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*The Competitive Sports Office reserves the right to make changes to this document to ensure fair and consistent play to all involved*

**Mission**

- Provide exceptional recreation, wellness, and education opportunities that meet the needs of West Virginia University and surrounding communities.

**Risk**

- Participation in the Intramural Sports program at WVU is a purely voluntary activity, and individuals participate at their own risk. Participants should be aware of the possibilities for bodily, mental, and emotional injury and should understand that they are responsible for any and all costs arising out of injury or property damage sustained through participation.

**Contact**

<table>
<thead>
<tr>
<th>Competitive Sports Coordinator</th>
<th>Chris Schmoldt</th>
<th><a href="mailto:christopher.schmoldt@mail.wvu.edu">christopher.schmoldt@mail.wvu.edu</a></th>
<th>304-293-7053</th>
</tr>
</thead>
<tbody>
<tr>
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<td><a href="mailto:Cody.ballinger@mail.wvu.edu">Cody.ballinger@mail.wvu.edu</a></td>
<td>304-293-8759</td>
<td></td>
</tr>
<tr>
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<td>304-293-5053</td>
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<td>304-293-5064</td>
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<td>304-293-6176</td>
</tr>
</tbody>
</table>

**Intramural Sports**

- General Information
  - Contact Hours
    - Monday – Friday: 8:15am – 4:45pm
    - Office, Student Recreation Center – 104M
  - Website: WWW.Campusrecreation.wvu.edu
  - UPD non-emergency number: 304-293-3136
  - Emergency: 911
Eligibility

- **Student**
  - All students enrolled in academic courses are eligible to participate in Intramural Sports. Students must purchase an IM All Access Pass before being permitted to play any intramural sport activity. Passes can be purchased online or at the SRC Front Desk.

- **Faculty and Staff**
  - WVU Faculty and Staff are encouraged to participate in Intramural Sports as being affiliated with the university. WVU Employees will need to purchase a Rec Membership and an IM All Access Pass to be eligible to participate. Memberships can be obtained at the Student Rec Center Front Desk located between the hours of 8am – 6pm, Monday – Friday.

- **Club and Varsity**
  - **Sport Club Members**
    - Club members are individuals who appear on a club sport roster. Any individual will be deemed a club sport participant for the academic year for which they appear on the roster.
    - Current sport club members may participate in their related sport. The limit is two club members per team. In situations with team requirements less than four, the club member requirement per team is 1 club member; i.e. Dual/Individual sports.
    - **Any current club member must play in the Competitive League.**
  - **Varsity:**
    - Scholarship, Walk-ons, Red shirts, and those working out with intercollegiate athlete teams are not eligible to participate in their related sport until the August 1st after they have quit the team, or their eligibility has expired.
    - Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the Competitive League (if offered, regardless how long they have been removed from a varsity roster) and a limit of one player is allowed per team roster in all sports.
Sport Club and Varsity eligibility rule applies to the following sports:

<table>
<thead>
<tr>
<th>Club/Varsity Sport</th>
<th>Corresponding Intramural Sport</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soccer teams</td>
<td>Futsal, Indoor &amp; Outdoor Soccer</td>
</tr>
<tr>
<td>Volleyball</td>
<td>Indoor and Sand Volleyball</td>
</tr>
<tr>
<td>Baseball &amp; Softball</td>
<td>Softball</td>
</tr>
<tr>
<td>Ultimate Frisbee</td>
<td>Ultimate Frisbee</td>
</tr>
<tr>
<td>Football</td>
<td>7v7 and 4v4 Flag Football</td>
</tr>
<tr>
<td>Basketball</td>
<td>5v5 and 3v3 Basketball</td>
</tr>
<tr>
<td>Badminton</td>
<td>Badminton</td>
</tr>
<tr>
<td>Bowling</td>
<td>Bowling</td>
</tr>
</tbody>
</table>

- Affinity
  - Men*
    - Individuals who self-identify as male.
  - Women*
    - Individuals who self-identify as female.
  - Co-Rec
    - Individuals self-identifying as male and female are permitted to participate.
  - Greek
    - To be eligible for the Greek League, the participants must be on file with the university as an active member of the organization.
    - To receive Greek points, a team must compete in the Greek League when offered. If no Greek League is offered, points may be awarded to teams at the discretion of the Competitive Sports Staff.
  - Residence Hall
    - To be eligible for the Residence Hall League, the participants must be currently living within the residence hall they are competing for.
      - The Competitive Sports Staff reserves the right to allow participants who no longer live in a Residence Hall to compete with the Hall they originally lived in.
• Open
  • All participants are eligible for an Open League where there are no restrictions for a team roster or lineup.

