

Arkansas State University
Intramural Sports

Participant Handbook



INTRAMURAL SPORTS

**CAMPUS
RECREATION**



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Important Names & Phone Numbers

IM Staff

Jordan Miller - Director of Intramural Sports

Vacant – Graduate Assistant, Intramural Sports

Vacant – Graduate Assistant, Intramural Sports

Important Numbers

Campus Recreation / Red WOLF Center972-3800

Coordinator of Intramural Sports972-2839

Intramural Sports Office972-2839

ASU University Police Department972-2093

Purpose & Goals

The purpose of Intramural Sports is to provide programs, services, and facilities, which support the recreational and fitness needs of the university community and support the educational goal of Arkansas State University. The goal is to provide a positive environment to assist those individuals with exploring and learning about recreation and fitness activities, in order to enhance a better quality of life and to become active members of the community. The activities are provided through intramural sports, open recreation, recreational instruction, sport clubs and special events.

Assumption of Risk

Many recreational activities involve risks of bodily injury, property damage, and other dangers associated with participation. Intramural sports and similar activities intrinsically involve risks of physical injury greater than those in daily life, and by taking part in such activities, participants acknowledge and assume risks inherent with participation. Being involved in the activities offered by the ASU Department of Intramural Sports is completely voluntary.

Each individual who takes part in any activity sponsored by the Department of Intramural Sports participates at his/her own risk and must assume the responsibility for his/her own health and safety. The Department of Intramural Sports accepts no responsibility and shall not be liable for any injury or other irregularity resulting from participation in any activity or from the use of any recreational facility by the Department of Intramural Sports.

The Department of Intramural Sports does not carry or provide accident or injury insurance to cover participants in intramural sports activities. All participants are responsible for maintaining adequate health and accident insurance coverage and are strongly urged to purchase health insurance before participating in any intramural sports activity.

Attire & Equipment

For participation each team is encouraged to have some type of dress that provides uniformity in color for all participants. In the event that teams do not have uniforms of one distinguishable color, all players will be required to wear scrimmage jerseys provided by the Intramural Sports Program.

All participants are required to wear proper or appropriate footwear and personal equipment for competition. Specific information concerning permissible equipment for each event or activity will be included on the rule sheet for that event. The following policies will serve as guidelines concerning appropriate equipment:

1. Participants may not play barefooted.

2. Regulation rubber-soled cleats, plastic cleats, and tennis shoes are permissible for outdoor play on the Intramural Fields. No combat boots or hiking boots may be worn. No metal cleats or spikes may be worn.
3. Regulation non-marking tennis shoes or basketball shoes are required for play in the campus recreation gymnasiums.
4. Tennis shoes are required for play on the Intramural Sports tennis courts and racquetball courts.
5. Participants may wear soft, pliable pads or braces to protect an injury. Braces made of any hard material will not be permitted for safety reasons. Under no circumstance will a participant wearing a cast or splint be permitted to play.
6. Bandanas that are tied with a knot are not permitted.
7. Only soft billed caps will be allowed. No hard billed caps.
8. It is the direction and authority of the Intramural Sports staff to ban the use of any equipment that may be hazardous to participants.

Team Captains & Their Duties

It is the responsibility of each team to know and understand the existing Intramural Sports policies and rules. Ignorance of any intramural policy or rule is not an excuse for failure to comply. Intramural Sports reserves the right to put into immediate effect any new rulings regarding Intramural Sports, but before doing so, will properly inform team captains of any change. Team captains play an essential role in the success of the Intramural Sports program. Each captain serves as the official liaison between the team and the Intramural Sports staff, and it is the captain's responsibility to see that all team members are fully informed concerning matters relating to his/her team.

