



CAMPUS REC

**West Virginia University
Intramural Sports Participant Handbook**

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This manual outlines the policies and procedures that will guide the success of the Intramural Sports program and its participants. The Competitive Sports Office reserves the right to amend, alter or dissolve any of these guidelines or rules to benefit the program.

Mission

WVU Campus Recreation’s mission is to 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. The use of alcohol and/or drugs by participants during any recreational activity is prohibited. Additionally, food, beverages, and tobacco products (dip, chew, cigarettes, vaping, etc.) are not allowed at any Intramural Sports activity site.

Contact Information

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Office: Student Recreation Center 104M

Hours: Monday – Friday 8:15am – 4:45pm

Website: www.campusrecreation.wvu.edu

Program Registration: www.wvugo.wvu.edu

UPD non-emergency number: 304-293-3136

Emergency Number: 911

Eligibility

The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.

Participants must have an SRC membership and purchase an IM All Access Pass before being permitted to play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: www.wvugo.wvu.edu or at the SRC Front Desk.

Students

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

Faculty and Staff

All full-time and part-time faculty and staff members at WVU are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

Spouses/Affiliates

- Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
- Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

Varsity Student Athletes, Coaches, and Staff

- Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1st in the year, they have quit the team, or their eligibility has expired. This includes all players who are "red shirted" in any sport, anyone who practices with a team regularly but does not

participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.

- 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 Members

Sport club members are defined as individuals who meet any one of the following criteria:

- Name appears on sport club team roster during the academic year
- Signed a consent form and is actively participating in club functions
- Actively participating with the club during their season

Current sport club members may participate in their related sport either in competitive or recreational leagues, but must adhere to the following restriction:

- 2-4 player teams = 2 club members
- 5-8 player teams = 3 club members
- 9+ player teams = 4 club members

Sport Club and Varsity eligibility rule applies to the following sports:	
Club/Varsity Sport	Corresponding Intramural Sport
Soccer	Futsal, Indoor & Outdoor Soccer
Volleyball	Indoor and Sand Volleyball
Baseball & Softball	Softball
Ultimate Frisbee	Ultimate Frisbee
Football	7v7 and 4v4 Flag Football
Basketball	5v5 and 3v3 Basketball
Badminton	Badminton
Bowling	Bowling

Gender

All players may participate in the gender-specific league that identifies with their personal gender identity. A participant's gender identity will be applied when there are gender specific rules or player ratio requirements within Intramural Sports leagues.

Multiple Teams

- An individual may participate on one single-gender and one co-recreational or open (no gender restrictions) team within each sport. Players are not permitted to play on multiple teams in the same league.

EXCEPTION: An individual may participate in both Singles and Doubles single-gender, open, or co-recreational leagues.

- If a participant's name is discovered on more than one single-gender, open, or co-recreational roster within a sport, his/her proper eligibility will remain with the team for which he/she participated first.

Participation

- Participation is defined as an individual signing in at the game site, regardless of actual playing time. All participants must show a Competitive Sports staff member a valid WVU ID prior to participation.

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

- If a Competitive Sports staff member determines that an individual is attempting to check-in with false identification for any Intramural Sports contest, the WVU ID will not be accepted and that participants will not be eligible to play.
- If either the name or picture is not legible by the staff member, a second form of identification will then be required. If neither the name nor the picture is legible, the WVU ID will not be accepted and that participant will not be eligible to play.
- Misuse of identification (transferring, lending, borrowing, or altering university-issued identification) is a violation of the Student Standards of Conduct and will result in ejection from the game and report filed by a Competitive Sports staff via confiscation form which will be reviewed by the Student Conduct Office for further review.

Rosters

- Participants may be added to the team roster and approved by the team captain on Fusion IM. This requires each participant to log into Fusion IM via the WVU Campus Recreation website: campusrecreation.wvu.edu to accept the invitation sent by the team captain.
- If a participant is not on the score sheet at the scheduled game time, he/she may be added to the team roster at the activity site prior to or during any regular season contest. In this circumstance, each participant is required to log into Fusion IM and accept the invitation sent by the team captain.