*The self-identity of any participant may be changed by communicating with Competitive Sports Staff. Any participant found abusing this privilege will face disciplinary action.

- Illegal Eligibility
  • Any team using an ineligible player will forfeit all contests in which the ineligible player participated. If the violation occurs during a playoff or tournament game, the team will be eliminated for further competition.
  • Forfeited games during playoffs will result in the violating team being immediately eliminated from the playoffs with the opposing team advancing, so long as they remain eligible.
  • Participation is defined as an individual signing in at the game site, regardless of actual playing time.
  • It is not necessary for a team to protest a player in order for that player to be ineligible.

- Multiple Teams
  • Participants are allowed to play on one single-gender team and one co-rec team. Players are not permitted to play on multiple teams in the same league. (i.e. fraternities and men’s or women’s v sorority – allowed).
    • If a player signs in with another team in the same league, he/she will be ineligible to participate for the remainder of the season.

- Identification
  • All participants must show a Competitive Sports staff member a valid WVU ID prior to participation. If either the name or picture is not legible by the staff member, a second form of identification will be required. If neither are legible, the WVU ID will not be accepted and that participant will not be eligible to play.

  NOTE: No digital representation of identification will be accepted on-site.

- Illegal Use of Identification:
If a Competitive Sports staff member determines that an individual is attempting to check-in with false identification for any Intramural Sports contest, the ID will be confiscated, and that individual will not be allowed to play.

- The individual will be ejected and asked to show proper identification. If the individual refuses or fails to show proper identification or cooperate fully with the Competitive Sports staff on site, the team captain will also be ejected from the contest. If the Competitive Sports staff determines that the team captain was aware of the individual’s use of improper identification, then that team may forfeit its game and be subject to removal from the league.

- Both Parties involved will be suspended from ALL Competitive Sports participation.

- Any team found prior to the game using a player that is playing under a fictitious name or ID, the staff will notify the captains of the game resulting in a forfeit but will have the option to complete the game.
  - During or after the game, if a player is found participating under a fictitious name/ID, the team will forfeit that game.

- In the event the WVU ID does not match the participant using it, the Competitive Sports staff will confiscate the WVU ID.
  - If the rightful owner of a confiscated ID wishes to retrieve the ID the same evening it was confiscated, they may do so at the site where it was taken by showing government issued identification to the Competitive Sports site manager to prove that the ID is being returned to the correct person. Otherwise, the individual may pick up his/her ID at the Competitive Sports Office inside the Student Rec Center beginning at 9am the business day following said confiscation. The owner must speak to a Competitive Sports Administrator to retrieve the ID as well as provide proper identification to verify his/her identity.

**Registration**

- Play pass
  - In order to be an eligible student to participate in Intramural Sport activities, individuals must first purchase the Intramural All Access Pass. The IM All Access Pass can be
purchased on WVUGO website or at the front desk in the SRC for **$12/Semester for students and $15/semester for Faculty and Staff.**

- Please keep both receipts that you receive after you make payment. This is proof of payment in case a refund is requested.

- How To: Participants can find details on how to register at our website: campusrecreation.wvu.edu.

**Offering**

Intramural Sports offers a wide variety of leagues based on the experience participants would like to have with Intramural Sports, their skill level, and their affinity group. These leagues vary in duration and may include a playoff option depending on the league structure. The following leagues may be available depending on the sport:

