



Intramural Sports Handbook

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Intramural Sports Program

What is an Intramural Sport?

Intramural Sports are organized recreation sport opportunities for SNHU students, staff, and faculty for the purpose of fun and exercise. Intramural Sports take place within SNHU's campus with sport leagues and tournaments all between SNHU affiliates.

Professional Staff

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Guidelines for Intramural Sports Captains

Administrative Duties

- Register your team online at IMLeagues.com/snhu.
- Ensure all members of your team are invited/confirmed on your team's IMLeagues roster.
- Review and understand the sport rules associated with the leagues/tournaments you're registering for and inform your teammates.
- Check schedules regularly for updates/changes in game times. All schedules are posted on IMLeagues.
 - Occasionally, schedules may change due to various reasons, including but not limited to the following: facility availability changes, weather cancelling outdoor athletic practices, teams forfeiting out and not being replaced, etc.
- Captains must inform the Intramural Sports office of any potential conflicts with playoff dates and times before the finalized brackets are posted. Reschedule requests will not be accepted afterwards.
- Ensure that enough eligible participants are at the game 15 minutes prior to the beginning of a scheduled game. Forfeit time is 15 minutes after scheduled game times.
- Ensure that all players have their SNHU ID for each game and that they present the ID to the Intramural Sports staff.

Sporting Conduct Duties

- Educate your team members regarding the consequence of poor sporting conduct for both the individual and the team.
- Be responsible for the behavior all your team's players and spectators.
- Be responsible for ensuring that all your team members understand and abide by all the Intramural Sports Policies and SNHU Code of Conduct Policies.
- Inform any ejected players that they must promptly leave the facility in which the competition is being held, or risk of forfeiture of the remainder of the game.

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- Inform any ejected players of the procedural steps for reinstatement. This includes that the ejected player will receive an email from the Intramural program regarding their suspension and how to get reinstated.
- Only the team captain is permitted to clarify calls with the officials at game sites.

Intramural Sports Policies

Registration Process

Rosters are managed by team captains via IMLeagues. Online registration will be available beginning the first day of each semester.

- Submit roster information for your team and availability using the registration form on IMLeagues. (Note: Team captains must check with their teammates about possible conflicts before signing up for a league. Captains may submit scheduling requests and conflicts, such as other intramural teams team members may be playing on, prior to the close of registration. The intramural staff will do their best to honor these requests- however, there are NO guarantees.)
- Teams will be put into leagues on a first come, first served basis. Submit your registration early to have the best chance to play. All rosters must be submitted by the published deadline.
- If too many teams register for a league, a wait list will be formed. Wait listed teams will be contacted only if a spot opens in a league.

Team Name Policy

It is the responsibility of the team manager to submit an appropriate team name at the time of registration. SNHU's Recreation Department, in an effort to provide an environment that is welcoming to all participants, reserves the right to deny or unilaterally change the name of any team when said name is determined inappropriate. Inappropriate team names may include but are not limited to the following:

- Promoting intolerance
- Degrading a racial, ethnic, national origin, ability, gender, sexual orientation, or religious group
- Inferring sexual content or innuendos
- Referring to alcohol or drug use
- Referring to destructive behavior or language that is abusive, vulgar, or profane.

Team names within this context are considered offensive to members of the University community. Additionally, team names that may confuse an opponent into thinking there is no game or opponent (e.g. TBA, TBD, No Game, Forfeit, Bye, etc.), will also be changed under this policy. If an appropriate team name is not resubmitted after notification from the Department, an appropriate name will be assigned to the team.

Eligibility

All students (including graduate students), both full-time and part-time that have paid the Student Activities Fee are eligible to participate in Intramural Sports except as follows:

- Varsity athletes who have completed their athletic eligibility are eligible to participate in the sport(s) in which they played as a varsity athlete; however, only one former varsity player is allowed per team and they must wait one full semester in order to be eligible.
- Current varsity athletes, including transfers, redshirts, and anyone practicing or listed on a roster with a varsity team, may not participate in the related sport in which they are participating with Varsity.
- Current club sport athletes may participate in the same or related sport in which they participate as a club sport member, but only three (2) players are allowed per team roster.
- Ejected players are suspended from all intramural activities until reinstated by the Intramural Sports Program Staff.
- Any team using a player who is ineligible shall forfeit all games in which a violation occurred. Two forfeits will result in a team being dropped from further competition.