Each team captain is encouraged to attend the team captains' meeting held prior to the start of certain events (check the calendar for details). Team captains' meetings are an important source of information concerning each event and cover a variety of topics including rule changes and/or modifications, game scheduling, tournament information, extramural events, and more. It is essential that each team is represented at this meeting so that valuable information is not missed. The date, time, and location of each meeting are indicated on the appropriate rule sheet and on social media sites.

The staff at the Intramural Sports Department understands that students have to deal with real world problems. We understand that conflicts arise & that team captains may or may not be able to attend meetings. With that being said, we need teams to realize that attendance at these meetings is a crucial part of a successful program. So what are we doing to alleviate the pressures of scheduling conflicts? There are two ways to meet the requirements of these meetings. (1) We will accept a player from that team can substitute for the captain who could not make it. Yes, we would prefer the captain's to be there but would also encourage a player representative to be there as a substitute. (2) We offer two different days of meetings. There are two days that the captains meeting will be held. Teams are encouraged to have a representative at one (1) of the two (2) meetings. **IF** a team signs up **PRIOR** to the captains meetings & does not show up to the meetings they will: 1) begin the season 0-1, 2) have negative points towards their point differential.

The duties of the team captain include:

1. To accurately add players to the roster on IMleagues.
2. To inform all team members of the inherent risks involved with participation in activities sponsored by Intramural Sports and of the need for personal insurance coverage in the event of injury.
3. To attend mandatory meetings for captains at which information will be distributed, rules and policies will be discussed, and free agents may be recruited.
4. To be familiar with the rules of eligibility and ensure that all members of the team are eligible for every contest in which they participate. In addition, team captains are responsible for verifying the eligibility of opponents through the Intramural Sports Program.
5. To be knowledgeable concerning the rules of play for the designated sport and to educate team members regarding these rules.

6. To keep posted concerning procedures for protests, defaults and forfeits, postponements, sportsmanship, and other intramural policies and to contact the Intramural Sports Office in the event a question arises.
7. To notify the members of the team regarding the date, time, and location of all contests and to ensure that the team does not forfeit contests.
8. To promote fair play and good sportsmanship and to manage the conduct of team members and spectators at all times during intramural contests.
9. To be responsible for seeing that the names of all participants appear on the score-sheet. A player's name must appear on the score-sheet to have been counted as a participant in that contest by the Intramural Sports Program.

Helpful Hints to captains:

- Register for pre-season tournaments and scrimmage games when offered. These games are an essential part of the officials' training program and provide teams with some practice games prior to the start of the season.
- Call or contact the Intramural Sports Department when seeking assistance or information.

Eligibility for Participation

All team captains are responsible for verifying the complete eligibility of their own players prior to their participation.

1. Participation policy: Participation is opened to all currently enrolled students, both undergraduate and graduate, who are enrolled for three (3) or more hours of resident schoolwork. All faculty/staff members are also eligible for participation. Students who enroll for the current semester and then drop their courses are no longer considered eligible. Intramural Sports reserves the right to check with the Registrar's Office to confirm participants status.

2. Identification procedures: **A valid & complete ASU ID card must be presented to be eligible to participate. Any ASU ID's that are broken in half with NO picture on it will not be accepted.** No ID, no play. No exceptions.

During any and all transactions with the university your Student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation & Intramural Sports wants to provide the very best services to "OUR" participants. If outside people participate in the program they are putting participants and the university at risk.

Before each game players must present their ASU ID so that they may be signed in on the score sheet.

3. Men must compete in the Men's division, and women must compete in the Women's division. (Exception: if there is not a division offered for that gender AND with permission from the Coordinator of Intramural Sports.)

4. Waivers: Any player being added to an event roster must sign a waiver. These waivers are attached to the player addition forms.

5. Roster additions: Each participant must be listed on the IMLeagues Roster for the team(s) he/she represents. Any roster additions can be made prior to participation on the field of play or online. The deadline for adding players to a team's roster on site is the last game day of the team's pool play game. To be added that player must present a valid ASU ID at the actual game site. Each participant may only utilize a player addition form once before he or she must be placed on the official IMLeagues roster. Even if the game is defaulted or forfeited.

