Sports team. The following restrictions are enforced: team names should only consist of two (2) to three (3) words (no Greek letters), no vulgar language, no reference to alcohol or other drugs and no discriminatory references (race, religion, color, national origin, or sex).

The Competitive Sports Office reserve the right to censor and change team names accordingly.

2.7 DUTIES OF TEAM CAPTAIN
Each team entering an intramural activity must appoint a team captain. The captain is the official liaison between the team and Competitive Sports Program. The captain must be listed as a member of the team on the official team roster. Specific responsibilities of the captain include:
• Attending (or sending another team representative) to the mandatory captains’ meetings.
  o Captains’ meetings are held at the beginning of all team sport seasons and usually before playoffs. See sport specific information for dates and times (the dates/times will NOT be emailed; it is the responsibility of the captain to ascertain captain meetings times & dates).
  o Captain or representative must sign for EACH team they are representing to avoid the forfeit fee.
  o Any team not represented at the required captains’ meeting(s) for a team sport will be charged a $30.00 missed captains’ meeting fee. This forfeit fee does not affect your team’s status for the season and does not count as one of your two forfeits for the season. The captain(s) that missed the meeting are encouraged to log into the website and review the team schedules and rules, schedules will NOT be emailed.
• Individual/dual sports may not require a captain’s meeting. The Competitive Sports Office will have schedules and rules available as specified on IMLeagues.
• Notifying team members of playing rules, playing schedules/schedule changes (often due to weather related cancellations), eligibility policies and procedures, and ensuring that their team complies to all intramural policies and procedures.
  o Note: Check schedules on weekly basis for BYEs or teams being inserted into the schedule to avoid BYEs.
• Representing the team in the case of protests.
• Cooperating fully with the Competitive Sports Staff by submitting complete and correct team/player information during all activities in regard to ensuring accuracy of their online roster, signing team members in on the official score sheet, lineups, scores, protests, injuries, player ejections, team conduct, spectator conduct and any other situations that might arise.
• Serving as a leader during all activities by promoting fair play and by helping to create a positive atmosphere.
• Responsible for forfeit fees, in the case of Greek teams whoever creates the team online (i.e. captain or sports chair) will be the person charged.
• The team captain serves as the only eligible team spokesperson in regard to calling the Competitive Sports office with any decisions that affect the team. This includes, but is not limited to, conceding or forfeiture a scheduled game, adding or dropping team players, discussing a team complaint with a staff member.
• The team captain is held accountable for the actions of all teammates and fans before, during, and after the game which could result in changing of sportsmanship rating or forfeiture of game.
3. SCHEDULING

3.1 SCHEDULE INFORMATION
All Intramural Sports schedules (regular season and playoffs) are available and updated daily on the Intramural Sports website, http://wellness.okstate.edu/intramural. The IMLeagues app is a great way for players to receive notifications, schedule information and signing up teams by downloading the app to their phone. For all of the major team sports and most minor team sports, captains’ meetings are held, and team schedules are posted the next business day, following the mandatory captains’ meeting onto the above-mentioned location.

3.2 FORFEITS & DEFAULTS

FORFEITS
The philosophy of the Intramural Sports Program is to involve all eligible participants in the OSU community. If a team forfeits a contest, the objectives of the Intramural Sports Program are not met, therefore participants are deprived of active involvement. This procedure is designed to eliminate forfeits and encourage involvement.

Game time is forfeit time. A 5-minute grace period from the scheduled start time will be allowed before a forfeit is declared if there is at least one player checked in from the team. The supervisor’s watch is the official time for all contests. A forfeited contest will result in a Sportsmanship Rating of one (1) for the forfeiting team.

In team sports, a forfeit fee of $30.00 will be charged to the team captain for any forfeited contest. Team forfeit fees will be charged to the Captain’s Bursar Account.

In individual/dual sports, a $15.00 forfeit fee will be charged to any person who is signed up and does not show up to compete at any time during their scheduled contest throughout the tournament. If you are signed up, be sure you recognize your responsibility for the fee. Individual/dual forfeit fees will be charged to the Bursar Account of the person who forfeited / captain.

