

UNCW IM Sports Handbook

Table of Contents

Mission Statement	2
Introduction	2
Warning Statement	2
Department of Campus Recreation Staff	3
Competitive Sports Staff Contact Information	3
Tips for Team Captains	4
Team Registration Guidelines	5
I. Program Information	
A. General Eligibility	5
B. NCAA Student Athletes Eligibility	6
C. Sport Club Members Eligibility	7
D. Identification	8
E. Equipment Issue	8
F. Forfeits and Defaults	9
G. Activity Schedules	9
H. Playoffs	9
I. Protests	9
J. Leagues of Participation	10
K. Alcohol and Tobacco	10
II. Competitive Sports Code of Conduct	10
A. Player Conduct	11
B. Team/Organization	12
C. Extramural Guidelines	12
D. Sportsmanship	13
III. Activity Rules	14
IV. Inclement Weather	14
A. Special Game Situations	14
V. Awards	
A. Team/Individual Sports	15
B. Team of the Year	15
C. All Campus Points	15
D. Special Events	15

Mission Statement

The mission of the Department of Campus Recreation is to provide quality recreational experiences and facilities directed toward positive change in students' physical, cognitive and social domains, thus enhancing their overall educational experience.

Introduction

The Department of Campus Recreation offers a variety of competitive and non-competitive activities for students, faculty, and staff at UNCW through the Competitive Sports Program. This program provides students, faculty, and staff with the opportunity to participate in organized individual, dual, and team sports. The activities do not require the intense training and high degree of skill associated with varsity athletics, therefore, an individual's playing ability is not considered as important as the desire to enter into the true spirit of competition and good sportsmanship.

The Competitive Sports program will attempt to contribute to the student's overall educational experiences by providing:

1. An opportunity to participate individually or on a team in a wholesome program.
2. An opportunity to participate in activities which will carry over into later life.
3. An opportunity for the development of sportsmanship and a respect for the will of others.
4. An opportunity to compete in enjoyable activities that relieve stress, encourage camaraderie, promote competitive sportsmanship, and foster community within our university.

2020-2021

All updates to this document are noted in **yellow**. Please review these changes if you are a returning participant and share this information with your teammates.

Hold Harmless Agreement

Warning: Your participation in this sport could result in physical injury which could be serious or fatal!! The University of North Carolina Wilmington assumes no responsibility for injuries and related medical expenses received during Competitive Sports activities. Students, faculty and staff are reminded that Intramural participation is completely voluntary. It is strongly recommended that all participants have a physical examination and secure adequate medical insurance prior to participation.

Campus Recreation/Competitive Sports Staff

<u>Name</u>	<u>Title</u>
Mr. Tim McNeilly	Director of Campus Recreation
Mr. David Parker	Associate Director of Campus Recreation
Mr. Zach Gilbert	Assistant Director/Competitive Sports Program
Mr. Andy Rampe	Coordinator/Competitive Sports Program
Mr. Daniel Turner	Coordinator/Competitive Sports Program

Staff Contact Information:

Office: Student Recreation Center room 162
Phone: 910-962-PLAY (7529)
Facilities & Program Hotline: 910-962-7246
Email: compsports@uncw.edu
Web Address: <http://www.uncw.edu/campusrec/competitive/>

This is a policies and procedures manual for the Intramural Sports program at The University of North Carolina Wilmington.

This handbook has been compiled to provide a common set of guidelines, rules, regulations, procedures, and policies for the operation of the University's Competitive Sports program. It is a resource for the Competitive Sports staff, captains, and participants.

The utmost planning has gone into providing a safe and enjoyable recreational and educational experience for the student, faculty and staff participant. The Competitive Sports staff trusts this manual will be of assistance to those who establish and manage Competitive Sports teams on our campus.

Tips for Team Captains

Each team will be represented by a team captain. This individual is responsible for serving as the liaison between his/her team and the Competitive Sports staff. Past experience has shown a close relationship between the team captain's efficiency and enthusiasm and the success of his/her group in intramural competition. Below are tips former successful captains have consistently demonstrated.