- **Major sports**
  - Each team will compete in a four-week league for the major sports. Competitive and Recreational Leagues will be included under the major sports.
  - **Competitive**
    - Designed for the sport enthusiasts who wish to apply skills in a competitive environment at a high level in pursuit of a championship. Participants seeking this competitive sport setting will be scheduled in a four-game regular season followed by a single elimination playoff for qualifying teams.
    - Teams must maintain a 3.0 sportsmanship rating.
  - **Recreational** – Designed for players who are seeking a purely recreational experience. Participants will experience a more leisure setting where social and fitness benefits are desired over competition in this league. Participants seeking this recreational experience will be scheduled a four-week regular season and single elimination playoffs.
  - Teams must maintain a 3.0 sportsmanship rating.
    - Club and former/current varsity athletes cannot participate in this league. If they participate, the team will be penalized for ineligible player on roster.
<table>
<thead>
<tr>
<th>Competitive v. Recreational League</th>
<th>Comp</th>
<th>Rec</th>
</tr>
</thead>
<tbody>
<tr>
<td>How many regular season games will my team be scheduled?</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>Will there be a single elimination playoff at the culmination of the season?</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Will there be an A and B league for different skill levels</td>
<td>NO</td>
<td>NO</td>
</tr>
<tr>
<td>Will I have the opportunity to win an Intramural Sports Championship T-Shirt?</td>
<td>YES</td>
<td>NO</td>
</tr>
<tr>
<td>Will my team potentially play the same teams more than once in a regular season?</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Can my team be removed for having a sportsmanship rating under 3?</td>
<td>YES</td>
<td>YES</td>
</tr>
</tbody>
</table>

- **Minor Sports**
  - Each team will compete in a three-week league with one playoff game guaranteed.
  - Minor will only be structured as a competitive league, as all teams will make playoffs.
- **Cancelled Games**
  - The Competitive Sports Administration will make an attempt to ensure all teams play half of their allotted games

**Role**

- **Captain’s Responsibilities:**
  - Select team name (we reserve the right to edit team names), division, day, and time the team wants/best available to play.
  - Reserve your team’s spot by paying your individual fee payment
  - Complete and pass the Captain’s Quiz upon registering your team.
  - Invite players to sign up and complete the proper registration requirements. Ensure team members download the WVUGo app.
  - Make sure that all members of their team are eligible to play in an intramural contest. This includes verifying that a person is a student, faculty, or staff member and having full knowledge that each member is playing on a league number of teams.
  - Ensure that your rosters are finalized for your game and all team members have purchased the IM All Access Pass.
  - Make sure that all members of their team present a valid WVU ID or government-issued photo ID prior to the start of every game.
    - IDs are required at all intramural events and should be presented each time an individual plans to participate in an event.
- Be familiar with all rules, schedules, policies, and procedures of the Competitive Sports office, and ensuring that all team members understand and abide by them, especially player conduct and eligibility.
- Serve as a liaison between their fans and the Competitive Sports staff. Ensure your team and spectators comply with all rules, policies and procedures during participation.
- Notify all team members of their weekly schedule and playoff schedule
  - Encourage team members to be at the game site 15 minutes prior to the scheduled game time with their WVU ID.
- Communicate with the Competitive Sports Office throughout the season about any problems or concerns that may be occurring at the competition site. Respectfully speak with the Competitive Sports staff in reference to any team-related issues.
- Verify the score and sportsmanship rating is correct following the day of the contest/match. Notify the Competitive Sports Office (intramural.sports@mail.wvu.edu) if there is an error.
- Playoffs: Select team’s spot in the Playoff Bracket through WVUGo during the designated online bracket selection period.

- Team Members:
  - Register on Fusion IM through WVUGo.
  - Join your team roster on WVUGo before game time on the day of the event.
  - Know their team’s game time and location
  - Be at the competition site prior to the start of every contest making sure that his/her name is properly recorded on the scorecard.
  - Bring a valid WVU ID or government-issued photo ID to all intramural competitions. IDS are required at all intramural events and should be presented each time an individual plans to participate in an event.
  - Be familiar with all rules, schedules, policies, and procedures (including the sportsmanship and eligibility policies) of the Competitive Sports office.
  - Cooperate before, during, and after competitions with the Intramural Sports supervisor/officials on site.

- Free Agent
Individuals desiring to play in a team sport, but are not affiliated with a full team, may register as a free agent online through WVUGo. Team captains who need players will be encouraged to draft players from the free agent list.

- You must register as a free agent for each division that you would be willing to join.

- If there are enough free agents for a particular sport, the Competitive Sports staff may put together teams of free agents to compete in the leagues.
  - Please remember that signing up as a free agent does not guarantee a spot on any team.