All forfeits, regardless of cause, will result in the forfeit fee being assessed (i.e., forfeiture due to contest being cancelled, because of sportsmanship issues, or illegal player(s)).

DEFAULT
A team may default a game (no forfeit fee will apply) by notifying the Competitive Sports Office. Only the team captain, co-captain, or sports chair may default a contest by contacting the office prior to 4:00pm on the day they are to compete or on Friday for all weekend contests by phone 405-744-7407 or email at imsports@okstate.edu.

NOTE: leaving a voicemail after 4pm on Friday will result as a forfeit for any weekend games.

Teams that do not meet the minimum player requirement prior to 4:00PM the day of their scheduled contest, or Friday for weekend games, will receive a default loss.

If a team has two (2) forfeits, two (2) defaults, or a combination of one (1) forfeit and one (1) default during a sport season they will be dropped from further competition in that sport. This is defined as a bye-out for that team designated by the symbol (**BYE-OUT**) in front of their team’s name.
The Competitive Sports Office will attempt to rematch teams with eligible remaining opponents. If there is not an available team, the team scheduled to play the forfeiting/defaulted team will receive a win.

Members of a team that have been removed from the league are not eligible to participate for another team.

- Exception: a team that did not show up for any contests prior to being bye-out.

**FORFEIT & DEFAULT POINT DIFFERENTIAL**

In the event of a forfeit/default, the following scores will be assessed.

- 3v3 Basketball: 10-0
- 4v4 Sand & 6v6 Volleyball: 2-0
- 4v4 Flag Football: 19-0
- 5v5 Basketball: 20-0
- 5v5 Indoor Soccer: 5-0
- 7v7 Flag Football: 19-0
- 9v9 Soccer: 3-0
- 10v10 Softball: 10-0
- Ultimate Frisbee: 5-0

**3.3 PLAYOFFS**

To qualify and remain in playoffs, a team must maintain a sportsmanship rating of three (3) throughout the season. All teams that meet the sportsmanship rating requirement are eligible to advance to the playoffs unless otherwise stated in sport-specific rules.

Game times and days will be chosen at random for the playoffs. The Competitive Sports office will be placing teams into Competitive or Recreational playoff brackets based on regular season record. Teams may add players to their roster throughout all playoff games as long as that player is not on another team within the same league.

Playoff schedules may be modified at the discretion of the Competitive Sports Staff and both teams agree. A team with a scheduling conflict must contact the Competitive Sports Office at least one (1) full business day in advance or at the conclusion of their last playoff intramural contest for a time change consideration. If accommodations are not able to be made, the team may either add players to their roster or default their scheduled match at the appropriate default time-frame.

During playoffs if a game reaches half-time/midway point of the contest and is then ended due to weather/field conditions it will be declared a completed game with the winning team advancing. Games that do not reach half-time/midway point will be rescheduled starting at the point of interruption.

- The midway point determined by the Competitive Sports staff based off of specific sport timing rules.

At the completion of the regular season, each league sport will have a single elimination tournament.

In order to be eligible to compete in playoff competition, teams must meet all of the following criteria:

- Fewer than two total defaults/forfeits
- A 3 or higher Sportsmanship Rating
STANDING TIE-BREAKERS
1. Winning Percentage
2. Head to Head
3. Sportsmanship Rating
4. Point Differential
5. Coin Toss

3.4 PROTESTS
The purpose of a protest is to ensure an equal opportunity for victory. The team captain must file all protests with the Competitive Sports Supervisor at the time a question occurs (protests that are recorded after one (1) or more subsequent plays have elapsed are not accepted). Protests may be filed concerning rule interpretations, policies or procedures and player eligibility. Protests that challenge the accuracy of a judgment call by the officials’ or intramural supervisors’ will not be accepted.

Protests will be settled at the game site by the Competitive Sports Supervisor if able. All protests that are filed will be recorded on a protest form by the Competitive Sports Supervisor and a decision will be made at this point if able. The contest will continue under protest. All protest forms will be reviewed by the Competitive Sports Office to determine that the proper ruling was made. In order for the Competitive Sports Program to have all the needed information, the protest form must be completed entirely.

