

POLICY MANUAL

CHICO STATE INTRAMURAL SPORTS

In cases where policies are not directly outlined in the Intramural Sports Handbook, the Intramural Sports Staff, Competitive Sports Coordinator, and/or the Assistant Director reserve the right to use common sense, fairness and the “Spirit of the Game” in providing interpretations on the policies and procedures contained within the handbook

INCLUSION

Intramural Sports values diversity and seeks to create a safe and fun environment that is accessible to the Chico State Community. Intramural Sports is committed to maintaining an environment without discrimination as to race, religion, national origin, gender identity/expression or sexual orientation.

PARTICIPATION

Participation is limited to currently enrolled, full-time Chico State students. Faculty/Staff, and Open University Students must contact the Intramural Office in order to seek approval for participation in Intramural Sports.

- A. IFC organizations in good standing with the University, Fraternity and Sorority Affairs and with their respective national offices. All IFC team participants must be current members of their organization.
- B. Current varsity, red shirt, and dismissed players are not eligible to participate in intramural sports in their respective sport during their Intercollegiate sports season of play.
 - a. An individual is considered a varsity student athlete when he/she is listed in any of these criteria:
 - i. On the final coach's roster after the first date of competition
 - ii. Has received an athletic scholarship
 - iii. Has competed in that sport during the academic year
 - iv. Is "red-shirting" in the sport.
 - b. Current varsity and sport club athletes are eligible to participate provided their respective sport is not in season.
 - i. Intramural teams are limited to either **2** club players and/or **2** intercollegiate athletes per team in their specific sport or any related sport. (Intercollegiate athlete = current member of an intercollegiate team, any athlete whose season or eligibility ended mid semester or mid-year)
 - ii. Teams with sport club or intercollegiate athletes must play in the most competitive league.
 - iii. Any player or team that does not adhere to these guidelines may result in suspension of participant eligibility and forfeiture of any game in which they participated.
- C. Chico State Students and faculty/staff are permitted to participate in Intramural Sports in accordance with the person's expressed gender identity that is consistently asserted on campus. Participants may indicate their gender identities on IMLeagues.com when first registering. Should a participant's gender identity change at any point after initial

registration, the participant should contact the Intramural Sports Program (530) 898-6186 or imsports@csuchico.edu to update their status on IMLeagues. Any change to identity status should be made at least 24 hours in advance of any game/match/event in which the participant would like to play. In situations where an individual does not feel comfortable contacting the Intramural Sports Program they may contact the Office of Diversity and Inclusion (530) 898-4764 or diversityoffice@csuchico.edu

ACCIDENT INSURANCE

The State of California and California State University, Chico cannot and will not accept liability for injury while participating in a Recreational Sports activity. Participants are encouraged to provide their own accident insurance coverage. Accident insurance is available at the Student Health Center.

CONCUSSION MANAGEMENT

Any participant showing any signs and symptoms of a concussion shall not return to the activity for the remainder of the day. Participants will be provided with written home instructions. Prior to returning to play a participant must first receive medical clearance by a student health physician and/or Recreational Sports Athletic Trainer. If a participant sustains a concussion outside of intramural play but, while participating in an intramural activity they exhibit signs of a concussion, they will be removed from the game and need to receive clearance by a Student Health Center physician and/or Recreational Sports Athletic Trainer prior to returning to play.

ALCOHOL AND TOBACCO

California State University, Chico prohibits the possession or consumption of alcohol at university-sponsored events held on university property. Possession or consumption of alcohol or illegal drugs is prohibited at any recreational facility or program at all times.

Additionally, if Recreational Sports Staff suspects any individual of being under the influence, that person will not be allowed to participate and will be asked to leave the facility. Each team is responsible for enforcing this policy with team members and spectators. Violators are also subject to disciplinary action in accordance with University policy.

The use of tobacco/smokeless tobacco/vaping during or at any Intramural Sports activity is strictly prohibited.

CONDUCT OF PARTICIPANTS AND SPECTATORS

The Chico State Intramural Sports program promotes good sportsmanship by staff, participants, and spectators. We request everyone's cooperation by supporting the participants and staff in a positive manner. Profanity, racial or ethnic comments, anti-LGBTQ comments or other intimidating actions directed at staff, participants, or other spectators will not be tolerated and are grounds for removal from the site of competition and further disciplinary action.