**Roster Requirements**

- Captains are permitted to add players up until NOON of Championship Day for the respected sport.
- Teams may add players to their roster throughout the regular season, provided that those players have not played for another team in the same sport and division.

**Forfeit and Default**

- Default – Defined as giving advance notice that the team will not participate in a schedule game/event/match; i.e. If the team is aware that they will not have enough players at game time, that team could use a default. By using a default, the team automatically loses the game, but will not be charged a forfeit fee.
  - If a team/individual plans to use a default, a representative of the team must notify the Competitive Sports Office before NOON on the day of the game/event/match . . . or NOON Friday if it's a Sunday contest.
    - A default is declared when a team fails to have one less than the minimum participants ready to play of the particular sport.
  - If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed, and the contest will be played normally if it can be rescheduled.

- Forfeit – Failure to have the minimum amount of players present to participate at your team’s schedule game time.
Situations that will result in a forfeit:

- Not enough players – team does not have the required number of players to participate at the scheduled game time, which will initiate the Five (5) minute Grace Period.
  - Teams should refer to sport specific rules for roster minimums.
- Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player misusing an ID, being listed on multiple rosters within the same league, rules ineligible for sportsmanship-related issues, etc.
- Sportsmanship – Game is ended by staff for sportsmanship-related issues.

<table>
<thead>
<tr>
<th>Default vs Forfeit – What’s the Difference?</th>
<th>Default</th>
<th>Forfeit</th>
</tr>
</thead>
<tbody>
<tr>
<td>My team cannot play a scheduled game and I submitted my default to the Competitive Sports office by NOON on the day of my game. My team will receive a…</td>
<td>Yes</td>
<td>NO</td>
</tr>
<tr>
<td>My team simply does not show up for a scheduled game and the officials and the other team is waiting to play. My team will receive a…</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>If my team does not meet the minimum player requirement, including gender ratio requirements for Co-Rec contests, at the time the game is scheduled to start, my team will receive a… (See Default above)</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>If my team cannot make a scheduled game, it is common courtesy to the Competitive Sports staff and the opposing team if I…</td>
<td>YES</td>
<td>NO</td>
</tr>
<tr>
<td>My team will receive a Sportsmanship rating of 2 for a game if we do not meet the minimum number of players (1 or more players are present at game time) and a…</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>My team will receive a Sportsmanship rating of 1 for a game if we no call/no show and a…</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>My team will receive a Sportsmanship rating of 0 for a game due to unacceptable conduct and a…</td>
<td>NO</td>
<td>YES</td>
</tr>
</tbody>
</table>

- If neither team is ready to play at the scheduled start time, there will be an automatic double forfeit.
  - If a full team is present, it must sign in the minimum number of legal participants. These participants must be ready for play in order for the contest to
be considered a win by forfeit. If a team leaves before a forfeit is declared by the competitive sports staff, the game will be declared a double forfeit. Make sure all new players at the game sign in to ensure that they are on the roster, making them eligible for the postseason. This needs to be done prior to leaving the fields.

- If forfeit has been declared, the teams involved may still use the game site to practice or scrimmage, until fifteen (15) minutes prior to the start of the next contest. During this time, the Competitive Sports staff is not permitted to officiate or keep score, and participants will be playing at their own risk.

- Consequences for forfeits:
  - Teams will receive a sportsmanship rating of 1 and a score relative to the respective sport.
  - Teams with **two forfeits, or one forfeit and one default**, will be removed from the league
  - Team captains will be subject to a Forfeit Fee of $25.

**Safety and Risk Management**

- Concussion Management Policy
  - Athletes with a suspected concussion will be evaluated and managed as per the Concussion Management Protocol outlined in the *Emergency Action Plan*.
  - The Athletic Trainer will ensure each of these Intramural Sports athletes are referred to the appropriate physician (Athletic Trainers Evaluation of Injuries, Pt. 6-b).

- Weather
  - Intramural Sports Activities are subject to cancellation due to unsafe facility conditions. This may include inclement weather, or unforeseen circumstances which may occur in both indoor and outdoor facilities that create unsafe playing conditions. The office of Competitive Sports will make a decision by 3pm on weekdays and NOON on Sundays, whether games will be played or not. If a decision is made to play, then it will be the discretion of the on-site supervisor to cancel the remaining games at the playing facility. If games are suspended due to weather, the specific rules of that sport will determine if
each game is considered official. Please refer to the individual rules governing each sport to determine at what point the contest becomes official.