NOTE: The addition of any participant to the roster at the game site must be confirmed by the Intramural Sports Supervisor for that participant to play in that contest.

- Teams may add players to their roster through the regular season and up until 12:00pm (NOON) of Championship Day for the respective sport, given that those players have no played for another team in the same sport.
- Each team must have at least the minimum player requirement for its sport on its roster by 11:59pm of the final day of games in the first week of the regular season. Any team whose roster has not met the minimum player requirement by this deadline will be moved to the league's Waitlist and replaced by a team from the Waitlist.

Registration

Play pass

- For an individual to be eligible to participate in Intramural Sport activities, one must first purchase the Intramural All Access Pass. The IM All Access Pass can be purchased on WVUGO website or at the SRC Front Desk for:
 - **\$12/Semester for students**
 - **\$15/semester for Faculty and Staff.**
 - Please keep both receipts that you receive after you make payment. This is considered proof of payment if a refund is awarded.
- In order to register a team, captains/participants will need to complete the following steps:

- Go to the WVU Campus Recreation – Intramural Sports web page (<https://campusrecreation.wvu.edu/>)
- Log into Fusion IM via WVUGo using your WVU ID and password
- Select a league (Men’s, Women’s, Co-Rec, Open) and a division (indicated by day and time of games) within a sport in which you are interested in participating
- Click the green “Register” button
- Fill out each field for which you are prompted on the registration form (either as a team or as a player)
- Click “Submit,” and make sure your team name is displayed within the division. If your team name does not display on the division page, your team is not registered.

Covid-19 Implication: Participants may register for Intramural Sport offerings in Fall 2020 and Spring 2021 without purchasing an IM All Access Pass.

Offerings

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; both 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.
 - 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.

Competitive v. Recreational League		
	Comp	Rec
How many regular season games will my team be scheduled?	4	4
Will there be a single elimination playoff at the culmination of the season?	YES	YES
Will there be an A and B league for different skill levels	NO	NO
Will I have the opportunity to win an Intramural Sports Championship T-Shirt?	YES	YES
Will my team potentially play the same teams more than once in a regular season?	YES	YES
Can my team be removed for having a sportsmanship rating under 3?	YES	YES

- 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

Roles

Captain's Responsibilities

- Complete the Captain's Quiz on Fusion IM upon registering your team.
- Invite players to sign up and complete proper registration requirements.
- Select team name, division, day, and time the team wants/best available to play.
 - The Competitive Sports staff reserves the right to make any changes to team names if it incorporates the following: alcohol/drug reference, illegal activity, offensive to any group of people (Religion, Race, Gender, Sexuality, etc.), sexual innuendos, dangerous behavior, unfair or unsporting acts.
- Reserve your team's spot in the league by paying your individual fee payment via IM All Access Pass.
- Ensure all members of the team are eligible to play in intramural contests and meet the requirements outlined in the eligibility section of this document.

- Ensure that the team roster has met the minimum player requirement for that sport before the deadline stated in the roster section of this document.
- Become familiar with respective sport rules, policies and procedures, the Sportsmanship Rating System, and any additional information covered in the Captain's/Participant's Quiz
- Familiarize team members with respective sport rules, policies and procedures, the Sportsmanship Rating System, and any additional information covered in the Captain's/Participant's Quiz
- Notify all team members of their weekly schedule and playoff schedule (Playoff game times will vary from regular season game times based on results of the Playoff Draw)
- Ensure that your rosters are finalized for your game and all team members have purchased the IM All Access Pass.
- Encourage team members to be at the game site 15 minutes prior to the scheduled game time with their WVU ID.
- 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 participates in an event.
- Serve as a liaison between team fans and the Competitive Sports staff. Ensure your team and spectators comply with all rules, policies and procedures during participation.
- 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 on Fusion IM is correct following the day of the contest/match. Notify the Competitive Sports Office (intramural.sports@mail.wvu.edu) if there is an error.