1. Check the schedules through IM Leagues. All team sports schedule notifications will be sent via email once completed to the team captain.
2. Captains will be required to create a unique login and password for IM Leagues. We recommend using your UNCW email address and password or a login you will remember.
3. Check entry deadlines regularly. Failure to meet a set deadline places greatly increases your chance of being omitted from scheduled activities.
4. Williams, Elliot <ewilli47@uncfsu.edu>All team names are subject to review by the Competitive Sports staff. Names deemed inappropriate will be changed and team captains will be notified. Team captains should note that a team may be denied participation if an appropriate team name is not selected. Team captains should investigate the meaning of any team name they feel might be inappropriate.
5. All players are entered onto rosters using their "850" number or email.
6. Encourage participation by talking about Competitive Sports with the participants of your friend group. With the number of recreational activities offered, there should be "**Something for Everyone**".
7. Cooperate with the all staff members and opponents. Always demonstrate good sportsmanship.
8. Captains will have the opportunity to take a Captain's Quiz. This quiz asks questions about policy/procedures that participants need to follow for the Intramural Sports Program and specific sport rules. This quiz is not a requirement, but is highly recommended.
9. The team captain is responsible selecting the division that his/her team will play in. Divisions are set for specific times during the week. An email will be sent out informing the captains when division set-up is available.
10. Participants of teams that have forfeited or defaulted out of the league will not be allowed to participate with any other team in the same sports.
11. Any player ejected from a game for a rule infraction or unsportsmanlike conduct may not continue participating in Competitive Sports activities until he/she has made an appointment and met with the Associate Director or designee and received approval to continue participation. The Associate Director's office is located in Student Recreation Center, 140. The Associate Director or designee will see the ejected player by prearranged appointment only. The appointment can be made by calling 910-962-7443.
12. To avoid the forfeiture charge, captains should call/email the Competitive Sports office before 3pm the day of their game (before Friday at 3pm for weekend games).

Team Registration Guidelines

- Go online to <http://www.uncw.edu/campusrec/competitive/index.html>
- Click the link for IM Leagues
- Create a team following the prompts provided

How to Join a Team as a Free Agent

Free agent signs are managed through IM Leagues for each sport. Click the “Free Agent” link on the IM Leagues page under the sport you wish to play and you will be added to a list. Please note we cannot guarantee free agents will be picked up by teams.

Team Schedules

Team schedules can be viewed once scheduling opens. Participants will be able to select their preferred division and times during the scheduling process. Playoff schedules will be available on a game by game basis as team’s advance. For full playoff schedules, participants should contact their team captains or check “Brackets” on IM Leagues. Team captains will be emailed notification of playoff schedules by a representative of the Competitive Sports staff.

Team Standings

Team standings can be viewed on IM Leagues. Standings are updated daily during the week and on Monday following weekend activities. If there is a discrepancy in your record, please contact the Competitive Sports staff located in the Student Recreation Center room 162.

Roster Additions

Teams can edit their rosters online. Once the deadline has passed, teams can add or drop players by completing roster additions at the activity site. All players will need a valid UNCW ID, their “850” number or email, and an account with IM Leagues.

Equipment

All equipment checked out by participants must be returned prior to the end of that day’s activity. Participants will only be allowed to check out the intramural equipment if they are participating in the intramural sport. The participant must also provide a UNCW ID in order to check out equipment. Participants are responsible for the replacement cost of any equipment returned damaged outside the scope of normal usage.

Program Information

A. General Information

1. Most currently enrolled students, faculty and staff are eligible to participate, except as otherwise stated in these rules or by university status.
2. Participants are allowed to play for multiple teams in a division during a sport season. The first team they plays for during a sport will be their permanent team for the duration of the sport. They are allowed to compete with any other team an unlimited number of times during the season but will not be allowed to compete in the playoffs for any team but the first team they played with during the sport season. Exception: a player may play in the men’s or women’s division and still play in the co-rec division.
3. Registration will end at 11:59 p.m. on the day set by the Competitive Sports Staff. Teams will then be contacted about joining a division. Teams should join the division that has game times that work for their team.
4. Roster additions can be made by submitting the player’s information at the activity site. Players can be added prior to, during, or after an activity. Roster additions may be made at any time during the season and playoffs.
5. Any team that allows an ineligible player to participate shall forfeit the game(s) in which the ineligible player participates.
6. Professional athletes are ineligible to participate in any related sport for a period of five years after their last season of professional participation.
7. Varsity athletes are ineligible to participate in any related sport for a period of academic semester after their last season of participation. (See below: NCAA Student Athletes).
8. **Players will be required to show their current UNCW I.D.’s at all contests, no exceptions.**