- Team captains should check their emails for an announcement from the Competitive Sports Office. In addition, they can email the office at intramural.sport@mail.wvu.edu or call the Student Rec Center front desk at 304-293-PLAY. Captains are responsible for informing their team.

Lightning Policy:
- If inclement weather arises during play, the lightning policy will be followed. If thunder is heard within 30 seconds of seeing cloud to ground lightning, games will be postponed. All participants must leave the playing area and seek shelter, no exceptions. Games will resume 30 minutes after the last sighting of cloud to ground lightning.

Grace Period
- Grace period:
  - Teams shall be ready to play on the playing area with at least the minimum number of players required and have all player’s ID’s checked with names present on the roster at the specified start time of their contest. If a team is unprepared to start the game, a five (5) minute grace period and the game clock shall begin. Game and sportsmanship penalties are enforced on late teams.
  - A forfeit will be recorded if a team does not show for a scheduled game. The final score will reflect the sport-specific grace period penalty. Please view the sport specific rules for the sport-specific score. If both teams are late to the contest then game penalties will be foregone, but sportsmanship penalties will be enforced on both teams.
- Grace Period Steps:
  - 0 – 4:59 minutes: a team or player is not ready to play will be penalized a starting score and cannot receive more than a 3-sportsmanship rating.
  - Competitive Sports staff Supervisor will call forfeit at the 5-minute mark and the forfeited team or player(s) will receive a 1 rating.

Below is an example of the penalty for a team and an individual sport. Please visit the sport specific rules of a particular sport if you would like to see the sport specific penalty.

Basketball
<table>
<thead>
<tr>
<th>Minutes Late</th>
<th>Penalty</th>
<th>Sportsmanship Max</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 – 4:59 minutes</td>
<td>Starting Score 10-0</td>
<td>3</td>
</tr>
<tr>
<td>5 Minutes</td>
<td>Forfeit</td>
<td>0</td>
</tr>
</tbody>
</table>

**Mercy Rule**

- Intramural Sports aims to create an environment that is enjoyable and safe for all participants. Mercy rules will be explained in detail in the sport specific rules.

**Protest**

- Protests may be made based on player eligibility or when misinterpretation of the rules affects the outcome of the game. Officials’ judgement cannot be protested.
  
  - Example: One foot in-bounds while in possession of the ball constitutes a legal catch in Flag Football
    
      - Case 1: An official rules a pass incomplete because the “player did not have two feet in bounds.” This is a rule misinterpretation, which can be legally protested.
      - Case 2: An official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is judgement call, which cannot be legally protested.

- Procedure to protest

  - Misinterpretation of Rules: Questions pertaining to misinterpretation of rules on the part of the game official(s) must be addressed to the IM Supervisor at the time the misinterpretation occurs, prior to the next live ball or play. If play has continued after the play in question, a protest cannot be filed. The procedure should be as follows:
    
      - If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a “time-out” and inform the official that he/she wishes to submit a protest on the application.
      - The game official shall explain his/her ruling. If the team captain is dissatisfied with the explanation of the ruling, the IM Supervisor should be called to the game site.
        - No protest which involves the judgement of the official(s) shall be upheld. The judgement of the official(s) is final. This also includes the IM Supervisor when necessary.
▪ The IM Supervisor will assist the participant in filling out the Intramural Sports Protest Report with all pertinent information (score, time, possession, etc.).

▪ The contest will continue from this point “under protest”. Protests must be submitted to the Competitive Sports staff at the game site prior to the conclusion of the evening.

▪ **Ruling on Protests:**
  - The Competitive Sports Office will rule on protest the following business day by 5pm. The ruling will be sent, in writing, to the team captain. If the Competitive Sports Professional Staff decide that an incorrect ruling was given while the game was “under protest,” then the game will be replayed or restarted from the protest point. The Staff may attempt to schedule the make-up if necessary.

  o **Eligibility**

    ▪ Any team protesting eligibility must provide the player(s) in question’s full name and give the staff a reason to doubt the player’s ineligibility. During the regular season, any team found to be using an ineligible player will forfeit all games in which that individual played and be subject to removal from the league. All regular season protests must be filed before the final record deadline.

