

California State University, Chico



Division of Student Affairs

Recreational Sports

Annual Report 2021 – 22

Departmental Annual Report Outline

I. Departmental Mission Statement

Recreational Sports provides optimal service in a safe and fun environment for, the Chico State community, to achieve physical and mental well-being, personal development, and life-long learning through innovative, student-funded, student-driven programs of competitive and recreational activities.

Collaborative Mission with the Wildcat Recreation Center:

Campus Recreation moves the campus community through play, wellness, and adventure.

Values:

- Inclusion
- Fun
- Excellence
- Student Development
- Sustainability
- Leadership

Sport Club Program Description

The Collegiate Sport Clubs Program provides students the opportunity to participate in non-competitive recreation activities, and competitive sports against other intercollegiate teams, as representatives of Chico State, as a means to enhance their collegiate experience and provide a well-rounded education through physical, social, and leadership development.

Sport Club's includes the Athletic Training services:

The Chico State Recreational Sports Athletic Training Program provides health and wellness care for all Chico State Sport Club and Intramural Student-Athletes. Working under the physician's supervision of the Chico State WellCat Health Center our Certified Athletic Trainer (ATC) provides comprehensive, evidence-based health care services.

Intramural Program Description

Offering both virtual and in-person activities, you can choose to play in a structured team-sport league, a one-day tournament, or one of our many special events. All of our activities are designed to engage the campus community regardless of athletic skill and background. Activities are divided into different divisions based upon competitiveness and provide opportunities for men's, women's, and coed competition.

Esports/Gaming Program Description

The Wildcat Gaming Lobby provides opportunities for all Chico State students interested in gaming from recreational to competitive. Activities offered include but are not limited to PC gaming, console gaming, tabletop/board games, and arcade games. The focus is alternative wellness programming with an emphasis in inclusive gaming.

Summer Camp

The Summer Cats mission is to provide participation-based recreation opportunities for children ages 6-12. Summer Cats strives to help children physically, mentally, and emotionally experience new and exciting activities, people, and environments.

Department Goals (last reviewed June 2022)

- 1.) Provide information, services, and support for student involvement in recreation and sports.
 - University Enduring Commitment:
 - Transformative Student Experiences: Coordinate and continually improve academic and support services that maximize comprehensive student well-being
 - Standard of Achievement: Student health and well-being was a large focus for the 2021-2022 year. Regular information was shared and offered to our student participants, and employees, regarding mental health and campus resources. By sharing and encouraging the use of already established campus offerings, our students were more likely to use and pursue these offerings as it came from a trusted campus source.
- 2.) Provide safe and fun recreational opportunities for the Chico State community.
 - University Enduring Commitment:
 - Culture of Excellence and Accountability: Promote a culture of wellness where students, faculty, and staff work in and benefit from a safe and healthy University community
 - University Strategic Priority:
 - Resilient and Sustainable Systems: Be wise stewards of resources and embrace sustainability and resilience as a way of living
 - Standard of Achievement: During the 2021-2022 academic year, Recreational Sports provided in-person opportunities for Chico State students in the safest manner possible. Regular COVID testing was conducted, for student-athletes, and activities were structured around the ability to implement and maintain COVID protocols.
- 3.) Develop and promote leadership opportunities for students.
 - University Strategic Priority:
 - Civic and Global Engagement: Instill a culture of philanthropy and social engagement
 - Standard of Achievement: Sport Club participants and student employees were regularly communicated with and encouraged to attend campus offerings that included but were not limited to seminars, conferences, workshops and events for career and life skills development.
- 4.) Be a department that reflects the evolving diversity of our society and the campus community.
 - University Strategic Priority:
 - Equity, Diversity, and Inclusion: Develop and enhance policies, programs, and activities that support an inclusive, accessible, and equitable learning and working environment
 - Standard of Achievement: Conducted specific outreach to Student Affairs programs for involvement opportunities in Rec Sports. This created special event offerings to programs (TRIO, CCLC, STAR Center, Dream Center, PATH Scholars, etc) that may not normally seek out Rec Sports services and offerings.
- 5.) Continue to be a leader for recreation, fitness, and leisure experiences for the Chico State campus community.
 - University Enduring Commitment:

- Prominent Scholarship and Innovation: Integrate and embed new and innovative technologies throughout the institution in support of high-quality learning environments, effective processes, and excellent service
- Standard of Achievement: Recreational Sports was able to secure a programming space for esports/gaming activities that will be available to the Chico State community starting Fall 2022. This new offering makes Chico State the 5th CSU to have a designated gaming space on campus and will help with recruiting and retention by providing an inclusive, alternative wellness opportunity for students.

II. Departmental Accomplishments - A highlight

- Offered a “return to normal” year with all clubs practicing and competing, as well as all Intramural leagues and special events being offered.
- With enrollment decreasing, Rec Sports was still able to offer and serve the same percentage of the student population as compared to pre-COVID numbers (22% of the student body population).
- Rec Sports remained full staff during a year of uncertainty and the Great Resignation.
- Ability to secure an esports/gaming program space expected to open Fall 2022.
- Of the 24 Competitive Sport Clubs, 17 teams had a cumulative GPA higher than 3.0 for the 2021-2022 academic year.

Diversity Efforts:

- Through the Playdate offerings, Intramural Sports continued outreach to organizations on campus serving those underrepresented populations. This Rec Sports conducted outreach to the TRIO program, STAR Center, Path Scholars, CCLC, and Dream Center putting together Playdates for their staff and students where Rec Sports provided the staff, equipment, and space, and the programs brought the participants. This proved successful as several TRIO teams participated in league play.
- By incorporating recommended EDI hiring practices into our student staff hiring. Intramural Sports built a student staff whose varied backgrounds are more reflective of our student population.
- Intramural Sports has begun the process of eliminating “gender” specific sports. In Indoor Soccer, the gender terms (“Men’s” or “Women’s” leagues) were dropped and the league was referenced as Indoor Soccer allowing and opening the league up to all students regardless of gender.
- The Sport Club Program provided more funding opportunities to help offset the out-of-pocket costs for low-income participants.
- With advisement from the Office of Diversity and Inclusion, the Sport Club Program implemented two new ethnicity/race classifications. The inclusion of the new classifications will allow us to better identify who we are serving and strategically plan to serve underrepresented students.
- Rec Sports also updated our EDI goals for the upcoming year.
 - To incorporate more inclusive language within our publications and presentation material (Staff Handbooks, Participant Handbooks, Club Meetings, Intramural Captains Meetings, and Individual Sport Rules)
 - Work to create an EDI-focused committee amongst Recreational Sports and WREC Staff. This committee would address EDI issues related to policy questions, policy creation, and campus outreach
 - Incorporate EDI focused practices in our hiring process
 - We are currently developing a student employee professional development and life skills program, in which a section of this program would be dedicated to discussing EDI issues.

III. Changes in Policies and Procedures

- Refined injury reporting and injury recovery: with guidance from our Certified Athletic Trainer (ATC). The Sport Club Program has improved the ease of injury reporting by implementing a unique QR code linked to our injury report form. Subsequently, providing streamlined reporting of injuries, participant injury recovery, improved standards of injury documentation and follow up.