NO ID! NO PLAY!

9. Jewelry will not be permitted in any Competitive Sports activity. Shirts must be worn in all contests. Competitive Sports jerseys must be worn over shirts with sleeves covering the shoulders and armpit.
10. **Players with open wounds will not be permitted to re-enter any contest unless the wound is completely and securely covered so as not to endanger other participants (i.e., NCAA Bloodborne Pathogen Regulations)**
11. **Competitive Sports staff will have the final decision in all return to play scenarios for injuries.**
12. Students whose names appear on official sport club rosters/travel lists are able to participate but must follow roster guidelines. (See below: Sports Clubs Members)
13. Tobacco and alcohol will not be permitted at any Competitive Sports activity.
14. The Competitive Sports program does not assume responsibility for checking eligibility of participants unless specifically requested by the team captain. However, the Competitive Sports staff reserves the right to investigate the eligibility of any participant.
15. Team captains will be responsible for checking the eligibility of their own players and should check that of their opponents. For individual entries, each participant is responsible for his or her own eligibility.
16. No player may represent more than one team from their organization in any activity per division of play (men's, women's, co-rec). **Exception: See #2 in this section**
17. When sports are offered for both men & women, those lines cannot be crossed by participants. For example, Men's and Women's Softball are both offered; therefore, a man may not participate on a Women's team and vice versa. For any activity not covered by the above rule, the participant must present his/her case before the Associate Director or designee.
18. Any player using an assumed name is automatically suspended from all Competitive Sports for the remainder of the current semester. The team on which he or she has played shall forfeit all those games in which he or she participated in and/or points to which he or she contributed toward in tournament or meet competition.
19. Ignorance of ineligible players is not considered an excuse.

B. NCAA Student Athletes/International Students

Varsity/Junior Varsity/Red-shirt Athletes: Any student practicing with or playing a varsity sport or listed on the team roster.

Financial Grant In Aid: Any student receiving financial aid as a member of a varsity sports team or roster.

International Students: Any student who is a member of at university team in their home country.

Professional Players: Any player receiving direct monetary compensation or reimbursement for their participation with a team or individual sport.

1. Varsity, junior varsity, red-shirt athletes, and financial grant-in-aid athletes are eligible to participate in Competitive Sports except as indicated below: NOTE: Practice Squad player restrictions are found in the Sport Club section

Team Member of:	Ineligible to play:
Basketball	Basketball
Baseball, Softball	Softball, Wiffle Ball, Home Run Derby
Volleyball	All Volleyball Sports
Tennis	All Tennis Sports
Golf	Golf Tournaments (Single, 2 person, 4 person)
Soccer	All Soccer Sports

These guidelines extend to transfer and graduate students.

2. Any student who tried out for a varsity or junior varsity sport and was cut or dropped from the team before the first regular season varsity game is eligible for participation in that intramural sport;

3. Any student athlete practicing with a varsity team, officially or unofficially, after the first game of the fall and/or spring semester, must wait one (1) academic semester following the semester of their last participation to be eligible to participate in that sport. Summer school does not count as an academic semester.
4. The above defined players must sit out a required amount of time in order to regain eligibility as an Competitive Sports participant. The table below details the time required for each of the above defined players.