    ▪ During playoffs, if an eligibility protest is found valid, the protesting team advances with all previous rounds remaining the same. During the playoffs, any team protesting the eligibility of a player must do so by NOON of the next business day to allow the Competitive Sports staff adequate time to determine the validity of the protest. If their next playoff game is that same day, the protest must be turned in immediately following the protested game.

    ▪ Teams may be randomly screened for ineligible players by the Competitive Sports staff without a protest being filed. In cases where a team chooses to protest the eligibility of a player participating in a championship game, the protest must be made before the conclusion of the game. In such cases, T-shirts will not be awarded until the protest has been ruled and resolved.
Equipment

- At most Intramural Sports events, game equipment is available for checkout. However, teams are encouraged to bring their own equipment for warming up. Recreational Sports will supply a game ball for every contest, unless both captains agree on a different ball.
- All team members must wear athletic apparel appropriate for the sport being played. Team members are encouraged to wear the same color. All players must wear athletic shoes. Hard sole shoes or sandals of any kind will not be permitted. Leather, rubber, nylon, or plastic cleats are legal for outdoor sports.
- Jewelry is not permitted in an Intramural Sport due to risk of injury. Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick. The padding must be seen and approved by a Competitive Sports Administrator prior to playing if requiring a medical exemption (i.e. medical device, medical alert). Competitive Sports Administrators can be reached by emailing intramural.sports@mail.wvu.edu.
- For more information on sport specific uniform and equipment guidelines, please refer to the sport specific rules.

Sportsmanship

Sportsmanship Rating Criteria

Concluding each contest, Competitive Sports staff will assign each team a sportsmanship rating using a 1-5 scale. The rating for each game will be recorded and tracked throughout the entirety of the season and affects both season and playoff eligibility. To remain eligible for playoffs, the team must have an average rating of 3.0 or above at the end of the regular season. If a team drops below a 3.0 at any time during the regular season or playoffs, they may be subject to consequences and potentially removed from the league. The words and actions of all team members, coaches and spectators, both before and after the contest, affect the rating.

5.0- Superior Sportsmanship

- Team displays absolute respect for the game, opponents, officials, and staff
- Team cooperates with and respects all decisions made by Competitive Sports staff
- All actions by players and spectators are acceptable and appropriate
- Questions directed toward the officials are respectful and genuine
- Participants make positive comments toward teammates and opponents
- Team receives no warnings, ejections, yellow cards, unsportsmanlike conduct penalties or technical fouls

4.0- Good Sportsmanship

- Team cooperates with all decisions made by Competitive Sports staff
- All actions by players and spectators are acceptable and appropriate
- Participants ask questions and make statements regarding the game
- Team receives and adheres to verbal warnings, but receives no ejections, yellow cards, unsportsmanlike conduct penalties or technical fouls related to conduct
- Team receives no more than one administrative yellow card, technical foul or ejection
- Game was defaulted (forfeiting team cancelled prior to 12pm on the day of the scheduled game)

3.0- Below Average Sportsmanship

- Team fails to cooperate with all decisions made by Competitive Sports staff
- Participants make inappropriate statements regarding the game
- Team captain shows minimal control over his/her actions and the actions of teammates and spectators
- Team receives one or two yellow cards, unsportsmanlike conduct penalties or technical fouls but does not receive an ejection
- Team forfeits by not meeting the minimum number of players needed to play (1 or more players are present at game time)

2.0- Poor Sportsmanship

- Team receives three or more yellow cards
- Team receives one ejection
- Team does not display respect for opponents, officials, and staff
- Players and/or spectators make negative statements regarding the game
- Team forfeits the game by no call/no show (no participants present at game time)

1.0- Unacceptable Sportsmanship

- Participants are uncooperative and/or disrespectful toward opponents, officials and staff
- Players constantly make negative statements in regard to the game
- Game declared a forfeit due to unacceptable conduct
  - Team receives two ejections (automatic forfeit)
  - Team receives three yellow cards, unsportsmanlike conduct penalties or technical fouls (automatic forfeit)