Roster Additions

To add players to a roster, team managers must use IMLeagues to either invite desired players or approve their requests to join. Unless otherwise noted, a team's maximum roster size will be 15 players for all sports.

To be reflected on the game roster, roster additions must be submitted by 5:00pm on the day of your scheduled game. For games on Saturday or Sunday, the roster addition must be made by 5:00pm on Friday. For additions completed after these deadlines, the captain must be able to show the Intramural Sports Supervisor a roster (via the IMLeagues app or website) showing the completed addition for the player in question to play.

Once the roster addition has been submitted, it is the captain's responsibility to check the roster addition prior to your next scheduled contest. Rosters will be managed online on IMLeagues.

Reschedules

Regular season games will not be rescheduled. If a team cannot play when they are scheduled, the captain must submit the online default form at least 24 hours before your game to have your game count as a default. Losing by default counts as a loss but does not incur any of the penalties of a forfeit. If a team forfeits out and there is no team on a waitlist, then it is possible that the schedule will change.

All playoff reschedule requests must be directed to the Intramural Office before the playoff schedule is posted. Playoff games may be rescheduled at the discretion of the Intramural Sports professional staff based on the availability of facilities.

Playoffs

A single elimination tournament will be held at the conclusion of the regular season. Team captains are responsible for verifying their playoff schedule at the end of the regular season by checking IMLeagues. Teams that qualify for the playoffs should be prepared to play on nights/times other than those played during the regular season. The playoff qualification and seeding process will be as follows (and may be changed based on facility space limitations):

- In case of a tie, a team with sporting conduct problems of any kind will be eliminated.
- If there is still a tie, a team that forfeited any game will be eliminated.

- If there is still a tie, a team that defaulted any game will be eliminated.
- If there is still a tie, head-to-head record will be used.
- If there is still a tie, point differential will be used. For most sports, a WBF forfeit will be counted as half the mercy rule.
- If there is still a tie, point differential averaged over games played (ignoring WBDs/WBFs) will be used.
- If there is still a tie, both teams will advance provided there is sufficient facility space to allow for the extra game. If not, the team that registered first will advance.

In the event of a tie between three or more teams, the above process will be applied. However, the head-to-head tiebreak will be skipped unless all tied teams have played all other tied teams.

Levels of Competition

Teams are given the opportunity to choose the level of competition: beginner, intermediate, or advanced. Games at all levels will be conducted the same way and preference will not be given to higher levels of play. Information will be offered during registration regarding the sponsored level and leagues for each semester.

The level of competition should be chosen based on the team's skill rather than the individual player.

- **Beginner:** the least competitive option. This league is meant for teams who want to try an activity for the first time and have some fun. This league is learning-focused.
- **Intermediate:** A perfect mix. These teams may have advanced and/or beginner players on their roster. You are familiar with the activity and tried it a couple times, but wouldn't consider yourself an experienced player. You're still looking to have some fun but compete.
- **Advanced:** the most competitive option. We recommend that players with previous experience at a competitive level register for this league. An advanced team's roster should have a majority of advanced-level players.

Forfeits & Defaults

Teams are strongly encouraged to arrive early for their games. Any game whose outcome is declared a forfeit will result in a loss being credited to the forfeiting team. A forfeit will be declared under the following conditions:

- A team cannot field the required number of eligible players by the designated gametime.
- A violation of any rule as stated in the Intramural Sports Code of Conduct.

Teams will still be eligible for playoff competition with a first forfeit. A second forfeit will result in the team will be dropped from the league. Teams may default a game (indicate 24 hours in advance they will not be able to make a scheduled game) by emailing the Intramural Sports staff. A defaulted game counts as a loss but does not impact a team's playoff eligibility.

Nomad Policy

Teams who do not meet the minimum number of players may use the **Nomad Rule**. Any team may pick up currently rostered player(s) from another team to avoid a forfeit.

Teams must have at least one less player than the minimum requirement to use this rule.

Teams may only add enough nomads to bring their team up to league standards, no bench players/substitutes. **Nomads are not eligible for playoffs.**

Assumption of Risk

Students are advised that participation in the Intramural Sports Program involves physical risk. Participation in Intramural Sports is strictly voluntary. Injuries and their resulting cost are the responsibility of the participant. There is a possibility that a participant may be injured during normal Intramural activities. This risk of injury extends to the physical being, as well as personal belongings that the individual may bring to the activity.