- With the implementation of the Do Sports Easy (DSE) software, the Sport Club Program streamlined the member registration, home game events, and travel procedures. This provided a user and admin friendly interface that requires less time to process and review information. Subsequently, allowing for a quicker and cleaner approval and editing process for these procedures.
- Intramural Sports changed the way Managers Meetings are conducted. Previously, it was a requirement for a team captain to attend a meeting prior to a sport beginning to cover policies and procedures. This year, team meetings were conducted for each team prior to their first game. This proved successful because policies and procedures were addressed to the entire team rather than just one representative and this cleared up a lot of confusion over rules and procedures.
- This year Intramural Sports added an online form to reserve equipment for events and playdates. Accessible from the Rec Sports homepage, this online form greatly increased the ability to assist our customers in getting access to the equipment they needed. It eliminated the very frustrating “phone tag.”
- With the addition of the ATC, to the Rec Sports Department, Intramural Sports has developed procedures by which injured participants will be contacted by the ATC to check on their injury and suggest the best course of action for them to return to Intramural competitions.
- Each department program now has an easily accessible budget tool to track expenses in real time. This makes for accurate reporting as well as ensuring fee dollars for this academic year, are being spent adequately.

IV. Resources Summary

Resource Allocation:

State general funds are used for four professional positions in Recreational Sports (approximately \$380,000 for salary/benefits). The IRA (Special Athletic Fee & Baseline) operational budget is approximately \$400,000. The total student employee wages were \$136,010, with work-study being \$57,300 of the total. The IRA baseline allocation for Rec Sports was \$84,525 this year. Typically, most of the IRA operational budget is used on Student Assistants (student wages) and Sport Club Team travel and equipment.

Fees and summer camp revenue is anticipated at \$10,000 for Summer 2022. Summer Camp revenue funds are used for additional program needs that student fee dollars (IRA) cannot support. Sport Club teams account for approximately \$400,000 in expenses for travel, team equipment, uniforms, etc. in a typical year. This funding is accrued from participation dues, donations, and fundraising. Moving into the 2022-2023 academic year, Recreational Sports is at risk of losing \$149,000 from the previous year due to decreased summer camp revenue (approximately \$15,000), and decreased enrollment (at 10% it is equal to \$44,000 per semester).

Human Resources:

Throughout the pandemic and last year, Recreational Sports has been able to remain fully staffed in all full-time positions. For the 2021-2022 academic year, Rec Sports had three returning student staff, and seven returning part-time sport club coaches. This required the department to recruit, hire, train, and employ an additional 33 student staff, and 36 part-time coaches and volunteers. This entailed a significant amount of onboarding and training that lasted the entire 2021-2022 academic year.

Facilities/Equipment:

As in years past, our natural grass fields are shared between Recreational Sports, Intercollegiate Athletics, and the Department of Kinesiology. This does not include any campus special events, or unauthorized use. With Field 10B and Yolo being nearly unplayable and at many times inaccessible, we face the dilemma of having less than 50 hours of outdoor programming time. Fifty hours is not nearly enough field space and time to meet the demands of our Recreational Sports programming needs.

Having 60+ hours available is a perfect case scenario and does not account for weather and maintenance-related closures that can last days to months. Additionally, since most of our current fields cannot be secured, these 50 hours do not reflect the times the fields are closed for damage inflicted by unauthorized use. Finally, the state of the current fields is poor and very close to unplayable due to years of drought, overuse, gopher problems, and an increase in unauthorized use by the public and dog owners.

During the 2021-2022 academic year, Recreational Sports was able to secure a space on campus for an esports/gaming program. This additional program offering will increase Recreational Sports' inclusive outreach and provide the Chico State community with alternative wellness and programming opportunities.

V. Program Assessment for Past Year

Program Objectives:

- Continue to offer and expand virtual programming:
 - Monthly Kahoot! Movie/Sports Trivia – Completed
 - Monthly Mobile Game competitions – Completed
 - NFL Pick'em competitions – Completed
 - Fantasy Football – Completed
 - Continue to look to expand into the virtual gaming options. Is there other software out there we could utilize to improve our online gaming options. – Completed. Did not find a system suitable for our programs needs
 - Purchase more games for the Nintendo Switch – Completed
- Expand the Equipment Rental program to include more carnival games and other purchased equipment – Completed
- Begin to transition away from IMLeagues to FusionIM. FusionIM will work better for us because it will allow prospective students to see our offerings more easily on the WREC app. We will be able to utilize photos online for check-in. Introducing FusionIM will help make it a seamless transition between WREC user and IM users. – Completed
- Institute the QR code identification system in our IMLeagues Management Software. – Completed. QR code implemented, but it was hard for students/staff to figure out how to easily use it.
- If allowable return to offering in-person team activities. Beginning with outdoor activities first and then transitioning into indoor activities.
 - Flag Football – Completed
 - Tennis – Completed
 - Outdoor Soccer – Completed
 - Kickball – Completed
 - Special Events – Homerun Derby/Badminton/Table Tennis – Completed. Homerun Derby was replaced with Greek relay
 - Basketball – Completed
 - Volleyball – Completed
- Transition Sport Club resources, forms, and procedures to Do Sports Easy and CatsConnect software applications. – Completed
- Implement athletic training room procedures; therapy schedule, return to play from injury, and injury prevention programs for sport clubs. – Completed
- Institute QR code identification system for important club resources. This will make the following resources more accessible to participants and staff:
 - Master Copy of Sport Club Handbook – Completed
 - Concussion Management – Completed
 - Emergency Action Plan – Completed

Ongoing Assessment Efforts

Intramural Sports

Total Student Staff: 22

In-Person Leagues/Tournaments

- 361 Games
- 274 Teams

= 1,607 Participants

In-Person Specials Events

- 12 Special Events
 - 2 3-point shoot outs = 70 participants
 - 6 Carnival nights = 210 participants
 - 2 Super Smash Bros. Switch Events = 50 participants
 - 2 Mario Kart Switch Events = 30 participants
 - 1 Greek Relay Race = 40 participants

= 400 participants

Driving Range (at Skyway Golf)

- 70 dates = **515 participants**

Ethnicity:

- <1% American Indian/Native American/Alaskan Native
- <1% Pacific Islander/Hawaiian
- 1% Another racial or ethnic group(s)
- 2% Middle Eastern
- 2% Prefer not to identify
- 3% Multiracial
- 5% Black/African American/African
- 8% Asian/Asian American
- 25% Latino(a)/Hispanic/Latinx
- 53% White/Caucasian

Gender:

- 79% Male
- 21% Female

Class Level:

- 16% Freshman
- 20% Sophomore
- 23% Juniors
- 40% Seniors
- 1% Grad Students

Equipment Rental

With the introduction of an online form and the purchase of some “carnival” style games the Intramural equipment rental program has been a big success serving both student clubs and campus departments. This past year, the program processed over 23 rental requests and rented out 48 pieces of equipment.

Sport Clubs

of Events (competitions, travel, exhibitions, etc): 159 Comp Clubs, 44 Rec Clubs
of Practices: 1088 Comp Clubs, 105 Rec Clubs
of Advising meetings: 150 Comp Clubs, 34 Rec Clubs
of Approved member participants: 460 Comp Clubs, 253 Rec Clubs
of Officers trained: 110 Comp Clubs, 24 Rec Clubs

Sport Club Demographic information (Competitive only, not including recreational clubs):

Ethnicity:

- 58% Caucasian/White
- 24% Hispanic/Latinx/Latino(a)
- 5% Asian/Asian-American
- 2% African American/Black/African
- 3% Prefer not to identify
- 1% Native Hawaiian/Pacific Islander
- <1% Native American/Alaskan (new demographic added per EDI suggestion)
- <1% Another racial or ethnic group(s) (new demographic added per EDI suggestion)
- 1% Middle Eastern
- 5% Multiracial

Gender:

- 54% Male
- 45% Female
- 1% Another gender identity

Class Level:

- 17% Freshman
- 20% Sophomore
- 34% Junior
- 28% Senior
- 1% Graduate

Transfer Student:

- 11% Yes
- 89% No

Of the surveyed Sport Club Participants:

- 75% said participation in their Sport Club is very important to their overall Chico State experience
- 88% said their overall participation in their Sport Club was above average or excellent
- 88% of the club officers ran for a position for a leadership opportunity