In the event the ruling was incorrect, the contest will be replayed from the point of the protest. Otherwise, the ruling made at the time of the protest will be upheld. Special arrangements for replaying protested games will be made by the Competitive Sports Program. All protest decisions made by the Competitive Sports Program will be final.

REGULAR SEASON AND PLAYOFFS, PLAYER ELIGIBILITY PROTEST
A written protest concerning a player’s eligibility can be filed with a supervisor before, during, or after a contest by 4:00PM the following day.

- If a protest is filed before a regular season or during a playoff contest and it is known by the site supervisor that the player is ineligible, the player and captain will be notified before the game begins and given the choice of whether the player will participate. If the ineligible player plays, the contest is a forfeit.
- If a protest is filed before a regular season or a playoff contest begins and it is NOT known by the site supervisor that the player is ineligible, the player and captain will be notified that the contest is being played under player eligibility protest and the Competitive Sports staff will contact the captains the following business day. If the player chooses not to participate, then the protest will not affect the team.
- If an eligibility protest is filed at another time during the regular season or during a playoff contest, the player in question will be reviewed and a determination will be made as soon as possible.
- If a protest is upheld the protesting team or the team that is in good standing shall be declared the winner and during playoffs will advance to the next round.
- Protest will not be accepted after the championship games have been completed.

3.5 SPORTS RULES/RULE CHANGES
General rules and regulations for each sport will be made available to participants before competition begins. In addition to the general rules, there are certain specific regulations, which will take precedence. These rules are issued to participants before the start of competition.

The Competitive Sports Office reserves the right to put into immediate effect any new sport rule changes and/or modifications to the Intramural Sports Policies & Procedures.
4. ELIGIBILITY

4.1 ELIGIBLE PARTICIPANTS & REQUIREMENTS

The following eligibility regulations have been established to protect the intramural participants and to ensure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of their own eligibility. Each team captain is responsible for the eligibility of their team members.

To be eligible to participate in Intramural Sports, an individual must fall into one (1) of the following categories:

ELIGIBLE PARTICIPANTS
Oklahoma State University (Stillwater Campus) and Northern Oklahoma College Gateway Undergrad & Graduate Students
Currently enrolled students. The key to being eligible is that a student has paid the Student Activity Fee (correspondence courses or audited course work do not make participants eligible).

FACULTY & STAFF
Oklahoma State University Faculty & Staff Members that are benefit eligible

DEPARTMENT OF WELLNESS MEMBERSHIP HOLDER
Any individual who has purchased a membership through the Department of Wellness. (Day Pass and Pool Passes are not included)

PARTICIPANT REQUIREMENTS
Participants must create an account with IMLeagues and be added to the team roster before participating in any intramural event/activity. Participants playing without creating an account will be declared an ineligible player, ejected and a forfeit will be issued to the team captain.

Roster additions may be made throughout the regular sport season and playoffs in the Competitive Sports Office, online or they may be completed at the game site by captain/team member.

Participants must present their University ID, Government Issued ID or login to their OSU Banner before each contest in order to participate in any Intramural Sports Event. ID’s must be original and must include an accurate picture of the participant checking in. Participants utilizing one of the online identification methods must show a live page (no screenshots of login accounts allowed). Both parties involved will have their ID Card confiscated, be immediately suspended from all Intramural Sports for a period of one semester & must meet with the Competitive Sports Staff. Further penalties could be assessed which may include expulsion from the Colvin Recreation Center.

During league play, all contests in which an ineligible player participated shall be recorded as a forfeit win for the opposing team. During tournament play, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team.

Individuals may participate on one single gender team, one Coed team and one Unified team. A player is considered a member of the first team on which the player participates within. If a participant is found to have played on more than one team in a division, forfeits, suspensions and/or expulsions could result for all parties involved (individual and/or teams).