Blood on Uniforms

There is a risk for blood borne infectious diseases to be transmitted from one player's wounds to another. Recognizing the concerns this risk creates for our Intramural participants, the Intramural Sports Staff has established the following policy:

When an official observes a player who is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the official will temporarily stop the game in the same manner as the official would have temporarily stopped the game for an injured player, except that the bloody player must leave the game. A removed player is expected to receive appropriate treatment on the sidelines before returning to the game. The player involved shall not return to the contest until the bleeding has stopped, the open wound is covered, or an excessively bloody piece of clothing is changed and disposed of properly. An excessive amount of blood on a piece of clothing means the clothing is saturated so that the blood would transfer to another player, or the blood could soak through to the skin. Once play has stopped under this rule, the player may not re-enter the game until the official declares the player eligible. This includes running of the clock, one "play" run in flag football, a substitution opportunity in soccer, a volley in volleyball, etc.

Concussion Awareness

The Intramural Sports Staff reserve the right to disallow a participant from participating in further intramural activity if concussion-like symptoms are disclosed or observed. Participants removed from play may be suspended from play until cleared by a physician.

Vandalism

Deliberate destruction of University property and equipment, public property, or personal property of individuals will not be tolerated. All incidents will be reported to SNHU Public Safety and the Office of Community Standards.

Offensive Apparel

It is the responsibility of each player to wear apparel that does not include any offensive words, pictures, or references. The Campus Recreation office reserves the right to remove players from competition that wear apparel that is deemed unsuitable.

Alcohol & Drug Policy

If any member of your team is suspected to be under the influence of drugs or alcohol by the supervisor or official on duty, the entire team will be penalized by the assessment of a game forfeit.

The team captain must meet with the Coordinator of Competitive Sports before the team can be considered for reinstatement. The player(s) involved will also need to meet with the Competitive Sports Coordinator to discuss their individual reinstatement. Reinstatement in these cases is not likely. The matter will also be referred to Public Safety and the Office of Community Standards.

Vaping is not allowed within campus facilities.

SNHU ID Card Policy

Participants must present their valid SNHU Photo ID at all games. No one is allowed in any of the University Athletic Facilities without their ID Card. No one will be allowed to play without their ID Card.

Coaches

The intramural program does not recognize “coaches” as a legitimate part of an intramural team. Only students registered on an intramural team will be recognized as team members.

Intramural Sports Staff

Staff Responsibilities

The Intramural Supervisor is the final authority during an intramural activity. The supervisor will oversee organizing the event, directing teams to proper fields and courts, and managing the contests so that good sporting conduct is always practiced.

Participants must realize that the game officials are the first source of ruling and information. The supervisors may only be consulted when interpretations or applications of the rules are in question. They will not overrule any judgment calls. The supervisor may intervene to stop play at any time. Situations such as disorderly conduct, abusive language and fighting are potentially dangerous and can lead to a supervisor terminating the contest and assessing a forfeit to the team or removing a player from the event and asking them to leave the facility.

Harassment & Hazing

Harassment Policy

Southern New Hampshire University reaffirms that it does not condone harassment directed toward any person or group within its community--students, employees, or visitors. Every member of the University ought to refrain from actions that intimidate, humiliate, or demean persons or groups, or that undermine their security or self-esteem. Campus Recreation is in constant vigilance to ensure an environment that is free of abusive behavior directed toward an individual or group because of race, ethnicity, ancestry, national origin, religion, gender, sexual orientation, age, and physical or mental disabilities. Any harassment toward a Southern New Hampshire University employee or participant will subject the individual and/or team to university disciplinary procedures. If you feel that you have been harassed, please register your complaint with the Campus Recreation Administrator.

Hazing Policy

Hazing in any way, shape, or form will not be tolerated by the Intramural Sports program or the Campus Recreation. “Any act committed against someone joining or becoming a member or maintaining membership in any organization that is humiliating, intimidating, or demeaning, or endangers the health and safety of the person. Hazing includes active or passive participation in such acts and occurs regardless of the willingness to participate in the activities. Hazing creates an environment/climate in which dignity and respect are absent.” If you feel that you have been hazed, please register your complaint with the Campus Recreation Administrator.