Free Agents

- 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.

NOTE: Signing up as a free agent does not guarantee placement on a team.

Forfeits and Defaults

Default Policy

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default that contest. For the contest to be considered a “default,” a team member who is on the official team roster must contact the Intramural Sports staff via email or phone before 12:00pm (Noon) on the day of the contest.

A default is declared at the game site when a team fails to have one less than the minimum number of participants required to start that sport.

Forfeit Policy

A forfeit will be classified based on the following:

1. No-show: Team does not meet the minimum player requirement at the scheduled game time.
2. Eligibility: Game is declared a forfeit due to the ineligibility of one or more players according to the eligibility requirements outlined in the eligibility section of this document.
3. Sportsmanship: Game is ended by Intramural Sports staff for sportsmanship-related reasons. This includes but is not limited to maximum amount of player ejections and/or unsportsmanlike conduct penalties.

Default vs Forfeit – What’s the Difference?	Default	Forfeit
My team cannot play a scheduled game and I submitted my default to the Competitive Sports office by 12:00pm (Noon) on the day of my game. My team will receive a...	YES	NO
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...	NO	YES
If my team does not have one less than the minimum player requirement to play, including gender ratio requirements for Co-Rec contests, at the time the game is scheduled to start, my team will receive a...	NO	YES
My team will receive a Sportsmanship Rating of 2.0 for a game if we...	NO	YES

My team will receive a Sportsmanship Rating of 3.0 for a game if we...	YES	NO
My team will be required to pay a \$25 Forfeit Fee if we...	NO	YES

- If neither team is ready to play at the scheduled start time, the game will be classified as a double forfeit.
 - If a full team is present, it must sign in the minimum number of required 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 their allotted game time and site to practice or scrimmage. 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 defaults, two forfeits, or one forfeit and one default**, will be removed from the league and are ineligible for the playoffs. No matter what their record is.
- Team captains will be subject to a Forfeit Fee of \$25.

Covid-19 Implication: Because we are not requiring the purchase of an IM All Access Pass, the Forfeit Fee for the Spring 2021 Semester will be \$15.

NOTE: The WVU Intramural Sports Defaults and Forfeits Policy is effective for both in-person and virtually held contests.

Safety and Risk Management

The Intramural Sports staff reserves the right to implement and enforce emergency and risk management rules relative to the program to ensure the safety of each contest.

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 Intramural Sports staff will make all decisions regarding playability and safety of facilities.
- In the event of cancellations, the Competitive Sports staff will send an email to all participants via Fusion IM. 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.

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

- Teams shall be ready to play on the playing area with at least one less than 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 to understand each sport’s penalty.

Basketball

Minutes Late	Penalty	Sportsmanship Max.
0 – 4:59 minutes	Starting Score 10-0	3
5 Minutes	Forfeit	0

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.**

Rule Related Protests

Questions pertaining to interpretation and/or application of rules on the part of sport officials must be posed by participants and resolved by the Intramural Sports Site Manager or Crew Chief in charge of that field/court at the time the play occurs and prior to the next live ball. The procedure shall be:

1. If a team/participant feels the official has made a misinterpretation or misapplication of a rule, the team captain shall calmly and immediately request a time-out and inform the official

that he/she wishes to have a ruling on the interpretation or application by the Intramural Sports Site Manager or Crew Chief overseeing the game site.

2. No protest which involves the judgment of the sport officials shall be honored. The judgment of the officials is final. This also includes Intramural Sports staff when necessary.

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 a judgment call, which cannot be legally protested.

3. If corrections are necessary, the Intramural Sports Site Manager or Crew Chief shall rule immediately, and the team/participant shall not be charged with a time-out. However, if the official’s interpretation or application of the rule was free from error, the protest will not be upheld, and the team/participant will be charged with a time-out.