Type of Player	Required Idle Time Since Participation
Professional	5 academic years
Varsity, Junior Varsity, Red-shirt Athletes	1 academic semester
Financial Grant in Aid	1 academic semester

5. Former varsity, junior varsity, grant-in-aid, red-shirted or professional athletes who have sat out the required time frame can participate with the following restrictions:

Former Team Member of:	Restriction for Sport or Related Sport:
Basketball	1 player per team
Baseball/Softball	2 players per team
Wiffleball	1 player per team
Soccer	2 players per team
Indoor Soccer	1 player per team
Volleyball	1 player per team

All of the above players must participate in the highest skill level offered within each sport.

C. Sport Clubs/Practice Squad Members

Sport Club Member: Any student who competes in at least one sport club event or pays club dues is considered a member of a sport club. Club Days are not considered participation with a sport club for the purposes of defining membership.

Practice Squad Players: Any student who practices with or against a varsity team.

Semi-Professional: Any student who competes in a sanctioned league without paid benefits for play.

A sport club member for the fall semester is considered a club member for the rest of that academic year.

The University of North Carolina Wilmington has sport club teams/practice squad players participating in intercollegiate activities. Members of these sports teams/groups are eligible to participate in intramurals on the following basis:

SPORT	RESTRICTION
Basketball	1 player per team
Baseball/Softball	2 players per team
Wiffleball	1 player per team
Soccer (7on7 or greater)	2 players per team
Indoor Soccer/5on5 Soccer	1 player per team
Ultimate Frisbee	2 players per team
Volleyball/Sand/Wallyball	1 player per team
Tennis	1 player per team

D. Identification

A student, faculty, or staff UNCW ID Card will be required to participate in all Competitive Sports activities. All participants MUST show their card to play.

E. Equipment Issue

1. All equipment must be checked out through a member of the Competitive Sports staff.
2. Lost or damaged equipment will result in an equipment replacement cost for the user.
3. Participants must present their UNCW ID to check out equipment. Any unreturned equipment will be charged to the participant on record for checking out the equipment.

F. Forfeits and Defaults

1. Game time is start time for all Competitive Sports contests unless the opposing team captain (team with enough players to begin play as scheduled) chooses to wait a prescribed amount of time (see chart below). Teams choosing to wait for the other team to gain enough players must wait the entire amount of time, they may not change their minds and accept the victory. Once a team has enough players to play, the game will be started with the remaining game time on the clock. If a team fails to gain enough players by the end of "wait time", the game will be declared a forfeit.

Sport	Recommended Time
Flag Football/4v4	20 minutes/14 minutes
Outdoor Soccer	20 minutes
Sand Volleyball	20 minutes
Indoor Soccer	20 minutes
Volleyball	20 minutes
All other Sports not listed in this chart	10 minutes
Basketball (All)	20 minutes
Softball	25 minutes

2. Teams must have the minimum number of players present at game time/end of wait time to avoid a forfeit. If neither team has the minimum number of players the contest is forfeited for both teams.
3. Teams who forfeit must pay a \$20.00 charge. Failure to pay will result in the team being dropped from the league, its roster frozen, and the team captain will be suspended until payment is remitted. Payment is due 2 business days after your game or by 3pm the day of your next scheduled game, whichever comes **FIRST**.
4. Teams charged with 2 forfeits will be dropped from the league and the rosters frozen.
5. Teams knowing they will not be present for a scheduled game can default their scheduled activity. Teams must submit in writing their notification to default to the Competitive Sports staff by 3:00pm the day of the contest.
6. Teams must default by Friday at 3pm for any scheduled Sunday activities.

7. The Department of Campus Recreation reserves the right to postpone activities due to inclement weather or facility conflicts. All weather decisions will be made by 5pm, please contact the Competitive Sports Weather hotline, 910-962-RAIN (7264). In the event that cancellation occurs after 5pm, every effort will be made to notify the team captains.
8. Team requests for postponements will be considered on an individual basis and must be requested 24 hours in advance. Requests will not be honored during the playoffs and may be denied during league play.
9. Individual/dual activity participants will be charged \$10.00 for each forfeit. Payment is due 2 business days after the scheduled activity.
10. All default procedures are in effect for individual/dual activities.