6. One Team Rule: A participant may play on a maximum of one team per intramural sport, tournament, event, etc. The first team that the participant has turned in an ASU ID for is the team that the participant is considered to be on. In short, if you don't want to be on a team then don't turn in your ASU ID! Any subsequent participation on another team constitutes the use of an ineligible player. No player may be dropped from one roster to be added to another team's roster after having played a scheduled game in which the participant's name appears on the score sheet. In the event a player's team is dropped from competition without having played a game, he/she can appeal to the Coordinator of Intramural Sports to be placed on another team.

Exception: When Co-Rec is offered, a participant may play on one single gender team and one Co-Rec team.

7. Ineligible player concerns: Falsification of names on a score sheet will cause a team to be subject to suspension from further participation in that event. Teams may not play ineligible players even by mutual agreement of both teams. During the tournament, the last contest in which an ineligible player participated shall be recorded as a forfeit win for the opposing team. No reorganization of tournaments shall occur. The penalty for use of an ineligible player or a team playing a person under an assumed name shall be: a) the team shall forfeit all games in that sport in which the ineligible player competed. In the event that a player participates for more than one men's/women's team, the second team for which the ineligible player participated shall forfeit all games in which the ineligible player competed. Any team which knowingly uses an ineligible player or plays a person under an assumed name may be denied participation in that sport for the remainder of the season. b) The offending player shall be suspended from further intramural participation in that event and possibly from participation for the remainder of the semester and/or academic year.

8. Intercollegiate Athletes: Any individual who participates in a varsity or junior varsity sport at the intercollegiate level is ineligible to participate in that intramural event or related event during the same academic year. Application of this rule applies to red shirt, walk-ons, transfer, and junior college athletes from any 2-year or 4-year institution. A participant who meets any of the following criteria is considered ineligible: a) Name appears on an official varsity or JV roster during the academic year b) Participates (including scheduled team practices and/or workouts) in a varsity or JV sport for a period of more than one month c) Has competed in an intercollegiate contest Any person who is dropped or has retired from an intercollegiate team other than for reasons of being red-shirted or scholastic ineligibility may become eligible for intramural participation only by petitioning to the Coordinator of Intramural Sports.

Any former member of an intercollegiate team will not be eligible to participate in that intramural sport or related sport until after a period of one calendar year (365 days) following the end of the semester of his/her last participation as an intercollegiate player.

9. Sport Club Participants: Each team may include players on its roster who are members of an ASU sport club team in that intramural sport or related sport. The maximum amount of club players allowed on an intramural team will be indicated in that sports rules. A participant is considered a current member of a sport club for the entire academic year in which he/she participates with that sport club. Sport club members are participants who meet the following criteria: a) Have participated in scheduled practices and/or extramural games/matches with the club team b) Have paid membership dues to the club c) Are listed on the sport club roster d) Are recognized by the club president as a team member for valid reasons other than those listed above.

10. Olympic or current professional athletes: are ineligible to participate in any related sport in the intramural program for a period of two (2) years following the completion of their professional career. For intramural purposes, a professional athlete is defined as an individual who has signed a contract and/or receives compensation for playing a particular sport.

Related Sports Include:

Varsity /Club Sport

Baseball

Softball

Basketball

Bowling

Football

Golf

Soccer

Tennis

Volleyball

Intramural Sport

Softball, Wiffleball

Softball, Wiffleball

Basketball, Fall Classic

Bowling

Flag Football

Golf

Outdoor Soccer, Indoor Soccer

Tennis

6v6 Volleyball, 4v4 Volleyball, Sand Volleyball

Sign Up Procedures

Sign Up Procedures for Intramural Sports

IM Sports has partnered with IMLeagues to bring you on-line registration for all of our sports and activities. This website makes it incredibly easy for all participants to sign up for Intramural Sports and events. This system makes communication between IM staff, captains, and players very quick and efficient. It also provides helpful information on leagues, scheduling, playoff brackets, and other important information.