- Example: A male participant that has played on a Men’s Competitive team cannot play on another Men’s Competitive team OR a Men’s Recreation team OR a Fraternity team.
If a player wishes to change from one team to another, they must do so in the Competitive Sports Office before the player competes in one game.

A player listed on two rosters will be considered a member of the team they first play for.

In the event that a single gender league does not get enough teams, participants that identify as that gender are allowed to participate on two Coed teams. Participants that are eligible for this are to contact the Competitive Sports Office to inform them of their request to join a second Coed team.

### 4.2 INTERCOLLEGIATE ATHLETIC PARTICIPATION

Varsity athletes are ineligible to participate in their associated intramural sport for one calendar year after their last membership on the university team.

### ASSOCIATED SPORTS

- Baseball & Softball - Softball
- Basketball - 3v3 Basketball, 5v5 Basketball
- Football - 4v4 & 7v7 Flag Football
- Golf - Golf Tournaments & Events
- Soccer - Soccer, 2 Ball Soccer, Indoor Soccer
- Volleyball - Volleyball, Sand Volleyball, Water Volleyball
- Tennis - Tennis Doubles/Singles

### 4.3 CLUB SPORT ATHLETE PARTICIPATION

There may be no more than two Club Sport members listed on an intramural team roster for participation in the associated sport. With the unique organization of some club sports playing only in the fall or spring, an individual must not have appeared on the roster in any of the following capacities for the semester prior to participation.

A Club Sport Member is defined as anyone who fits any of the following descriptions:

- Has signed a waiver and has “Approved” club member status on DSE
- Paid dues to become part of the club
- Appeared on a roster to compete in one or more competitions with that club

Club members that graduate and purchase a Colvin Membership are allowed to play the semester after participation and will not count towards the two allowed on the roster.

### 4.4 PROFESSIONAL ATHLETE PARTICIPATION

Any person who has competed as a professional in a sport shall not be eligible to participate in that sport or corresponding sport(s) until the lapse of three (3) years from their last season on a professional roster.

### 4.5 INTERCOLLEGIATE & PROFESSIONAL ATHLETE IMMEDIATE ELIGIBILITY PETITION

Intercollegiate and professional athletes may petition for immediate eligibility for the Intramural Sports event that is equivalent to their current intercollegiate or professional sport. Immediate eligibility must be granted by the Competitive Sports administrative staff before participating in the event. Participants wishing to explore this petition must contact the Competitive Sports Office and provide any additional information needed. Eligibility Petitions will be reviewed on a case by case basis.
4.6 GENDER INCLUSION POLICY
The Intramural Sports Program holds the equality and inclusion of its participants in the highest regard. Every participant has the right to an unbiased and fair opportunity to play. When an activity makes a gender designation, an individual can participate based on their self-identified gender identity.

4.7 CONTESTS WITH INELIGIBLE/ILLEGAL PARTICIPATION
- The team shall forfeit each contest in which the ineligible individual(s) played.
- Teams who fall into the previous mentioned category will be subject to the IM forfeiture policy (two or more forfeits will drop the team from further play, this will make the team ineligible for both regular season and playoffs).
- When a game is forfeited due to an ineligible/illegal player a forfeit charge will be assessed to the team captain.
- Players participating illegally are referred to the Assistant Director for further disciplinary action.
- Ineligible players will be ejected and will receive a minimum two (2) weeks suspension after the ejection meeting has occurred with a Competitive Sports Staff member.
5. PARTICIPANT CONDUCT

5.1 SPORTSMANSHIP
After each game, the officials will rate each team on how well they acted before, during, and after each intramural game. To be eligible for the playoffs, each team needs to achieve a 3 or better average throughout the regular sport season. Officials will dock points off for foul language, fighting with the opposing team and spectators, and harassing the officials.

Each Team Captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural contests, Intramural Officials, Supervisors and/or other staff members shall make decisions whether to warn, penalize, or eject persons and/or teams for poor sporting behavior. The Intramural Sports Program staff reserves the right to review and/or change any sportsmanship rating given. Team Sportsmanship Rating information will not be provided at the contest site. Managers inquiring about their team’s sportsmanship rating can view the rating they received by visiting IMLeagues.