G. Activity Schedules

1. Teams will be scheduled in 3-5 team divisions with 3-5 regular season games. No team will be scheduled for less than 3 regular season games.
2. Teams will be able to select their preferred divisions and game times. NOTE: Preferences are not guaranteed. Every effort will be made to meet requests but not all requests can be met.
3. Schedules will be released via IM Leagues and all participants will be notified. It can be viewed on IM Leagues. NOTE: Schedules are not final until you receive an email from our staff
4. Games can be rescheduled by contacting our staff. NOTE: Game rescheduling is not guaranteed. Teams requesting a reschedule should be prepared to play as originally scheduled until notified otherwise by a member of our staff.
5. Games will be rescheduled Sun.-Thurs. 500pm-1200am as needed by the Assistant Director.

H. Playoffs

1. Playoff tournaments will be single elimination. Teams will be seeded based on regular season records.
2. All teams with a 3.0 or better sportsmanship rating will advance to the playoffs.
3. A team which participates with an ineligible player during the playoffs or during any tournament play shall forfeit the game and will be immediately eliminated from the playoffs.
4. Teams must maintain a 3.0 or better sportsmanship rating for each game/round to continue in the playoffs regardless of the outcome of the game.
5. Teams cannot advance into the playoffs with an outstanding ejected player. The ejected player must meet with the Assistant Director or designee to review the matter before the team will be allowed to play.

I. Protests

If a disagreement should arise between players or between a player and an official concerning the interpretation of the rules that could have or has a direct bearing on the outcome of the contest, a protest may be made by the team captain to the officials. Such protests must be made at the time the dispute arises and before play is resumed. The captain shall then submit the protest in writing to Competitive Sports office within 24 hours (request a protest form from the Supervisor). Playing rules and eligibility are the only elements of the contest which can be protested. OFFICIAL'S JUDGMENT IS NOT PROTESTABLE!

The following is the procedure for protesting:

All protests must be submitted in writing to the Competitive Sports office (SRC, room 162) within 24 hours following the contest in question. ONLY team captains and game officials (where involved) shall be permitted to present their versions before a decision is made.

- A. Protests on matters other than eligibility must be made on the field of play at the time of the infraction in the contest. Verbal protests of this type must be followed with a written protest to the Competitive Sports staff. Scoresheets should indicate that the contest was played under protest, listing all available information on the back (i.e., time remaining, names of players involved, etc.).

- B. Only the captain of a team is allowed to make the protest to the official in charge of the contest at the time the question is raised - once play has resumed, a protest will not be valid. The official is responsible for notifying the Supervisor on duty at the time, who will note the game status so that the contest may be replayed from that point in the event that the protest is upheld. Protests are to be restricted to matters of rules interpretation and player eligibility
- C. During the regular season an eligibility protest may be made at any time. When the Competitive Sports staff is presented with an eligibility protest, he/she has the authority to review all completed games and to adjust or forfeit any games played with an ineligible player. Once into playoffs (after the completion of the regular season), any team using an ineligible player shall be forfeited out of the tournament. No reorganization of the tournament will be allowed.

J. Leagues of Participation

The Competitive Sports program offers competition in the following leagues: Men's Open, Men's Greek, Women's Open, Women's Greek, Co-Rec Open, Co-Rec Residence Hall. Play is dependent on the number of registered teams/league.

Players may participate on a men's/women's team AND a co-rec team.

1. Fraternities or sororities may place as many teams as desired in the Greek league provided all team members are active members of the organization and the team plays under the organizations name.
Only active members (dues paying) are allowed to represent a fraternity or sorority in the Greek league.
2. Participants are only allowed to play on one gender specific team. (Example: You play on Men's Open, you can't play Men's Greek beyond the items listed in General Guidelines #2.)
3. CoRec leagues are open to both males and females.

K. Alcohol and Tobacco

No alcohol or tobacco is permitted in the Competitive Sports playing areas. If alcohol is present, the contest will not be played and will be considered a forfeit, and the team involved may be subject to losing participatory rights for that sports season. Spectators will be asked to leave. Participants chewing or smoking tobacco products will be asked 1 time to stop in the playing/spectator areas. All University facilities are nonalcoholic areas and all recreation facilities are also non smoking areas. The presiding official may deny any participant whom he/she feels is unable to participate for the safety of all participants.