- Ejection
  - The Competitive Sports staff reserves the right to remove any individual, team or spectator who interrupts the flow of a game in any manner. Players do not have to accumulate the required number of infractions to be ejected.
  - Players may be ejected before, during, or after any contest and ejections can be made by any official on the contest or any Competitive Sports Supervisor or professional/administrative staff.
  - The jurisdiction of the Competitive Sports staff begins when the participant/spectator enters the visual confines of the field/court and ends when the involved persons leave the facility in which the contest is being held and the visual confines of the playing area. Any ejected player(s) must leave the player area and Recreation Sports facility immediately.
  - If the player refuses to leave within a reasonable time, the game will be defaulted. Captains must assist Competitive Sports staff with retrieving the ejected participant’s identification.
  - Ejected players are ineligible to participate in all Intramural Sport activities until they meet with the Competitive Sports administrative staff and serve any subsequent suspension.

- Unsportsmanlike Conduct
  - Use foul or derogatory language, threaten or verbally abuse any other participant or competitive sports employee before, during, or after the game.
  - Participate in a game for which he or she is ineligible
o Argue or talk back to the competitive sports staff. Only the captain should address an official, and only if done so in a courteous manner
o Intentionally strike, push, trip, or flagrantly foul another participant, spectator or competitive sports employee.
o Mistreat the facility, equipment or supplies of West Virginia University and/or Campus Recreation
o Attempt to sign in using another person’s WVU ID.
o Any other act that violates the Student Code of Conduct.

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or competitive sport supervisors. These conduct warning or ejections are classified differently in each sport. The following are examples:

- Soccer
  - One conduct yellow card – Conduct Warning
  - Two yellow cards or one red card – Ejection
- Basketball
  - One conduct technical foul – Conduct Warning
  - Two technical fouls or one flagrant foul – Ejection
- Flag Football
  - One unsportsmanlike conduct penalty – Conduct warning
  - Two unsportsmanlike conduct penalties – Ejection
- Sports without Levels of Sportsmanship Penalties
  - Verbal warning resulting in incident report – Conduct warning
  - Ejection of participant with/out warning – Ejection

Individual Sportsmanship – Discipline

o The competitive sports program reserves the right to apply any suspension deemed appropriate for each incident that occurs. All participants ejected from a game will be automatically suspended indefinitely from ALL Campus Recreation facilities and programs until he/she meets with professional staff to discuss disciplinary action. Severe cases involving students may result in referral to the Office of Student Conduct.
- The chart below serves as a guideline and reference for the consequences of participant/spectator behavior
- **NOTE**: The Competitive Sports Program reserves the right to alter any disciplinary measures under our discretion
  - Any member who violates Intramural Sports Policies and Procedures may be subject to having their IM All Access Pass suspended or rescinded. No refund will be given.
  - If a participant receives multiple conduct warnings across a number of games, a disciplinary meeting may be required, and a suspension may be administered.
  - It is the participant/spectator's responsibility to set-up a meeting with Competitive Sports Administration.

### Discipline Procedures

<table>
<thead>
<tr>
<th>Ejection Category</th>
<th>Definition</th>
<th>1st Offense</th>
<th>Repeated Offense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Administrative</td>
<td>Tied flag belts, administrative red card, 2 administrative technical fouls or yellow cards etc.</td>
<td>Ejected for the remainder of that game</td>
<td>Will handle on a case by case basis</td>
</tr>
<tr>
<td>Conduct</td>
<td>Any ejection that was caused by the player's inappropriate conduct, including but not limited to trash talk, disrespectful conduct towards staff and opponents, etc.</td>
<td>1 week of play</td>
<td>Will handle on a case by case basis</td>
</tr>
<tr>
<td>Sexual Harassment, Racial Harassment, Discrimination</td>
<td>Comments about clothing, personal behavior, or one’s body; racial or race-based comments. Derogatory gestures or facial expressions of a racial nature; following or stalking an individual; inappropriate touching of one’s body or clothing. Posters, drawings, or pictures of a racial nature.</td>
<td>Year to life ban from Intramural Sports and referral to Office of Student Conduct</td>
<td>Will handle on a case by case basis</td>
</tr>
<tr>
<td>Actions which could potentially cause equipment damage or facility damage</td>
<td>Dunking during Intramural basketball, hanging on soccer/futsal goals, hitting rackets on the ground, kicking basketballs, etc.</td>
<td>1 week of play, meet with CoSpo Administration</td>
<td>Will handle on a case by case basis</td>
</tr>
<tr>
<td>Contact</td>
<td>Any ejection that was caused by the player's physical contact with another player, including but not limited to flagrant fouls, tackling, slide tackling, etc.</td>
<td>2 weeks of play</td>
<td>Will handle on a case by case basis</td>
</tr>
</tbody>
</table>
Fighting

Any ejection caused by aggressive physical contact with players or any statements threatening physical contact. During a confrontation, if an individual attempts to strike another individual, contact is irrelevant.