Eligibility Protests

If a team feels that a member or members of the opposing team is or are participating illegally according to the eligibility requirements outlined in Section 2 of this manual, that team should inform the Intramural Sports staff that they would like to file a protest regarding an illegal participant. This protest should be filed with an Intramural Sports staff member before the end of the game in which the participant-in-question is playing. That participant will be permitted to play in that game, and the Intramural Sports professional staff and graduate assistant will review the protest the following day. If the participant-in-question is found to be participating illegally, the offending team will be credited with a forfeit for that contest and the offended team will be credited with a win regardless of the final score.

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 5-point 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, during 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.
- Questions directed toward the officials are respectful and genuine.
- Team receives no warnings, ejections, yellow cards, unsportsmanlike conduct penalties or technical fouls.
- Game was defaulted (cancelled prior to 12pm on the day of the scheduled game) by the opposing team.

3.0- Average Sportsmanship

- Team cooperates with all decisions made by Competitive Sports staff.
- Players ask questions and make statements regarding the game.
- All actions by players and spectators are acceptable and appropriate.
- A team that utilizes the grace period cannot receive a better rating than 3.
- Team receives and adheres to verbal warnings, but receives no ejections, yellow cards, unsportsmanlike conduct penalties or technical fouls.
- Team shoes up to the game with one less than the minimum requirement needed to play.
- The defaulting team will receive this sportsmanship rating.

2.0- Poor Sportsmanship

- Players ask questions and make statements regarding the game.
- The team captain shows little control over the actions of themselves, teammates, and spectators.
- Team does not display respect for opponents, officials, and staff.
- Players and/or spectators make negative statements regarding the game.
- Team receives a yellow card, unsportsmanlike conduct penalty or technical foul, but receives no ejections.
- Team forfeits by not having the necessary player requirement.

1.0- Unacceptable Sportsmanship

- Participants are uncooperative and/or disrespectful toward opponents, officials and staff.

- Players constantly make negative statements regarding the game.
- Team receives an ejection.
- Game declared forfeit due to unacceptable conduct:
 - Team receives two ejections,
 - Team receives three yellow cards, unsportsmanlike conduct penalties or technical fouls.

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
- 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
- Intentionally strike, push, trip, or flagrantly foul another participant, spectator or competitive sports employee.
- Mistreat the facility, equipment or supplies of West Virginia University and/or Campus Recreation
- Attempt to sign in using another person's WVU ID.

- 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

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.

Any member who violates Intramural Sports Policies and Procedures may be subject to having their IM All Access Pass suspended or rescinded. In this case, 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.

- The chart below serves as a guideline and reference for the consequences of participant/spectator behavior. The Competitive Sports Administration will use these guidelines when determining appropriate suspension lengths for an ejected student

- **NOTE:** The Competitive Sports Office reserves the right to alter any disciplinary measures under our discretion and will vary 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.

Discipline Procedures

Ejection Category	Definition	1 st Offense	Repeated Offense
Administrative	Tied flag belts, administrative red card, 2 administrative technical fouls or yellow cards etc.	Ejected for the remainder of that game	Will handle on a case by case basis
Conduct	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.	1 week of play	Will handle on a case by case basis
Sexual Harassment, Racial Harassment, Discrimination	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.	Year to life ban from Intramural Sports and referral to Office of Student Conduct	Will handle on a case by case basis
Actions which could potentially cause equipment damage or facility damage	Dunking during Intramural basketball, hanging on soccer/futsal goals, hitting rackets on the ground, kicking basketballs, etc.	1 week of play, meet with Administration	Will handle on a case by case basis
Contact	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.	2 weeks of play	Will handle on a case by case basis
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	Semester	Will handle on a case by case basis

	another individual, contact is irrelevant.		
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Reinstatement

- Any participant ejected from an Intramural Sport activity must e-mail the Competitive Sports Administration and schedule an appointment to seek 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 an 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.