II. Competitive Sports Code of Conduct

The following are the general guidelines, the Associate Director or designee reserves the right to assign appropriate penalties. The following list of actions and penalties are minimum suspensions and cannot be appealed. The minimum suspension for any ejection due to unsportsmanlike conduct is 1 game. The minimum suspension for any ejection due to verbal or physical abuse of a staff member is 1 sport season. Incidents involving physical contact/altercations may carry an additional suspension. Suspensions must be served in consecutive games and will carry over should an activity end prior to the completion of the suspension. Penalties occurring at the end of sport or semester will carry over to the next sport(s) or semester. Penalties which exceed the minimum suspension may be appealed to the Associate Director or Director of Campus Recreation. Appeal decisions are final. All infractions stated below may be turned over to the Office of the Dean of Students as they relate to the Code of Student Life.

Participant as listed below include any players checked into a game, spectators, or players who have previously played and/or are waiting to play in an activity.

A game where the offending player's team defaults forfeits is not considered a game. Any games missed prior to the ejected player scheduling an appointment with the Competitive Sports staff may not be counted towards a player's suspension.

Any participant ejected shall leave the playing field/area once directed to do so by a staff member. or the game shall be forfeited, and their team may be suspended for the remainder of the sport season. Any participant suspended must meet with the Assistant Director or designee to be reinstated. Please contact the Competitive Sports staff following any ejection to schedule a reinstatement appointment via email to compsports@uncw.edu. Any participant suspended may not participate in another sport/event until his/her suspension has been served in the sport/event in which he/she was suspended.

A. Participant Conduct

1. Participant plays or attempts to play under an assumed name or play while declared ineligible:
 - a. ejected if caught before, during, or after contest; suspended for the remainder of current semester, or equivalent period of time.
 - b. 2nd offense: suspension from all Competitive Sports activities for one calendar year
 - c. 3rd offense: permanent suspensionNote: The Competitive Sports staff reserves the right to penalize the lender/supplier of false campus ID and/or team captains.
2. Participant uses vulgar/profane/abusive/threatening language toward teammate or opponent:
 - a. immediate ejection by official or Supervisor
 - b. 2nd offense: suspended from all Competitive Sports activities for one calendar year
 - c. 3rd offense: permanent suspension
3. Participant uses vulgar/profane/abusive/threatening language toward staff member(s):
 - a. immediate ejection by official or Supervisor
 - b. 2nd offense: suspended from all Competitive Sports activities for one calendar year
 - c. 3rd offense: permanent suspension
4. Participant attempts to or does hit, swing at, push, wrestle with anger, etc. an opponent, teammate or spectator:
 - a. immediate ejection by official or Supervisor
 - b. suspended from all Competitive Sports activities for one calendar year
 - c. 2nd offense: permanent suspension
5. Participant attempts to or does hit, push, grab or threaten a staff member:
 - a. immediate ejection by official or Supervisor
 - b. suspended from all Competitive Sports activities indefinitely; the Assistant Director or designee will determine if and when the suspension will be lifted; student(s) involved will be reported to the Office of the Dean of Students
6. Participant not ejected but reported for undesirable behavior in an academic year:
 - a. warning letter sent. Possible suspension from all IM Sports activities pending decision by the Assistant Director or designee. Team captain must meet with member of Competitive Sports staff prior to team's next game.
 - b. 2nd offense: suspended for 1 games
Note: If previously suspended per above, minimum suspension is sport season.
 - c. 3rd offense: suspended for one calendar year
Note: If previously suspended per above, permanent suspension will be enforced.
 - d. 4th offense: permanent suspension
7. In the event UNCW Police are notified, the offending individual(s) will be suspended from the Competitive Sports program for a minimum of 6 months in addition to any other sanctions.