There is a complete set of guidelines contained in this booklet detailing the sportsmanship policy for the regular season and throughout the playoffs. Please consult this policy for specific information. Any questions regarding this policy can be directed to the Competitive Sports Office.

5.2 SPORTSMANSHIP RATING POLICY

4 - EXCEPTIONAL CONDUCT & SPORTSMANSHIP: Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of their teammates. Teams that win by forfeit will receive a “4.”

3 - GOOD CONDUCT & SPORTSMANSHIP: Team members verbally complain about some decisions made by the officials and/or show minor disagreement, but may not merit a yellow card (soccer), unsportsmanlike flag (flag football), and technical foul (basketball).

2 - FAIR CONDUCT & SPORTSMANSHIP: Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card, unsportsmanlike flag or technical foul. Captain exhibits minor control over their teammates, but is in control with themselves.

1 - POOR CONDUCT & SPORTSMANSHIP: Teams constantly comment to the officials and/or the opposing team from the field and/or the sidelines. The team captain exhibits little or no control over teammates and/or themselves.

0 - UNACCEPTABLE CONDUCT & SPORTSMANSHIP: Individuals/teams participated after the consumption of alcohol or drugs. If the contest has begun when discovered, the player or players will be immediately removed from the facility, and the contest will be forfeited to the opponent. Participant(s) who threaten (verbal or non-verbal) a Competitive Sports employee or participant/spectator during or after the contest. Team members failed to cooperate with Intramural Sports Program staff/university officials while performing their duties or falsely represented or withheld any information requested. Any team that receives zero (0) rating must have their Team Captain meet with the Competitive Sports staff to determine their team’s eligibility to play their next contest.
Note: Yellow Card = Technical Foul in Basketball; Unsportsmanlike Conduct Penalty in Flag Football, etc.

Anytime a team reaches the "0" rating with or without cards in a game it shall be declared a forfeit immediately and a forfeit fee will be charged to the team captain. A team that receives a "0" rating must have their captain and the player(s) who received a red card meet separately with the Competitive Sports Office to determine the eligibility status of their team. The team will not be allowed to play and will forfeit each contest until they have met with the Competitive Sports Staff member. Red/yellow cards can be given by any staff member until the entire team has left all Competitive Sports playing areas (out of sight and sound).

Any team that receives 4 or more cards (whether it is yellow or red) in the same sport will be declared ineligible until the captain has met with the Competitive Sports Staff member in charge of that sport.

The supervisor has the authority to change a rating if they feel the team’s conduct warranted a lower rating. The supervisor may also lower a team’s rating based on their observation of the team’s conduct including not picking up trash from the playing area.

FORFEIT, DEFAULT & CANCELLED GAMES SPORTSMANSHIP GUIDELINES
- Game not played nor rescheduled due to inclement weather or poor field conditions: 4
- Team winning by Forfeit: 4
- Team losing by Default: 3
- Team losing by Forfeit: 1

5.3 PARTICIPANT & SPECTATOR CONDUCT
Any player who commits any acts of misconduct are subject to disciplinary procedures by the Competitive Sports Program. All of the following acts incorporate a suspension from activities within the Competitive Sports program. Participants/spectators will be suspended indefinitely until a meeting occurs with the Competitive Sports Office. The length of the suspension that is established for these acts will not begin until this meeting occurs. Acts of participant/spectator misconduct include:

Any player that is ejected from any Intramural Sport will be immediately suspended from all Intramural Sport activity or sponsored event. The player will receive a minimum two (2) weeks suspension if sportsmanship related from all Intramural activities and sponsored events. The suspension includes all intramural sports for the duration of the suspension.

Any player that verbally abuses or threatens a Competitive Sports staff member will be suspended a minimum of one (1) semester during which they will not be eligible for any Competitive Sports activities and sponsored events.

Any player or team that withholds a name of a teammate or fan when asked by a member of the Competitive Sports Staff or any player or team giving a false name/identity will be suspended immediately from all Competitive Sports activities and sponsored events and is subject to further disciplinary action.