Playoffs

NOTE: Teams entering the playoffs must be able to play on days/times other than the days/times that they registered for during the regular season.

Eligibility

Eligible teams wishing to participate in playoffs in their sport must meet all of the following criteria based on the league's structure:

- Earn and maintain at least a 3.0 Sportsmanship Rating Average over the course of the regular season.

- Earn and maintain at least a 3.0 Sportsmanship Rating Average throughout the duration of playoffs. If the winning team of a playoff game falls below a 3.0 Sportsmanship Rating Average, no team will advance from that contest.
- Teams must play at least one game during the regular season. Any team that records two forfeits, two defaults, or a combination of the two will not be eligible for playoffs.

Eligible players wishing to participate in playoffs in their sport must meet all of the following criteria based on the league's structure:

- Have his/her name and WVU ID number on the team's roster.
- Playoff rosters lock at the end of the last day before Championship Day, and no participants can be added to any rosters after that deadline.

Seeding

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. Eligible teams will be seeded prior to the online playoff draw (if applicable) based on the following criteria:

- Number of Losses
- Sportsmanship Rating Average
- Head-to-Head Competition
- Point Differential

Playoff Brackets

The online playoff draw will occur on Fusion IM after the conclusion of the regular season. Information regarding teams' bracket selection periods will be communicated to team captains via email following the conclusion of the regular season.

NOTE: Not all leagues will have an online playoff draw. Whether or not a league has an online playoff draw is contingent upon the number of teams eligible for the playoffs in that sport. Brackets for leagues that do not have an online playoff draw will be filled based on the standard seeding structure stated in the seeding section of this document.

If a team does not select its spot in the playoff bracket during its designated time, that team will be

placed in an open spot in the bracket after all remaining selections have occurred.

Awards

In recognition of obtaining champion status in Intramural Sport activities, Intramural Champion T-shirts are awarded to the winners of said contests. To receive an award, a participant must have been on the championship team and have participated in one event throughout the season. 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. The team captain will be responsible for selecting which of the team members receive awards if the number of players on the roster exceeds the number of championship awards that the team will receive.

Extramural Tournaments

- 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 tournaments will need to acquire information regarding qualifying tournaments that are 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. Previous experience is not required, and all individuals are encouraged to apply. Officials in each sport go through an extensive training program before becoming certified and scheduled to officiate contests. A typical training series 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 in addition to their role as program staff. For more information, visit us online at campusrec.wvu.edu or contact the Competitive Sports Office.

eSports Discord Participant Agreement

Thank you for joining the West Virginia University eSports Discord Server! Please read thoroughly before continuing.

A general guideline for compliance via the West Virginia University eSports Discord is the Student Code of Conduct. Competitive Sports holds all of its gamers to the same set of community standards as outlined in the Intramural Sports Participant Handbook. These are:

- Good sportsmanlike conduct is vital to the conduct of every contest.
- In order to encourage proper conduct during games, Competitive Sports shall make decisions on whether to warn, penalize, or eject players or teams from their leagues for poor sportsmanlike conduct. These decisions are final.
- Examples of poor sportsmanship include (but are not limited to): Profanity, derogatory and abusive remarks towards an opponent, any action which shows disregard for the rules and policies of Competitive Sports.

There is a zero-tolerance policy for violating the following rules:

1. No racism, sexism, or hate speech of any kind.
2. No NSFW (Not Safe for Work) content of any kind.
3. No profanity or intimidation of any kind directed at another user, gamer, or administrator.

Additionally, the following rules will be enforced, and violations will be handled accordingly:

1. Be respectful of everyone within the server.
2. Do not spam in any channel.
3. Do not link to outside discords or advertise personal discords without prior permission from Competitive Sports Admin Team.
4. If you have any questions or issues, please use the designated challenges ([#admin](#)) or use direct messages to contact a member of the Competitive Sports Admin Team.

West Virginia University and the Competitive Sports Admin Team reserve the right to add, modify or remove rules and address behavior deemed detrimental to the community.