Answers from Sport Club survey:

Please describe any life skills or positive qualities you have gained by participating within your Sport Club:

- “Due to my leadership position, I have become more outgoing and generally better in social/formal situations.”
- “I’ve made friends for life, being able to participate alongside them and for my school has been one of the most positive experiences in my life.”
- “I have learned how to have a work life balance and gained more skills in planning trips”

- “This is my first year ever doing rowing! I really enjoyed how you did not have to have experience in the sport in order to join the team. As with any sport, I learn how to manage my time accordingly. I learned how to collaborate with others on my team.”

If applicable, please list how participating on this team has enhanced your Chico State experience:

- “If I did not have the Waterski Team, I wouldn't be the same person. Being a part of the team and having a leadership role has brought a sense of purpose and belonging to my college experience. I am happy that I can share my lifelong experience with waterskiing to this club, to grow and improve it as much as possible.”
- “I would not be as happy nor as committed to my studies if I hadn't found this crew. I can focus more on my work because I am exercising in a positive and social way. I feel stronger every week, both mentally and physically!”
- “It's given me a family and a community I can rely on, through participating in this team I've met so many friendly faces and I feel more a part of the campus when I see them around. I really love the athletic aspect as well, being able to stay active and fit during school doing something I really love makes me happy. Being a part of this team allowed me to build my character as well as other skills and I'm so thankful for it.”
- “To put it bluntly, this team gave me a life. Many of my original friends I made at Chico State moved somewhere else or dropped out. I always felt like my friends were what keep me at this school, and coming back, I wasn't sure if I would want to stay with so many of my friends gone. But the club gave me a circle of people that I would consider my best friends, and an activity that made me feel like I was actually a part of this school, rather than sailing through it.”
- “As an international student, I came here knowing nobody. Rowing gave me the opportunity to get to know the most incredible people who are now the closest friends I've ever had. Rowing also kept me motivated to take care of myself and my academics. I also got to travel quite a bit, so I got to see other parts of California and even went to Oregon.”
- “Better social connections, a better connection to Chico and it's community as well as a solid group of people to ride with.”
- “It has given me a community to engage with and I have met some of the best people through sports clubs.”

Academics for Sport Clubs participants:

- Out of 460 competitive participants, 116 have a cumulative GPA of 3.5 or higher (25%)
- 264 of student-athletes have a cumulative GPA of 3.0 or higher (57%)
- Average cumulative GPA based on all 24 comp clubs for the 2021-2022 academic year was 3.13

Club	Cumulative GPA
Wakeboard	3.5
Women's Soccer	3.34
Women's Ultimate	3.32
Women's Rugby	3.31
Expressions	3.29
Women's Water Polo	3.29
Men's Water Polo	3.26
Women's Basketball	3.25
Women's Basketball	3.23

Men's Ultimate	3.22
Bass Fishing	3.19
Roundnet	3.19
Rowing	3.16
Water Ski	3.14
Golf	3.13
Cycling	3.08
Women's Lacrosse	3.01
Baseball	2.98
Triathlon	2.97
Men's Volleyball	2.94
Men's Rugby	2.89
Men's Soccer	2.89
Men's Lacrosse	2.86
Cheer	2.76

- 17 of the 24 competitive clubs had over a 3.0 GPA
- Dance clubs' cumulative GPAs (three clubs) 3.17
- Wakeboard is receiving Team Scholar Award from our office for the highest average cumulative GPA based on their student-athletes. (3.5 GPA)

SOCIAL MEDIA AND VIRTUAL OFFERINGS DATA

When reviewing the social media accounts Fall 2021 and Spring 2022 semester, we had the following accounts for social media that we utilized throughout the year.