Any player that hits, strikes, or attempts to hit or strike (this includes pushing or shoving) a Competitive Sports Staff member will be suspended from all Competitive Sports activities and sponsored events for a minimum period of one (1) calendar year.

Any player that hits, strikes or attempts to hit or strike (this includes pushing or shoving) another player will be suspended a minimum of one (1) semester. Any severe incident will warrant suspension of that individual from all Competitive Sports activities and sponsored events for a minimum one (1) calendar year.
Any team that has two (2) or more players involved in a fight will forfeit that contest in which the
fight occurred and will be suspended from that sport for the remainder of the sport (season or
tournament). When a game is forfeited because of sportsmanlike conduct the team captain will
also be charged a forfeit fee.

Any participant or team found using racial slurs or harassment (whether sexual or not) of any
nature towards participants, teams or staff will be suspended immediately for a minimum one (1)
calendar year.

Ejected players, coaches and/or fans must remove themselves immediately from the playing area
(out of sight out of sound). Failure to comply within one (1) minute will result in a team forfeit. It is
the captain’s and/or co-captain’s responsibility to assist the Competitive Sports staff in this
process.

Competitive Sports staff reserve the right to remove or prohibit individuals from spectating
intramural or sport club events.

The Competitive Sports Office may determine disciplinary action for any participant/ spectator
conduct that is not listed in this or any other policy set forth in the Competitive Sports policy
manuals.

Suspensions that are longer than two (2) weeks may be appealed to the Competitive Sports Office
by email no later than 24 hours after the disciplinary meeting.

A player will not be eligible to participate on his/her teams for at least two weeks (if ejection was
sportmanship related) after the disciplinary hearing for the following:

- Receiving a Red Card
- Receiving 2 Yellow Cards in the same contest
- Receiving 3 Yellow Cards during one academic year (August – May)
- Receiving 2 Separate Yellow Cards within the same sports season (i.e. 2 separate yellow
cards Received in Flag Football during two different days)

Any player who receives a Yellow or Red Card after a suspension of two weeks or longer in the
same semester will be ineligible for a minimum of 4 weeks after the disciplinary hearing meeting
has occurred. If this player receives another Yellow or Red Card they will be suspended for one
calendar year, minimum.

Any player with the above will be ineligible for at least two weeks and must set up a meeting with
the Competitive Sports Office to determine their eligibility status. Any player playing in any contest
that is ineligible will cause that contest to be forfeited and the team will receive a “0” rating.

5.4 PLAYOFF REQUIREMENTS
To be eligible for the playoffs, teams need to achieve a 3 or better average throughout the regular
season and playoffs.

Any team that receives a 2 Sportsmanship Rating during a playoff game the Team Captain must
meet with the Competitive Sports Office prior to their next scheduled game.

Any team that receives a 1 or lower sportsmanship rating for a playoff or tournament game will be
eliminated from competition regardless of the outcome of the game.
5.5 PETS
No pets or animals of any kind will be allowed at Competitive Sports playing sites with or without a leash. Only dogs specifically recognized by Pete’s Pet Posse are allowed in campus buildings. Certified service animals by the Americans with Disabilities Act are allowed in campus buildings and outdoor playing fields. Other than in the case of these limited exceptions, pets and emotional support animals are not to be in campus buildings or playing fields.
6. INJURY, BLOOD & CONCUSSION

6.1 INJURIES & LIABILITY
All Participants who are involved with an Intramural Sport/Activity have the desire to participate. The participant is aware that these activities involve physical and emotional risks, such as physical person-to-person contact, exertion, use of equipment, and the use of indoor and outdoor facilities. The participant voluntarily assumes all risk of accident, injury, damage, death, and/or loss to themselves or to their property which may arise out of participation in an Intramural Sport/Activity. The participant also expressly releases and forever discharges the Board of Regents for the Oklahoma Agricultural and Mechanical Colleges and their officers, agents, and employees (paid or voluntary) for every claim, liability, or damage of any kind arising out of the student’s voluntary participation in an Intramural Sport/Activity. The participant should not have any medical impairment, disease, physical liability, or injury that would prevent their participation in an Intramural Sport/Activity, and the participant should have medical insurance that covers their participation.