B. Team/Organization Conduct

1. Uses or attempts to use ineligible player(s) (suspended; non-university student, faculty or staff; playing under an assumed name):
 - a. 1st offense: team receives a forfeit for each contest he/she participated in illegally. If 2 or more games, the team will be dropped from the league.
 - b. 2nd offense: team will be dropped from the league.
 - c. A team which participates with an ineligible player during the playoffs or during any tournament play shall forfeit the game and will be immediately eliminated from the playoffs.
2. Fighting (2 or more players from 1 team):
 - a. The game will be immediately terminated, losses will be given to inciting team and possibly both after consideration by the game officials, Site Manager and Competitive Sports staff(see also: Penalties, Player Conduct., 4 & 5).
 - b. 2nd offense: team suspension for one calendar year. No 2 roster players may play together on any team for that year.
3. Participant involved in pushing, hitting, or threatening a staff member:
 - a. game forfeited and the captain must meet with the Associate Director or designee prior to the team's next contest (also see: Penalty, Individual, 4).
 - b. 2nd time reported results in team suspension for one calendar year. No 2 roster players may play together on any team for that year.
4. Reported for undesirable behavior or game forfeited due to unsportsmanlike conduct:
 - a. 1st offense: warning letter sent and team captain must meet with a member of the IM Sports staff.
 - b. 2nd offense: team will not be eligible for playoffs/removed from playoffs.
 - c. 3rd offense: team suspension for 1 calendar year: meaning no 2 roster players may play together on any team for 1 calendar year

C. Extramural Sport Guidelines

1. All team members must complete all required paperwork provided by the Competitive Sports staff prior to participating in any extramural activity. Failure to do so will make all such team members ineligible to participate in the extramural activity.
2. Any player(s) ejected during the course of the IM Sports season may be ineligible to represent UNCW at an extramural event for a period of 1 year.
3. All team members are held to the codes of conduct listed above during extramural activities with the following modifications:
 - a. player(s) ejected from activities will be suspended for a minimum of 4 games upon resuming UNCW IM Sports activities.
 - b. player(s) ejected during an extramural event will be permanently banned from representing UNCW at any extramural event.

- c. player(s) ejected under II-A-2 and II-A-4 will be permanently banned from participating in any extramural activity as well as being suspended under the guidelines listed for both II-A-2 and II-A-4.
4. Any team/team members reported by the host institution for any undesirable behavior or unsportsmanlike activities will face sanctions as outlined in this handbook and the Code of Student Life.
 - a. any infraction where a warning letter is sent for offense #1 will automatically be scaled to begin at offense #2 or greater depending on the nature of the incident.
 - b. any player(s) reported for the above may be banned for 1 calendar year from representing UNCW at any extramural event.
 5. Any team reported by the host institution for undesirable behavior or unsportsmanlike activities may not be eligible for any financial reimbursement.
 NOTE: This includes any game forfeiture due to failing to have minimum number of players at game time or due to unsportsmanlike actions before, during, or after the activity.

D. Sportsmanship:

A part of the philosophy of the Competitive Sports program is good sportsmanship is vital to the conduct of every contest. In order to encourage proper conduct during games, officials, supervisors, and administrative personnel shall make decisions as to whether players and teams will be warned, penalized, or ejected, due to poor sportsmanship. These decisions are final. The Assistant Director or designee will rule on further penalties to be prescribed as a result of: unsportsmanlike conduct; profanity; unnecessary delay of game; striking or shoving an opponent; threatening; shoving or striking an official; arguing with an official; derogatory and/or abusive remarks toward an opponent or official; and any action with the intent to physically injure an opponent. The team captain is responsible for the actions of any individual member of the team and for **spectators** directly related to said team. The conduct of the players and spectators before and after the game is as important as conduct during the game.

Organizations will be held responsible for conduct at these times as well as during the game.

All Sportsmanship ratings and penalties will carry over into the playoffs.

All infractions of the above may be turned over to the Dean of Students Office as they relate to the student handbook and Code of Student Life.

The Rating System

The sportsmanship rating consists of a scale ranging from one to five. All ratings will be administered by the game officials immediately following the contest. A rating of one constitutes poor sportsmanship with multiple ejections while a five designates those that display excellent sportsmanship. A team must have a 3.0 average or better rating to make the playoffs. Teams must also maintain a 3.0 or better rating each game/round to advance in the playoffs regardless of outcome.