Equipment

Religious Jewelry & Headgear

The officials and supervisors on duty have the authority to disallow any participant from wearing any equipment, jewelry, or apparel which in their judgment is dangerous or disadvantageous to other participants. This is a rule for the safety of all participants, including the wearer of such apparel, and applies to any and all dangerous equipment and jewelry. There are no exceptions to these policies except as outlined below for religious jewelry and headgear.

Religious Jewelry and Headgear

If you wear religious jewelry or headgear you must follow our approval procedure below before you can participate in an Intramural Event:

- Approval of Religious Apparel as Religious Jewelry/Headgear:
 - You must email the Competitive Sports Coordinator to inform them of your religious jewelry or headgear, so accommodations can be made, and staff informed to allow the participant to wear the item.

Jewelry Policy

Jewelry is not allowed to be worn by any participant during an Intramural event. This includes any rings, watches, necklaces, earrings, bracelets, any unconcealed body piercing and any other such similar jewelry. Medical bracelets are permissible but must be secured to the body. No exceptions will be made for jewelry which is made to be permanent or that is unable to be removed. Taping over or using a band-aid to cover restricted jewelry is not permitted as it may not secure the jewelry in question. The only jewelry allowed is religious jewelry that has been approved by the Competitive Sports Coordinator.

Shoe Policy

All participants must wear proper shoes. A shoe shall be considered proper if it is made with either canvas or leather uppers or similar material. Street, turf shoes, cleats, and sandals are not allowed. The sole may be smooth or molded, non-marking, and non-abrasive. No metal, or shoes like metal sole and heel plates will be allowed. The supervisor has the authority to disallow any type of dangerous footwear.

Additional Safety Information

NONE of the following are allowed to be worn by any participant during an Intramural event:

- Street pants (jeans, khakis, etc.)

- Bare feet
- Baseball Hats
- A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance - even if covered with soft padding - when worn on the elbow, hand, finger, wrist or forearm.
- Bandanas (Except a headband no wider than 2 inches and made of nonabrasive, unadorned, single- colored cloth, elastic, fiber, soft leather, or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.)

Players and teams that are found to be in violation of this policy, and thus endangering the safety of all the participants, will be penalized with an Unsporting Conduct penalty assessed to the violating player and their team. The player will be removed until the equipment or jewelry in question is removed.

Code of Conduct & Sporting Conduct

Code of Conduct

Campus Recreation takes sporting conduct very seriously and offenders will be dealt with accordingly. Sporting conduct policies will be enforced strictly to ensure the safety and enjoyment of ALL participants, including our Student Intramural Staff. Actions that are dangerous and/or conduct that is detrimental to the Intramural Program will not be tolerated and are grounds for suspension from further participation in all Intramural Sports activities.

Sanctions:

- **365 Day Suspension** - A suspension from all Intramural activities for a calendar year (365 days)
- **Semester(s) Suspension** - A suspension from all Intramural activities for one or more semesters
- **Season Suspension** - A suspension that removes a player for the remainder of a current season
- **Game Suspension** - A suspension for one or more competitions that may carry other sanctions depending on the severity and seriousness of the incident(s).
- **Probation** - A team or individual may be put on probation for any length of time. An individual or team need not be ejected to be put on probation. In such cases, employee reports may activate such a sanction. A team or player on probation will be removed from further competition if they incur further unsportsmanlike penalties or engage in any unsportsmanlike acts. Players returning from long suspensions or with a history of issues will be placed on probation once they potentially become reinstated.

Note: The Intramural Program has the jurisdiction to suspend or remove individuals and teams from participation in all Intramural Sports activities. The Intramural Program reserves the right to remove any player or team for involvement and/or further unsporting actions, and to refer participants to the Office of Community Standards and make recommendations for their consideration.