The CSU, Chico Student Code of Conduct as well as the rules stated below, will govern all Intramural play. Depending upon severity of the incident a suspension can range from one game to a lifetime suspension. All incidents will be judged on a "case by case" basis and those

incidents deemed major violations will be forwarded onto Student Judicial Affairs. Please note that a suspension or action taken by Intramural sports can also affect an individual's access to the WREC.

Unsportsmanlike Behavior includes, but is not limited to the following:

- A. Fighting (pushing, punching, tripping, late hits, cheap shots, or any type of physical contact deemed unnecessary, overly aggressive and/or malicious intent)
- B. Using profane, inappropriate, insulting, or vulgar language or gestures - incidental or otherwise
- C. Verbal or physical baiting or taunting an opponent, including "trash talking" in any manner
- D. Attempting to influence an Intramural Staff member's decision
- E. Openly disrespecting an Intramural Staff member's decision.
- F. Physical contact with Intramural Staff
- G. Failure to follow the directions of any Intramural Staff member acting in performance of their duties
- H. Physically damaging a facility, equipment, or other provided Intramural apparatus (example - hanging on the basketball rims)
- I. Delay of game and/or tactical fouls
- J. Engaging in any general unsportsmanlike act, especially those that show disregard for Intramural rules and policies (Unsportsmanlike conduct penalties)
- K. Any attempt to strike an opponent or Intramural Sports Staff member
- L. Exhibiting threatening behavior toward a participant, spectator or Intramural Sports Staff member

Dismissal

In the event a participant is ejected from a game. The ejected player may be asked to leave the facility (sight and sound) within two minutes or risk forfeiting the game for his/her team.

1. Any ejected player will serve a mandatory minimum one game suspension.
2. If a player is dismissed multiple times from a league they will be removed from the league and disqualified from participating in any Intramural Activity for at least the remainder of the semester with the possibility of an additional one-year suspension.

APPEALS

A participant or team may appeal a suspension and/or penalty to the WREC Advisory Council. This council will hear and review all relevant information and make a recommendation to adjust, eliminate, or add to the sanctions already in place. In order to have a case heard in front of the WREC Advisory Council a written appeal must be submitted to the Assistant Director of Recreational Sports no later than 48 hours after notification.

ROLE OF TEAM CAPTAIN

Intramural team captains are the communication link between the team and our program. All team/fan related matters will be directed to them. The duties of the captain are as follows:

- A. Handle all captains' meetings. Act as liaison between team and Intramural Sports Program and pass on all pertinent information to the team.
- B. To see that the on-line rosters are kept up-to-date. Also verify team standings (i.e., wins/losses) for accuracy.

- C. To see that teams are entered in the desired sports by the entry deadline.
- D. To be familiar with the rules of the sport, rules of eligibility and ensure that all team members are eligible for every game.
- E. To represent, or delegate a representative, in all negotiations or protests.
- F. To represent, or delegate a representative, at Intramural League Meetings.
- G. To notify their team members regarding place, date and time of games.
*Please note – All schedules are posted on-line and not posted in the WREC and not available by calling the WREC Front Desk.
- H. To see that their teams do not forfeit contests.
- I. To keep informed of all rules including rules of play and eligibility, protests, forfeits, and postponements.
- J. The captain is solely responsible for all team matters.
- K. To insure the appropriate conduct of team members and spectators.
- L. Recreational Sports does not recognize non-player coaches as team leaders.

TEAM ROSTER MANAGEMENT

Section 1. Player Registration

Only those students listed on the official Intramural roster or team eligibility list are eligible to participate. No additions to team rosters may be made prior to playoffs unless permitted by Intramural Sports. Prior to each game, at the point of play, players must provide a current university ID, or other form of photo ID in order to participate.

Section 2. Ineligible Players

Any team or individual using an ineligible player will automatically forfeit all games or matches in which the individual participates as an ineligible player. The ineligible person will be barred from further competition in that activity for the season.

Section 3. Assumed Name

If a player is found using someone else's student ID or impersonating another participant, the participant will be barred from participation in that league. Furthermore, the team will receive a forfeit and a "0" sportsmanship grade.