Instagram: @chico_imsports and @chicostate_wildcatnation
 Facebook: Chico State Recreational Sports (page)

INSTAGRAM DATA

Intramurals

91 posts to Grid

heart	comment	sent	saved	Video views	reach
1306	20	17	36	256	33410

Totals 34000+ engagement not including stories

223 new followers
 Tagged in 11 posts
 1132 followers

Sport Clubs Account

71 posts to Grid

heart	comment	sent	saved	Video Views	reach
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1305 18 13 30 0 39487

Total 53,144 engagement not including stories

215 new followers

Tagged in 25 posts

1,864 followers

COMBINED Instagram data from Hootsuite:

- Our posts reached 57,000+ users not including Stories
- Total of 67,000+ impressions (total number of times your organic photo, video, or carousel post was shown to users on Instagram)
- Instagram account profiles have reached 73,000+ unique users

FACEBOOK

- Transitioned Facebook accounts into 1 page.
- 52 posts, 51 fans, 45 engagements
- 23 reactions, 2 shares, 1 comment

LINKTREE DATA

Linktree continues to be valuable with links to various landing pages to our social media posts.

- Intramurals 1100 views with 837 Clicks <https://linktr.ee/imsports>
- Sport Clubs 258 views with 185 clicks <https://linktr.ee/sportclubs>

Virtual offerings:

- Kahoot: Once again Intramural Sports offered Kahoot! Movie Trivia. This year this offering was scaled back to once per month.

Fall 2021

- Talladega Nights: 2 participants
 - Remember the Titans: 4 participants
 - Space Jam: 3 participants
- Total Fall: 9 participants

Spring 2021

- Mighty Ducks: 4 participants
 - Cool Runnings: 3 participants
 - The Sandlot: 1 participant
- Total Spring: 8 participants

Total: 17 engagements through our Kahoot Trivia's

Among Us Fall '22/Spring '23

Intramural Sports once again offered the online group playing game Among Us. Played weekly this virtual activity at one point proved popular in year's past. This year, however, the activity rarely attracted enough participants to hold a session. Out of the 26 opportunities available, we only attracted enough participants for 4 weeks of games throughout the year.

Total: 22 participants over the year

Mobile Game of the Month

Each month we offered a mobile game competition for participants. Participants had until the end of the month to play the game as much as they would like and then they would either direct message us via Instagram or email us a screenshot of their high scores.

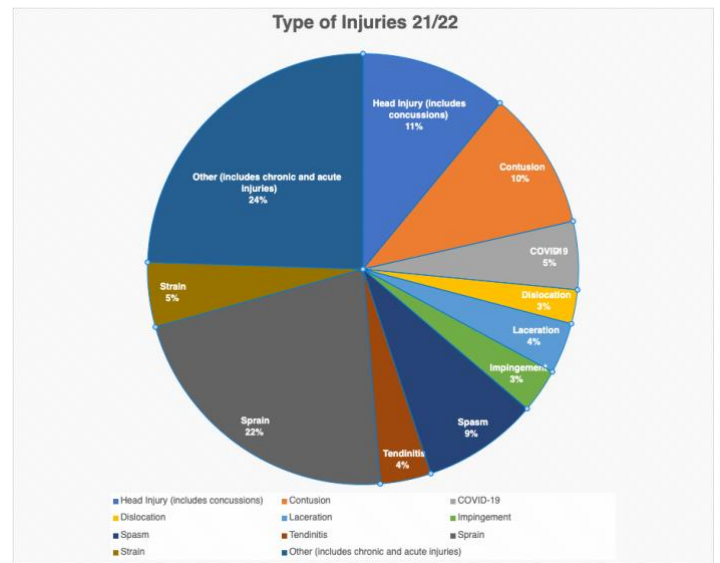
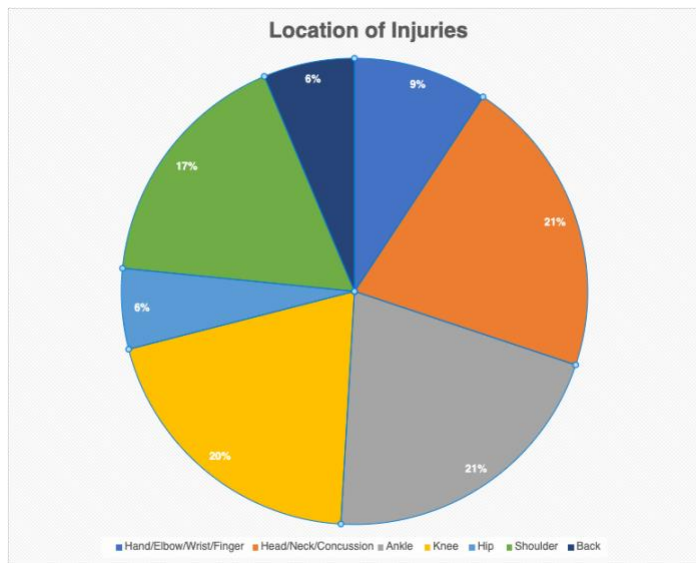
Fall 2021: 5 participants