The on-site Competitive Sports Supervisor will determine when an injury occurs if there is a suspected concussion for any participants on our facilities. If the supervisor determines there might be a suspected concussion from their observation, then that individual(s) will be removed from all participation and the concussion forms will be filled out. If a participant has been removed that individual(s) cannot play or practice until they are cleared by the OSU Health Center or a primary physician with written documentation (return to play form) sent to the Competitive Sports Office.

All injuries should be immediately reported to the onsite Competitive Sports Staff. If a participant is provided with ice from a Competitive Sports Staff member, that participant may no longer participate in that contest. All accidents are recorded and kept on file for participant insurance purposes and for the program’s statistical records.
Alcoholic beverages, drugs and tobacco products are not permitted on or within the playing confinement of the Intramural Sports playing areas. Contests will not be played and will result in forfeits if such substance abuse is present.

The Competitive Sports Staff assigned to the playing contest have the authority and responsibility in making decisions regarding individuals who are not permitted to participate based on:

- A student’s breath or clothing smells of alcohol or illegal substances.
- A student’s actions and language are unacceptable.
- Teams and/or individuals guilty of alcohol or drug use will be asked to leave the playing area and will be barred from further participation. Violators will be suspended for one (1) semester or the equivalent of one (1) semester.
- Such violation may also be subject to prosecution under the terms of the University Student Conduct Policies.

Any participants or teams who have been ejected due to substance abuse may be required to meet with the OSU Alcohol and Substance Abuse Center and provide documentation to the Assistant Director before they are allowed to participate.
8. INCLEMENT WEATHER

On days when weather is questionable, please regularly check the email listed on your IMLeagues account as that will be the primary form of communication. Players should not assume that games will be cancelled, as the weather is very unpredictable. It is the responsibility of the team captain to check the main Intramural website for weather cancellations and then to notify team members.

Weather decisions are made by the Competitive Sports office by 2pm prior to the first game scheduled for that day (Sunday through Thursday). For on-site postponements or cancellations due to weather/field conditions the Competitive Sports Supervisor will be responsible for the decisions. Once the games have been declared canceled, no individuals will be allowed to play on the fields. The Competitive Sports Office is not responsible for forfeits suffered by assumed rainouts or contests rescheduled due to weather cancellations.

Regular Season games will NOT be rescheduled for any reason due to limited resources (fields, courts, staff). Once playoffs have begun, there will be no rescheduling of any games, unless weather causes cancellations.

OSU has installed and utilizes its own lightning detection and notification warning system to determine the proximity of lightning. When lightning is detected within 8 miles of campus an auditable horn will blast and a strobe light will flash and will remain flashing until an “all clear” is sounded. When lightning is detected the warning device will be a solid 15 second horn blast. The outdoor alerting system is located on the SW corner of the Fire Publications building, on top of the Wellness Center, by the outdoor pool, and at the Western fields. Other outdoor alerting systems have been placed around campus for detection. The strobe light will continue to flash until all lightning within the 8-mile radius has stopped for a duration of 30 minutes. The 30-minute window will continue to reset when there is lighting within the 8 miles. All outdoor playing facilities must be cleared until the “all clear” sound blast and the strobe light has stopped flashing. Participants and staff must all be cleared from the playing facilities and seek shelter immediately.
9. EQUIPMENT

Personal athletic equipment may be used for activities provided the equipment meets the sport specific standards and Intramural Sports standards. For all intramural activities, participants are strongly encouraged to wear athletic attire.

JEWELRY POLICY
Select jewelry is allowed to be worn during intramural competition.

Below is a list of jewelry that is not allowed:
- Hard plastic / metal jewelry including rings, watches, bracelets, etc.
- Jewelry with loose hanging loops / hoops
- Non-stud piercings

If necklaces are worn, they must be tucked in and remain tucked in at all times.