Section 4. Playing on More than One Team in a Sport/Division

A student may play on multiple teams in any given sport and in any division (Comp, Rec, etc..) as long as they are not playing on multiple teams in the same division (Comp, Rec, etc..) on the same night. Only 2 participants from any one team are allowed to participate together on any other team in a sport/division. During the playoffs, players participating on multiple teams in any one sport must choose ONE team to participate on for the duration of the playoffs.

Section 5. Adding/Dropping Players

Participants are responsible for adding themselves onto a team roster. If a participant is having an issue with adding onto a roster they should contact the Intramural Sports Office at (530) 898-6186 in advance for assistance. Intramural Staff will not be available to assist with adding/dropping prior to game time. To be eligible to compete in postseason a player must have been checked in on a team's roster for at least one regular season game.

Section 6. Requests for Rescheduling

Due to the number of teams, the comparatively short playing season, and busy playing facilities, requests for rescheduling of a game will not be considered.

ATTIRE

Section 1. Shoes

Every participant must wear proper athletic shoes. For indoor activities they must be non-marking court shoes. For outdoor activities, cleats may be worn provided they have molded soles. Metal cleats of any kind are not allowed.

Section 2. Shirts

A team must wear the same colored shirts for any team activity. Failure to do so will result in a default. In those sports that require participants to wear a number (basketball) all players must have a clearly marked (not taped) number printed on their jersey or risk assessment of a technical foul. It also may result in a lower sportsmanship grade at the discretion of the official and or supervisor.

COMPETITIVE BALANCE

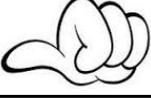
- A. The IM Sports staff reserves the right to promote or demote teams among divisions, without consent as necessary, to enhance the “competitive balance” of the division and/or the enjoyment of the teams in the division.
- B. In those cases where there are teams competing in the Recreation Division and/or the Competitive Division whose skill level upsets the “competitive balance” the Intramural Sports program reserves the right to move those teams into a special “Rec. Elite” division for the championship tournament. Champions in those divisions will still receive championship t-shirts.

LEAGUE MEETINGS

Throughout the semester Intramural Sports will offer **MANDATORY** league meetings. A representative (preferably team captains) from each team must attend one meeting during the semester of play. Failure to attend a league meeting will result in a team being disqualified from postseason competition. The purpose of the league meetings is to introduce participants to Intramural guidelines, policies, and procedures. Failure to attend a League Meeting will result in elimination from the end of season championship playoff for a particular sport.

SPORTSMANSHIP RATING

The Recreational Sports Supervisors and Officials give sportsmanship ratings to teams/spectators after each contest. The intent of the Sportsmanship Rating is to promote an atmosphere where by individual team’s monitor are responsible for the behavior of their players and spectators. The following information explains these ratings.

 <hr/> 3 pts.	<u>Good Team Conduct and Sportsmanship</u> Team cooperates with Intramural Staff. Players display restraint when talking to the officials regarding interpretation of rules and calls. The captain demonstrates full control of their teammates and their fans. Team demonstrates respect toward staff, other competitors, equipment and the facility
 <hr/> 2 pts.	<u>Average Team Conduct and Sportsmanship</u> Team members continue to verbally complain about decisions made by the officials after a warning. The captain demonstrates moderate control of their teammates and their fans. Team mostly respects staff, other competitors, equipment and the facility.
 <hr/> 1 pt.	<u>Below Average Team Conduct and Sportsmanship</u> Team demonstrates overly aggressive verbal and physical words/actions toward the officials, teammates, and other competitors. Team captain demonstrates little control over of their teammates and their fans. Profanity is prevalent. Team shows no respect toward staff, other competitors, equipment and the facility.
 <hr/> 0 pts.	<u>Poor Team Conduct and Sportsmanship</u> Team is completely uncooperative. Captain has no control over teammates and fans. Game stopped multiple times or stopped completely due to overly aggressive behavior and language. Team will be automatically forfeited from the league.

Teams below a "2" average at the end of the season will not be included in the playoffs. During playoffs, a team receiving a sportsmanship rating lower than a "2" will not be allowed to advance regardless of victory.