To Register on IMLeagues, follow these easy instructions

1. Go to www.imleagues.com and click on "Sign Up" and then "User Sign Up"
2. You have a choice of registering through your Facebook account to have IMLeagues and Facebook linked together or registering with an email address. If you choose to register through Facebook, IMLeagues will have you log onto your Facebook account and click "Allow" on the permissions request
3. Fill out your information and click "Submit" (use school email address)
4. Find the confirmation email in you inbox and click the activation link. If you don't get it within a minute or two, check your spam folder
5. Click the "Create / Join team" button - enter the name of the team you want to join or a friend who might be on that team, if you are creating a team skip to step 8
6. The search results will appear in real time, just click "Join" to be added to the team
7. If you want to create a team, join a league, or browse teams by league, use the links at the top
8. In order to create a team, click "Create team" from the upper left of the home page. This guides you through a process to set up a team. The site takes you through each step such as joining a league, inviting players to the team, entering time preferences, etc.

Event Classification & Scheduling

A) Category of Events

Events are broken down into the following (4) classifications

Major Events: Consist of a team of 3 or more with play lasting 3-4 weeks followed by an All University Final & an Extramural Tournament for certain events and leagues only.

Team Events: Consist of a team of 3 or more with play lasting 2-3 weeks

Tournament Events: Consist of a team of 1 or more with play lasting 2-5 days

Special Events: Consist of a team of 1 or more with play lasting 1 day

B) Scheduling Events

Major Events will be scheduled by the Intramural Sports staff. Teams will have the choice of picking what league they want. Certain leagues play on certain days & times. **Playoffs for major events:** All teams must be available for all times available. For the other events (Team, Tournament, & Special Events) all teams & individuals that sign up for the events must be available for all playing dates & times.

C) Rescheduling

The Intramural Sports Program is willing to cooperate when circumstances necessitating the rescheduling of a game. Due to the increasing number of entries, the comparatively short playing seasons, and the limited availability of playing facilities, these will be kept to a minimum.

1. A valid reason must be presented to postpone a regularly scheduled contest. This will be determined by the Coordinator of Intramural Sports.
2. A scheduled contest may be postponed only through the unanimous agreement of both teams and the Intramural Sports Program. If all parties involved cannot agree on a new time, then the originally scheduled game time will stand. If two teams reschedule a scheduled game without the sanction of the Intramural Sports Program, both teams shall be credited with forfeits.

3. Team, Tournament & Special Events and playoff games must be played as scheduled. No reschedules will be considered.

4. The Intramural Sports Program will determine when climatic conditions justify postponements and will contact team captains regarding any rescheduling of these contests.

5. The Coordinator of Intramural Sports must be advised at the beginning of each semester of any religious holidays that may affect the scheduling of contests.

In order to reschedule a game, the following steps should be taken:

1. Contact the Coordinator of Intramural Sports either by phone (870-680-4082) or by e-mail (jomiller@astate.edu).

2. Set up a time to meet with the Coordinator of Intramural Sports. Both team captain's must be present with the Coordinator while rescheduling an event.

3. Rescheduling a game MUST be done 24 hours before the scheduled event.

4. The request is not valid until final approval has been made by the Coordinator of Intramural Sports.

D) Inclement Weather Policy

Postponements and/or rescheduling of intramural games due to inclement weather may be made in an effort to protect the safety of the participants and the quality of our playing fields. Decisions concerning game changes due to inclement weather will be made as soon as possible on the day of the scheduled activity. **Under normal circumstances, decisions will be made at 2:00 PM and will be available by calling the Intramural Office.**