Semester

Will handle on a case by case basis

- Reinstatement
  - Any participant ejected from an Intramural Sport activity must e-mail the Competitive Sports Administration and schedule an appointment to see reinstatement. The participant will not be permitted to play in an Intramural Sports activity until this meeting takes place. Suspension from Intramural Sports that may result from meeting with the Competitive Sports Administration must be served in a succession of dates.
  - To regain eligibility, the ejected person must complete each of the following:
    - Prepare a written statement detailing the events surrounding the incident. Include outline of events surrounding ejection, actions that led to the ejection, assurance that the behavior will not occur again, suggestion for appropriate disciplinary action, and how the behavior will be avoided in the future. The statement should be submitted to the Competitive Sports Administration via email.
    - Schedule an appointment to meet with the Competitive Sports Administration to discuss the intent.
    - Attend the schedule meeting with the Competitive Sports Administration.
    - Serve any subsequent suspension from Intramural Sports play.
  - The Competitive Sports Administration will use the guidelines above when determining appropriate suspension lengths for an ejected student. These guidelines are suggestions only; suspension lengths could be longer or shorter depending on the severity of the offense and the remorse and reflection the student exhibits regarding their behavior before, during and after their reinstatement meeting.

Playoffs

*Please note that teams entering the playoffs will need to be able to play on days/times other than the days/times that they registered for during the regular season*
- Eligibility
  o Maintain a sportsmanship rating average of 3.0 over the course of the regular season.

- Awards
  o In recognition of obtaining champion status in Intramural activities, Intramural champion t-shirts are awarded to the winners of all activities.
  o To receive an award, a participant must have been on the championship team and have participated in one event throughout the season. New players may be added to your roster up until the championship game.
    ▪ The maximum number of shirts that can be received is 1.5x the number of players that play on the field/court for that respective sport.

- Draft
  o Teams who qualify for the playoffs will be seeded for online draw times according to their winning percentage, earned sportsmanship, point differential, and head-to-head competition.
  o Captains will have opportunity to select a spot in the playoff bracket for their team by logging into WVUGo Portal at their designated selection time.
  o Teams who have not selected a spot in the bracket by the deadline will be randomly placed in brackets.

- Seeding
  o A seeding strategy is used to place teams into the brackets. The two main goals when bracketing teams are to place teams within the bracket according to regular season record and to avoid matchups that cause two teams from the same regular season division to play each other in the first round. The following tiebreaker hierarchy is used when seeding:
    ▪ Regular season winning percentage
    ▪ Regular season team sportsmanship rating average
    ▪ Head to head competition
    ▪ Points allowed
Extramurals

- Participation in Intramural Sports at West Virginia University allows students to connect with each other and develop friendships within the campus community. Some sports provide an opportunity for students at WVU to connect with others at different universities while competing at a higher level and representing WVU. These extramural tournaments take place at the state, regional and national levels for flag football, basketball, and soccer.

- Teams that are interested in participating in these tournament should be on the lookout for qualifying tournaments held on campus and dates for state tournaments. If you or your team is interested in competing at the next level, please contact the Competitive Sports staff at any time for information and updates.

Officials

- Employment opportunities
  - The Competitive Sports Administration hires and trains student officials every year. Officials are needed for all Intramural team sports. Individuals with an extensive playing background are encouraged to become an intramural sports official, but previous experience is not required. Officials in each sport go through an extensive training program. Training includes classroom sessions, scrimmage games, and on-site clinics.
  - We are seeking officials for flag football, soccer, basketball, volleyball, softball, and others. With competitive pay and flexible weekly scheduling, our jobs are some of the best student employment opportunities on campus. Our officials are strongly encouraged to participate in the league offerings while being a part of the staff. For more information, visit us online at campusrec.wvu.edu or contact the Competitive Sports Office.