Individuals wearing religious or medical alert jewelry will be allowed to participate while wearing jewelry containing necessary information. In such cases, the jewelry should be taped to the skin with the medical information visible.

The Competitive Sports Staff and Supervisors have the final say on approved jewelry for each sport.

FOOTWEAR POLICY
Athletic, close toed shoes is required for all intramural competition. Cleats are only allowed for outdoor sports and must be rubber. Metal cleats and spikes are not allowed.

The Competitive Sports Staff and Supervisors have the final say on approved footwear for each sport.

HEADGEAR POLICY
Headgear / hats are not allowed to be worn during the following sports: Flag Football, Basketball, Soccer, and Volleyball. Illegal headgear consists of any hats, bandannas, baseball caps, metal or hard plastic headbands and any other such similar headgear. For indoor sports, winter/wool hats are not allowed.

Soft concussion headgear may be worn in all sports.

The Competitive Sports Staff and Supervisors have the final say on approved headgear for each sport.

BRACES POLICY
Any brace that has hard protruding metal or plastic is not allowed to be worn unless it is covered with a soft sleeve or other material that will not come off.

STAFF DISCRETION
In all of the above equipment policies the Competitive Sports Staff on duty have the authority to disallow any participant from participating if they feel their equipment would endanger themselves, the facility or his/her opponents. The Competitive Sports Staff and Supervisors have the final say on approved equipment including jewelry, footwear, headgear, etc. for each sport. The Competitive Sports Staff will not be held liable for any non-visible misapplication of the equipment policies.
10. EMPLOYMENT

Student employees are the backbone of the Intramural Sports Program. The Intramural Sports Program requires hundreds of student employees, which is made up of officials, supervisors and office assistants. Please check with the Competitive Sports Office for an application.

INTRAMURAL OFFICIALS
The Competitive Sports program is constantly in need of qualified sports officials. Opportunities available include officiating Flag Football, Basketball, Soccer, Softball, Floor Hockey, Volleyball and 4-on-4 Flag Football. Officials start at $9.25 per hour in all sports. Hours are flexible to suit your schedule. Individuals with an extensive playing background are encouraged to become an intramural official, but previous officiating experience is not required. Mandatory training clinics prior to each sport cover rules, mechanics and procedures. You may officiate and continue to play intramural sports. Officiating positions are available to all currently enrolled students (work-study is also welcomed) who attend Oklahoma State University (Stillwater Campus) and NOC Gateway.

All students interested in becoming sports officials should contact the Competitive Sports Office or may attend the clinics which are held at sport specific times. Call 405-744-7407 for these dates and times or visit the Competitive Sports Office.

Once you become an intramural official you will have an opportunity to further your career in officiating. The OSU Student Officials Association, is an organization run by intramural sport officials who are given opportunities to officiate for the Oklahoma Secondary School Activities Associations (local high school & junior high officiating), Extramural Flag Football & Basketball tournaments (at the State/Regional/National level), AAU and MAYB Basketball tournaments, church leagues, youth basketball leagues, charity leagues, fraternity and sorority tournaments (Football Frenzy) and community events.

INTRAMURAL SUPERVISORS
The Intramural Sports Program seeks students who possess excellent interpersonal skills, familiarity with organized sports, leadership experiences and a strong commitment to student services. With at least one (1) year of experience within our programs as an official, anyone can apply for our supervisor positions. Interviews are given once each year and possibly twice depending on our need. Interested applicants may apply during the spring time. Please check with the Competitive Sports Office for an application.

CHECK-IN STAFF
Work study student’s priority. Position will require training and strict attention to detail, no prior experience required. As check-in manager you will have to check-in players for their intramural games & swipe ID cards for entry into the Annex. Must have tablet experience, customer service skills, and be able to work outside on fields.

STUDENT OFFICE ASSISTANTS
Based on needs we take applications for employment in our main office. It is necessary for everyone to fill-out an application and speak to our Competitive Sports Office Manager at that time. Please apply early as the positions are filled quickly. Federal work study student applicants’ will have priority to the office student supervisor positions, but all interested applicants should apply.