Also check our social networks

FACEBOOK: Arkansas State University Intramural Sports

TWITTER: @astatecampusrec

Competitive Structure

A) Descriptions of Leagues

Intramural Sports reserves the right to move individuals/teams up or down in league standing or tournament placement when prior intramural play reflects a skill level or ranking that warrants such action. Team & Tournament Events consist of the following leagues for Men's and Women's divisions:

Greek - Consists of teams organized from the members of Greek social organizations registered by the Department of Student Activities and recognized by the Greek Councils. **All participants must be registered members of the organization that they represent & be on the active IFC, NPC, or NPHC roster. If your name DOES NOT appear on any of these rosters then you CAN NOT play in the Greek League. NO PLEDGES are eligible to represent his/her organization until his/her name officially appears on the official pledge list recognized by the Department of Student Activities. Within the Greek divisions they are broken down into A (competitive) & B (recreational). B leagues are not eligible for All University games.**

Division 1 - Consists of independent teams organized by any eligible students. This league is for participants who desire a more competitive level of competition. Participants' abilities range from intermediate to advance in skill level. Faculty and staff are not eligible to play Division 1. **This league is eligible for the All University games.**

Division 2 - Consists of independent teams organized by any eligible students, faculty, or staff members. This league is for participants who desire a recreational level of competition in which an emphasis is placed on participation and fun rather than winning. Participants' abilities range from beginner to intermediate in skill level. .

F) Intramural Participation Point System

In an effort to encourage participation, Intramural Sports has devised a participation point system. Please see the following guidelines.

Point values are assigned according to the structure of the intramural activity. For team sports, points are accumulated for wins and ties during regular season play. Advancement in playoffs accumulates additional points based on rounds advanced and final outcome of the team's

season. For individual and dual sports, points are accumulated for participation, advancement through the levels of participation and final outcome. Points for team sports as well as individual and dual sports are lost whenever there is a forfeit. Participants wanting to compete in the points race will need to use the same team name for every event they participate in.

Points System:

DIVISION 1:

- 20 - Points for entering a team
- 20 - Points for each win
- 5 - Points for each tie
- 2 - Points for each loss
- 0 - Points for each default
- 25 – Points off for each forfeit (2 forfeits will cause team to lose all accumulated points in that activity)
- 5 – Points off for ALL unsportsmanlike conduct & technical fouls
- 10 – Points off for participants, coaches, or fans with whom are ejected from a game
- 20 - Points for qualifying for the tournament

DIVISION 2:

- 10 - Points for entering a team
- 10 - Points for each win
- 5 - Points for each tie
- 2 - Points for each loss
- 0 - Points for each default
- 25 – Points off for each forfeit (2 forfeits will cause team to lose all accumulated points in that activity)
- 5 – Points off for ALL unsportsmanlike conduct & technical fouls
- 10 – Points off for participants, coaches, or fans with whom are ejected from a game
- 10 – Points for qualifying for the tournament

DIVISION 3: No points are awarded for this level (recreational)

TOURNAMENT: Tournament qualifiers will receive the following points based on final playoff outcomes in their respective subdivisions.

- 10 - Points for each win
- 2 - Points for each loss
- 25 - Points off for a forfeit
- 5 – Points off for ALL unsportsmanlike conduct & technical fouls
- 10 – Points off for participants, coaches, or fans with whom are ejected from a game
- 50 - Points- 1st Place
- 45 - Points- 2nd Place
- 40 - Points- 3rd and 4th Place
- 35 - Points- 5th - 8th Place
- 50 - Bonus points for entering every team sport during the semester
- 100 - Points for going to an extramural tournament

C) Protests

Game protests are considered valid in instances of rule misinterpretation and participant eligibility only. All protests must be submitted in writing to the Coordinator of Intramural Sports according to the following procedure.