FORFEIT VS. NO SHOW

If a team or individual fails to show up for their game, they have deprived themselves and the other participants of that opportunity. This is why all teams and individuals are urged to show up on time for all scheduled games regardless of their record. The game scores and league standing should not influence the participants' level of enjoyment. The following guidelines were established for forfeits.

Section 1. Forfeits

- A. Any time a team does not have the minimum number of players on site to begin a contest. A "win" will be awarded to the opposing team along with a 3-sportsmanship rating and the team forfeiting will receive a 1 sportsmanship rating. If neither team is ready to play with the minimum number of players at game time, both teams will receive a forfeit and a 1 sportsmanship rating.
- B. A forfeit is also recorded when a team contacts the Intramural program at 530-898-6156 by 3 hours prior to games beginning the day of their game to inform them they will not be

available to play their scheduled game. For the team being forfeited against, each team member on the roster at that time will be checked in and receive credit for participation.

- C. A team may receive a forfeit due to improper team attire.
- D. Forfeits may be assessed by any Recreational Sports staff for use of an ineligible player or for player/spectator misconduct.
- E. Receiving (1) forfeit will not eliminate a team from round robin league play or from the opportunity to be scheduled into playoff tournament if they meet the other eligibility requirements.
- F. Teams with 2 consecutive forfeits to end the regular season will not be included in the postseason.

Section 2. No Show

- A. Any time no one from a team shows up for scheduled contest or does not call in advance to inform the Intramural Sports Office that they will not be available to play their game.
- B. Any team receiving a “No Show” and at the discretion of the Director can be automatically be eliminated from league play.
- C. For the team being “No Show” against, each team member on the roster at that time will be checked in and receive credit for participation.

POSTSEASON

- A. Depending upon time, facility space, and weather conditions every attempt will be made to schedule an end of the season, single elimination championship tournament.
Unfortunately, due to possible external factors (i.e. time, facility space, weather) there is no guarantee all eligible teams will be included in the postseason.
- B. To be eligible for postseason play a team must have a cumulative sportsmanship grade of a “2”, not received two sportsmanship grades below a 2. Attended a League Meeting.
- C. Win/loss records will determine seeding for the postseason; in cases of teams with the same win/loss record tiebreakers will be resolved using the following criteria...
 - 1. Sportsmanship rating
 - 2. Head to Head match-up
 - 3. Point differential
 - 4. Coin Toss
- D. Postseason schedules will be posted online at least one day prior to the start of playoffs. It is the team’s responsibility to check the playoff schedule online for game day and time.
- E. A Sportsmanship score of at least “2” must be maintained in each postseason game in order to progress in the postseason.

INCLEMENT WEATHER

Intramural Sports will suspend outdoor sports whenever weather conditions and/or field conditions might result in injury to players or damage to fields. Teams should not assume that games are canceled simply because of adverse weather, nor should they assume the fields are open simply because it looks sunny.

- A. A game will be considered official if it is stopped at or after the halfway point of the contest due to inclement weather.
- B. Whenever possible the postponement or cancellation of games due to inclement

weather will be made by 2 p.m. on game day. If intramural sports games are canceled, the team captain will receive notification through IMLeagues.

- C. The status of scheduled games may change throughout the evening due to changing Conditions which may require some decisions on whether to play or not as a game time decision.
- D. Due to limited facility space, it is not guaranteed that games will be made up due to inclement weather or field conditions.

The Intramural Supervisor has the authority to suspend play based upon his/her determination of the safety of the participants. Playing fields will be deemed unplayable under the following conditions.

- A. Any time there is standing water on a playing surface
- B. During/after a significant downpour
- C. During/after a hail storm
- D. Slippery/muddy field conditions
- E. Dense fog
- F. Continued wind gusts in excess of 40 mph.
- G. Lightning = "30-30" Rule. Thirty (30) second flash-to-bang count the number of seconds from the time you see the lightning (flash) until you hear the thunder (bang). If the number is 30 or less, all personnel must evacuate the field and seek safe shelter. There should be a 30-minute wait from the last lightning flash or thunderclap until resuming play. Safe Shelter = Inside a building or inside a vehicle.