Classifications

Excellent (5): Players fully cooperate with the officials and other team members. The captain calmly converses with the officials about rule interpretations. The captain has full control of teammates.

Good (4): Team members verbally complain about some decisions made by the officials and show some minor dissension but the captain exhibits control over the team.

Acceptable (3): A team shows verbal dissent towards the officials which may warrant a technical, unsportsmanlike conduct penalty, or yellow card. Captain exhibits minor control over teammates, but is in control of himself/herself. A participant may receive one technical, unsportsmanlike conduct penalty, or yellow card as long as the remainder of the game is under control.

Poor (2): Teams constantly comments to the officials from the field/court or sidelines. The game contains multiple technical fouls, unsportsmanlike conduct penalties, or yellow cards and/or one or more ejection.

Unacceptable (1): Players disregard warnings for conduct and/or language. The game is stopped or contains multiple ejections.

Basic Provisions

1. The rating must be documented including why the rating was assigned if below a 3.
2. A team winning a contest by default or forfeit will receive a sportsmanship rating of 4.
3. In the playoffs, a team receiving a rating of below a 3 will be dropped from the playoffs pending a review by the Competitive Sports staff.
4. The actions of a team's spectators will be considered into the rating. The captain is responsible for the actions of their team's substitutes and spectators.
5. When teams forfeit out of the league, the sportsmanship rating given to the opponents will still be factored into the average.
6. Teams receiving a 2 rating or worse must have the team captain meet with the Assistant Director or designee prior to its (the team) next scheduled game. Failure to do so will result in the forfeiture of the game and team captain being charged the \$20.00 forfeit charge.
7. The Competitive Sports staff reserves the right to adjust sportsmanship ratings based on additional information and team actions.
8. Competitive Sports staff reserve the right to end any contest they feel is detrimental to the mission and goals of the Department of Campus Recreation. All games ended under this provision will be reviewed by the Assistant Director or designee and teams will notified if the game result will stand, the game will be replayed, or any players will be removed from play.

III. Activity Rules

All events will be played under the rules assigned by the Competitive Sports program. For a complete list of rules, please view the following website:

<http://www.uncw.edu/campusrec/competitive/index.html>

IV. Inclement Weather

The Competitive Sports staff makes decisions concerning the postponement or cancellation of Activities due to inclement weather by 5pm Monday through Sunday. Participants should call our Facilities & Programs Hotline, 910-962-7246, for this information. Participants should not assume activities are cancelled because of rain. If a game is postponed or cancelled, team captains will be notified of any potential rescheduling by phone or email.

A. Special Game Situations

1. Soccer/Indoor Soccer/Flag Football/Basketball:

All games stopped in the first 10 minutes of gameplay will be restarted from the beginning. All games stopped between the last 10 minutes of the 1st half until halftime will be continued from the point of interruption with the score as is. Games stopped at half-time or later will be counted as a completed game.

2. 4 on 4 Flag Football/5v5 Soccer:

Any game stopped in the first 10 minutes of gameplay will be restarted from the beginning. All games stopped after the first 10 minutes will be counted as a complete game.

3. Softball:

Any game stopped prior to 4 and one half innings will be continued from the point of interruption with the score as is. All games stopped after the completion of 4 and one half innings with the home team ahead will be counted as a completed game. If the home team is trailing, the game will be completed from the point of interruption with the score as is.

4. Indoor/Outdoor Volleyball:

Any match stopped prior to the completion of two games will be restarted from the beginning. Any match stopped after the completion of two games will be counted as final with the team ahead in the 3rd game being declared the winner. If a tie exists, the game will be declared a tie.

V. Awards

- A. Team/Individual Sports: Intramural champion shirts will be awarded to the overall winner of each sport.
- B. Team of the Year: Each year the Competitive Sports program will recognize one team as the Competitive Sports Team of the Year. This award is based on overall participation and sportsmanship.
- C. Special Events: The Competitive Sports program hosts multiple special events. Awards will vary depending on the activity.