1. There shall be no protests on judgment calls. All protests must deal with the interpretation of a rule or enforcement of a penalty for the infraction of those rules.
2. All protests, except those concerning eligibility, must be made on the field of play to the official and supervisor at the time of the occurrence. Once play has resumed, the protest will not be valid.
3. The team captain must verbalize his/her intent to protest. An attempt to resolve the protest will be made before play is resumed. In the event that there are grounds for a protest, the game will be played under protest from that point forward.

4. At the conclusion of the contest, the team captain must verify the reason for the protest as recorded on the Protest Report. The protesting team must submit a legible statement citing the specific rules misinterpreted and the protested situation to the Intramural Sports Office by 2:00 PM the next business day following the protested contest.
5. All eligibility protests during the pool play must be filed in the Intramural Sports Office by 2:00 PM the next business day following the contest in question. During tournament play, player eligibility protests must be filed by 10:00 AM the following business day. Note that any protest of eligibility will result in verification of eligibility for all members of the protesting team as well.
6. All protests will be reviewed for validity and clarity of information, and a ruling will be made by the Coordinator of Intramural Sports. An upheld protest involving rule interpretation will result in the game in question being replayed from the point of protest. Upheld player eligibility protests will result in a forfeit of the game in which the ineligible player competed.

Default & Forfeit Policy

If an individual or team forfeits a game, participants are deprived of active participation. Thus, every effort is made to discourage defaults and forfeits whenever possible. In the event, however, that a team cannot play a scheduled game, the following default and forfeit policies shall be in effect. These policies apply to scrimmage, pre-season, regular season, and post-season games, as well as eligibility and support for state, regional, and national extramural tournaments.

A) Defaults

Any team or individual knowing in advance that it will not be able to play a regularly scheduled game is provided the opportunity to default that contest. The team captain must contact the Intramural Sports Office by 2PM the day of the scheduled contest. A loss will be assessed for the default, but a forfeit fee will be avoided. **Defaults can ONLY be used in pool play of Major & Team Events!**

Each team will be awarded one free default per sporting event, before a \$15 default fee will be assessed. A team is allowed to default only two contests during a sport's season. A third default will result in the team forfeiting the season.

B) Forfeits

A forfeit will be assessed to an individual or team for the following reasons: a) Use of a player who is ineligible or who participates under an assumed name b) Nonappearance at a scheduled contest (not having the minimum # of players)

A forfeit may be declared if an individual or team fails to have the minimum number of players required to start the game at the scheduled game time. **GAME TIME IS FORFEIT TIME.**

THE forfeit fee is \$30

This happens during pool play ONLY & during team events. During tournament & special events & playoff's if you cannot make to games your only other option is to forfeit.

When a forfeit has occurred due to points a & b then the team is given a loss, will obtain a point differential of the allowed mercy rule against their overall score, AND is charged a forfeit fee. All forfeits result in a forfeit fee that must be paid before the team's next scheduled contest. The team captain will be held responsible for payment of the forfeit fee. Failure to pay will result in the team being dropped from further competition in that sport and future intramural events until the fee is paid.

Any team that forfeits a second game will be dropped from further competition in that sport and will be assessed a second forfeit fee. Teams & players will also be automatically suspended from registering for the next team & individual/dual sport. If the team or players off of the team in question forfeit another season or event during that same semester then they will be suspended for that semester & will be on probation of the following semester. This includes using the team name & suspending EVERYONE on the roster. Contests which are completed prior to a team being dropped from the league will remain official. Any contest not yet played will be recorded as a win for the opposing team. Fees must be paid prior to those participants or team playing ANY future intramural events. During the probation period if that team forfeits an event they will be

suspended for that semester. To be cleared of the probation period they must play an entire semester without forfeiting.

Any team which voluntarily withdraws from participation at any time following the posting of season/tournament schedules will be assessed the number of forfeits and subsequent fees equivalent to removal from the league/tournament (i.e. two forfeits for regular season play, one forfeit for post-season play, etc.). It will & will always be up to the discretion of the Coordinator of Intramural Sports whether or not to wave any & all forfeit fees.