Spring 2022: 5 participants

Total: 10 participants

Athletic Training

- Visits to the Rec Sports Athletic Training Facility: 916
- Injuries Treated: 392
- Number of teams that had at least one athlete visit the training room: 25 (out of 32)



VI. Analysis:

Continued Need for lighted turf field: As in years past, the addition of an environmentally responsible, lighted, artificial turf field would provide a near-perfect surface for play year-round. With limited maintenance and no customer expertise needed, an artificial turf field offers extended hours of use, increased opportunities for student involvement and the addition of new programming opportunities

- Savings of over 500,000 gallons of water a year.
- Turf infill is made from your choice of recycled tires, athletic shoes, or cork.
- The field can be utilized more hours per day with no field recovery time needed and can be used year-round.
- Opportunity to reach an additional 1,000+ students by adding new and expanded programming opportunities.
- Multiple studies have shown that compared to natural grass, artificial turf has shown less athletic injuries.

Budget: with an anticipated decrease in funding (decrease summer camp revenue, decrease in enrollment) Recreational Sports will need to reduce money allocated to individual sport club teams and/or reduce

resources to department programming. Some examples of decreases to department programming include but are not limited to: fewer equipment purchases for Intramurals and Sport Club competitions (this will directly impact the student employees and participants), reduced or elimination of some Intramural league offerings, less funding to the Sport Club teams. With a loss or reduction to the Intramural league offerings, not only does this affect the Chico State participants, but it also affects our offerings of employment opportunities for students.

VII. Program Objectives for Next Academic Year

- Conduct a user survey of Intramural participants to garner feedback on league organization, staffing, current/future offerings, and rule changes
- Continue to expand offerings of Intramural Special Events. The goal would be to offer one special event per month (outside of our current Friday tournaments). This event would be a combination of both virtual and in-person activities
- Have copies of Intramural rules and policies and procedures listed in different languages on our website and have them formatted to be accessible to those with sight or reading disabilities.
- Continue to transition all Intramural Leagues away from specific gender identifiers to more open leagues for all
- Transition from IMLeagues as the online management tool for Intramural Sports to FusionIM
- Focus on specific programming efforts to reach more female participants. Move away from the traditional league to more of a drop-in model week-to-week model on sports.
- Transition sport club financial forms from CatsConnect to Do Sports Easy.
- Create a web page for sport club officer resources (i.e. waivers, handbooks, practice schedules, etc.)
- Streamline the coaches onboarding process through the addition of a coaches portal via Do Sport Easy and implement casual worker orientations.
- Increase the Sport Club Program's social media interactions with the implementation of weekend summary reports through all active department accounts.
- Expand data collection through membership applications to include all recreational clubs
- Open the Wildcat Gaming Lobby with staffing, processes, and regularly scheduled programming
- Implement a post-concussion rehabilitation program that aligns with the current Concussion Protocol. Including a referral system with WellCat Counseling Center and post injury mental health care.