Unsporting Behavior

The Student Code of Conduct as stated in the Southern New Hampshire University Student Handbook, as well as the rules stated below, will govern all Intramural play:

- **Unsporting Conduct:** Any person, who commits, attempts to commit, incites or aids others in committing any acts of misconduct shall be subject to disciplinary procedures by Campus Recreation.
- Team captains are responsible for the conduct of their players/spectators and therefore are subject to the same disciplinary actions as their players.
- The Campus Recreation Administrator will be the final judge of what is unsporting.
- **Unsporting conduct includes, but is not limited to the following:**
 - Fighting (pushing, punching, tripping, cheap shots, or any type of physical contact)
 - Using profane, inappropriate, insulting, or vulgar language or gestures - incidental or otherwise
 - Verbal or physical baiting or taunting an opponent, including “trash talking” in any manner
 - Attempting to influence an Intramural Staff member’s decision
 - Dissent towards an Intramural Official or Staff member’s decision
 - Disrespectfully addressing Intramural Staff
 - Physical contact with Intramural Staff
 - Failure to follow the directions of any Intramural Staff member acting in performance of their duties
 - Physically damaging a facility, equipment, or other provided Intramural apparatus (example – hanging on the basketball rims)
 - Delay of game and/or tactical fouls
 - Engaging in any general unsporting act, especially those that show disregard for Intramural rules and policies (unsporting conduct penalties)
 - Any attempt to strike an opponent or Intramural Sports Staff member
 - Aggressive action toward a participant or Intramural Sports Staff member
 - Actions that may lead to a fight (shoving)
- The following Campus Recreation policies will also be considered in dealing with unsporting conduct:
 - Incidents reported to the administrative staff which indicate unsporting conduct include failure to adhere to facility policies and procedures; failure to follow verbal instructions of a staff member; failure to provide personnel with proper identification upon request; unauthorized use of facilities; theft or damage to facilities or equipment; and physical or verbal abuse directed toward a staff member, spectator or participant. In doing so the individual(s) involved will be questioned and may be required to submit a written statement of the incident within seven days of the occurrence.
 - Written statements from on-duty personnel and witnesses will also be obtained. At the conclusion of the internal investigation, the Campus Recreation Administrator will rule on the incident. Penalties could include temporary or permanent probation, suspension from the facilities for a specified period or permanent loss of access to recreational facility.

Ejections & Suspensions

There is an automatic minimum of a one game suspension for all individual ejections. Players ejected twice in one semester will be suspended for the remainder of the term from all sports.

- Players may be ejected for two Unsporting Penalties, one severe unsporting penalty, or be removed by an Intramural Staff member for a gross violation:
 - A player receiving 2 Unsporting Penalties (Examples: 2 yellow cards/ 2 technical fouls / 2 Unsporting conducts (UCs) / 2 Major Penalties)
 - A player called for 1 Unsporting Penalty (Examples: Red Card / Flagrant Foul)
 - A player can be ejected at the discretion of an IM Sport Supervisor (Example: Taunting from a sideline / an attempt to injure another player)
- Ejected players will be asked to leave the field of play and the facility. The ejected person must leave the playing area immediately and has 5 minutes to leave the facility. Any ejected person not adhering to this rule will cause their team's game to be forfeited and will be referred to the Office of Community Standards. Further, Public Safety will be summoned to remove the ejected participant if they refuse to leave. Reinstatement in these cases is unlikely.
- Ejected participants will be contacted by email regarding their reinstatement meeting. All reinstatement meetings must be by appointment only. Reinstatement meetings will not be held on the same day that the player is ejected.
- During a suspension, a game forfeited by the suspended player's team will not count as a game served for the suspension. The participant will still have to serve an additional game to fulfill their suspension.
- Most suspensions will be served in the sport in which the offense occurred, but individuals can be suspended from all Intramural sports and events depending on the severity of their offense.
- Ejections and suspensions for minor infractions – that do not involve abuse of IM staff members or violent conduct – may be tabled at the discretion of the Competitive Sports Coordinator or designee. Tabled suspensions will be held as probation and will only be enforced if the ejected player has subsequent sporting conduct issues.
- In cases occurring late in the sport season or the academic year, a suspension may carry over into the next sport, season, semester, or academic year.
- Captains that are currently under suspension or who have failed to have an ejection meeting will be prohibited from registering an intramural team until they have resolved their sanction.
- Any player who misses a scheduled disciplinary meeting without giving prior notice to the Intramural Sports office is subject to an additional 1 game suspension.

Violations

Team Violations

- Forfeit due to misconduct - If a team, player, or a combination of the two receives 3 unsporting penalties (UCs, yellow cards, technical fouls, etc.) in one game the team will forfeit that game.
- Intramural probation - Intramural probation places a team on a probationary status which would cause a suspension from intramural participation for any further unsporting

conduct. The term of probation may be set for a particular sport, for a semester, for a year or forever.