Participant's Conduct

A part of the philosophy of the Intramural Sports Program is that good sportsmanship is vital to the conduct of every contest. The importance of winning should never become so overriding that players lose sight of appropriate behavior. The playing field is not a venue for physical or verbal abuse by the players or spectators. Failure to display an acceptable degree of sportsmanship will render a participant ineligible for further participation in any given sport. The Coordinator of Intramural Sports and/or, the Dean of Student Life, will determine the future participation of a player.

The team captain is responsible for the actions of any player of the team and for spectators directly related to it. The conduct of all players before and after the game is as important as conduct during the game.

A) Sportsmanship Rating System

In order to help promote positive sportsmanship on the field of play, each team will be rated by the officials and/or intramural supervisor for each contest according to the sportsmanship displayed. A team must maintain an average sportsmanship rating of 2.75 or above to be eligible for the playoffs. The following rating system will be utilized:

A - Excellent. No incidents of poor sportsmanship, the team demonstrates excellent sportsmanship, and the team maintains an attitude of complete cooperation.

B - Good. Minimal instances of negative sportsmanship, little complaining, and an attitude of cooperation for the most part exists.

C - Fair. Team personnel or spectators make abusive remarks toward opponents or officials, captain/players persist in questioning officials, the team has to be warned about unnecessary roughness, and spectators clearly related to the team fail to conduct themselves in an orderly fashion. Teams that have a player or coach ejected for any reason will receive no higher than a "C" rating.

D - Unsatisfactory. Repeated warnings are given to a player, coach, or spectator clearly related to the team for any of the above listed infractions. The team fails to cooperate with the officials to keep the game running in an orderly fashion.

F - Poor. Team behavior is completely uncooperative. Conduct includes, but is not limited to: a) Team personnel or a spectator strikes or physically abuses an opponent or an intramural staff member. b) The team, after being warned, continues to play with unnecessary roughness. c) Team behavior warrants discontinuance of the game for any reason (i.e. three unsportsmanlike penalties/technical fouls on one team). d) Spectators clearly related to the team engage in disorderly conduct that violates college regulations or jeopardizes the official's control of the game. e) The team shows willful disregard for rules and/or policies of Intramural Sports.

A team winning a game by default/forfeit will receive an "A" rating. A team losing a game by default will receive a "B" rating. A team that forfeits a game will receive a "C" rating.

B) Misconducts & Ejections

Participants and spectators, who choose to follow unsportsmanlike practices before, during, and/or after a contest, whether directed toward an opponent or an official, may be ejected from that contest. Examples of unsportsmanlike conduct which will result in ejection include vulgar or abusive language, unnecessary roughness, excessive technical fouls, flagrant actions toward an opponent, official or staff personnel, and fighting or inciting a fight. Any player, coach, or spectator who is ejected from an intramural contest for unsportsmanlike conduct is automatically suspended from all intramural activity until official reinstatement. Those who are ejected from an

event must leave the ENTIRE complex. Pending on the situation & the manner in which a participant is ejected will determine the length of suspension & whether or not the matter needs to be sent to a higher authority. Any ejected person shall be subject to the following sanctions:

1. Any individual addressing a staff member, official, or opponent in an unsportsmanlike manner shall be immediately ejected from the game and the facility. Any individual who does not cooperate with the staff and leave the facility immediately will be subject to further disciplinary action.
2. The minimum suspension for any ejection is one game in the activity from which the person was ejected plus a three-month probationary period. The period of suspension will be dependent upon the severity of the incident. A second offense during the probationary period will result in (at minimum) the immediate suspension of further participation in that sport.
3. During the period of suspension, the individual may not participate in any intramural activity (team sport, individual sport, or a special event) until the suspension is lifted.
4. Any player, coach, or spectator who threatens, strikes, or physically abuses any intramural staff member or official will be immediately suspended from all participation for a minimum period of one year. Such actions will be referred to the Dean of Student Life for review, and further disciplinary action may be pursued if warranted. Please be aware that any and all types of verbal and/or physical abuse toward any staff member of Intramural Sports will not be tolerated under any circumstances.
5. Any player, coach, or spectator who willfully causes the destruction of or damage to equipment belonging to the Intramural Sports Program shall be held responsible for all subsequent damages and any costs of repairs or replacement.

Any player, coach, or spectator who is ejected from an intramural contest for fighting shall be subject to the following sanctions:

1. Physical contact with intent to intimidate or harm a staff member or opponent shall result in a minimum one-year suspension from all intramural sports activities. This also includes an attempt to strike, even though there may not be contact.
2. If the instigator(s) can be identified, involvement in a fight shall result in a minimum one-year suspension from all intramural sports activities. "He/she hit me first" and "I was just defending myself" are not acceptable excuses for fighting. Participation in a fight is considered to be any player or spectator that enters the field or court during the fight.
3. Any team, its individual players, and associated spectators which are involved in a "team" fight (most or all the team members or spectators present) will be immediately suspended from further participation in that sport. This is the minimum period of suspension which may be increased depending upon the severity of the incident. Leaving the bench area will also cause the team(s) to forfeit the contest and be placed on disciplinary probation for a period of one year. A team will include all participants listed on the score sheet at the time of the fight. Members that are not present will not be subject to suspension.

C) Reinstatement Procedures

To be reinstated, an ejected participant must meet with the Coordinator of Intramural Sports at the next business day. These proceedings will not take place on the field of play but the NEXT BUSINESS DAY! It will be up to player that was ejected, to contact the Coordinator and make the appointment. The period of suspension for any person shall be determined by the Coordinator of Intramural Sports. No individual will be reinstated prior to a personal visit with the Coordinator of Intramural Sports. Please be aware that the period of suspension for an ejected player, coach, or spectator will not begin until the ejected person has met with the Coordinator of Intramural Sports.

D) Appeals Process

Any individual or team that wishes to appeal any disciplinary sanctions made by the Coordinator of Intramural Sports must file a formal appeal for review by the Director of the Student Life. A formal appeal must be made in writing and submitted to the Coordinator of Intramural Sports within one (1) week of notification of any disciplinary sanctions. All appeals will be reviewed for validity and clarity of information. All decisions and/or recommendations made by the Coordinator of Intramural Sports will be final. Note that a suspended participant may not participate in any intramural activity during the appeal process.

Alcohol, Tobacco, & Pets

The possession and/or consumption of alcohol & possession of tobacco and smokeless tobacco is prohibited at Intramural Sports facilities at all times, therefore, alcoholic beverages & tobacco products will not be allowed at any program or activity sponsored by the Intramural Sports. This policy applies to all intramural sports participants, as well as coaches and spectators. Any participant or spectator who is under the influence of alcohol or is in possession of **any and all** tobacco products will not be allowed to participate in any intramural sports activity and will be required to leave the facility immediately. **Pets are not allowed on the Intramural complex & are not allowed in the Red Wolf Center, HPESS, or Student Activity Center. (Service Animals are exempt from this policy)**

Violators will be subject to disciplinary action. The supervisor and/or game officials will have the responsibility and authority to make any decisions regarding participation by a participant or spectator.

Reservations

A) Intramural Field Reservations

In order to reserve the outdoor Intramural Fields, a request must be made to Intramural Sports at least five (5) business days before the desired reservation date. A Facility Reservation Form must be completed and returned to the Intramural Sports Office along with a valid ASU ID card in order to reserve a field(s) along with payment. Facility requests will be approved or denied based on facility availability and the purpose for which the facility is requested. Forms can be found on the web page at <http://www.astate.edu/a/campus-recreation/intramurals>

For information and specific policies concerning equipment and facility reservations, contact the Department of Intramural Sports or call 870-680-4082.