- Intramural Suspension - Suspension from Intramurals prohibits the suspended organization and its individuals listed on the team roster from participating and spectating in any sports during the period of intramural suspension. A period of Intramural suspension is automatically followed by a period of Intramural probation of not less than one full year.

Violation	Penalty
Team Disturbance/Fight (more than one player involved)	Team automatically removed from league and all participants who are present at the game will be suspended from all intramural Sports activities for one year (356 days) from the date of the incident and referral to the Office of Community Standards
Verbal Abuse of Campus Recreation Staff	Team automatically removed from league and possible referral to the Office of Community Standards. Individual sanctions will also be handed out.
Alcohol Use/intoxicated Players	Team automatically forfeits game in questions and individuals will be referred to the Office of Community Standards.
Use of an Ineligible Player	Any team using a suspended player will forfeit all games in which the suspended player participated. Any team knowingly using such a player will be ineligible for playoffs.
Unsporting Conduct of Spectators	Depending on the severity of the incident a team can forfeit their game due to the conduct of their spectators that can be identified as affiliated with their team. Spectators may also be referred to the Office of Community Standards.

Individual Violations

Violation	Penalty
Arguing with an Official	1 st – Warning 2 nd – Automatic Ejection, Suspension, and One-Year Probation
Dissent (verbal or by gesture)	1 st – Warning 2 nd – Automatic Ejection, Suspension, and One-Year Probation
Striking or Shoving Opponent	Minimum – Automatic Ejection, Suspension, and One-Year Probation Maximum – Revocation of Intramural privileges for at least one year and possible referral to the Office of Community Standards
Excessive Profanity and Gesturing	1 st – Warning 2 nd – Automatic Ejection, Suspension, and One-Year Probation

Threatening an Official	Minimum – Automatic Suspension and One-Year Probation Maximum – Revocation of Intramural privileges for at least one year and possible referral to the Office of Community Standards
Vandalism of Equipment	Automatic Suspension for one year from Intramural participation and referral to the Office of Community Standards
Inappropriate Actions which Violate Rules or Threaten Others (verbal or physical)	Minimum – Ejection and Probation Maximum – Revocation of Intramural privileges for at least one year and possible referral to the Office of Community Standards
Fighting	Any participant, who in the judgment of the Intramural Sports Staff, engages in any attempt to fight (strikes or engages an opponent in a combative manner, throws a punch, kicks an individual, etc.) immediately before, during or after an Intramural Sports contest shall be suspended from further participation in the Intramural Sports Program for at least one year (365 days) and referred to the Office of Community Standards. Those that retaliate against an aggressive act may be subject to the same sanction/ penalty as those that engaged in the attempt to fight.
Leaving Bench Area to Participate in Altercation	Any participant, player, or bench personnel who leaves the bench or coaching area to participate in an altercation will be ejected. The penalty is an automatic two game suspension. In all cases, the Intramural Sports Handbook’s policies on “Fighting,” “Fighting with Intramural Sports/University Recreation Staff,” and “Team Disturbances” will take precedence.
Fighting (physical conduct) with Intramural Sports/Campus Recreation Staff	Any participant who attempts an aggressive act towards an Intramural Sports or University Recreation staff member will be banned from all Intramural Sports participation for a period of five years and referred to the Office of Community Standards.
Public Safety Summoned/Requested to Respond	A full semester suspension and one-year probation will be added to the player’s reinstatement process.

Disciplinary Procedure/Reinstatement Process:

Any player ejected from an Intramural contest for any reason is automatically suspended from playing in all Intramural competitions until reinstated by the Campus Recreation Office. Players

must meet, by appointment only, with the Competitive Sports Coordinator or designee prior to reinstatement in the Intramural Sports program. If that individual fails to meet with the Competitive Sports Coordinator or designee and misses additional contests, those missed contests do not count towards the minimum 1 game suspension. All time served for any suspensions begin after this meeting is held. The person is also subject to further disciplinary action by the Competitive Sports Coordinator ranging from further suspension from play to full revocation of Intramural privileges. Any Individual who is involved in endangering behavior (as defined in the SNHU Student Handbook), this includes physical, verbal, and psychological abuse of the Intramural staff, will be removed from Intramurals for a period of five years and will be referred to the Office of Community Standards.