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# WHITWORTH UNIVERSITY INTRAMURAL PLAYER MANUAL

" COMMITTED TO DEVELOPING LEADERS, ENCOURAGING LIFE-LONG HEALTHY LIFESTYLES, AND FOSTERING MEANINGFUL RELATIONSHIPS"





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## Overview:

Welcome to Whitworth Intramurals (IM)! What we do at Whitworth IM is create non-varsity sports leagues for students to participate in during the regular academic year. The Intramural staff curates a list of sports offerings every year for the indoor and outdoor seasons for each semester. The intramural program is staffed by the Intramural Coordinator(s) and student workers who serve as officials, scorekeepers and other various jobs. All players in Whitworth Intramural activities are Whitworth students and faculty! Intramurals are structured at competitive and recreational levels. Athletic experience is not a prerequisite to participate. Intramurals is a great way to play fun, structured sports with your friends, and maybe even make a few new ones along the way! Students often think of intramurals as a great way to balance their time studying and staying active to make choices towards a healthy lifestyle.

## Section 1: Eligibility

### Article 1: General Eligibility

A Player is an individual who is a full-time undergraduate student, non-matriculated senior, graduate student, or faculty/staff at Whitworth University. A full-time undergraduate student is an individual who takes twelve or more credits and automatically pays the ASWU student fee for facilities and intramural access. Information about graduate students and non-matriculated senior eligibility is different than full-time undergraduate or faculty/staff eligibility and is provided in the subsections below. All IM participants are required to purchase an IM Membership prior to registering to participate in IM activities. Information on IM Memberships can be found in *Section 4*.

Graduate students are required to purchase an additional *Fee Student Intramural Registration* membership (\$10) to pay for costs usually covered in student recreation/health fees. These costs include, but are not limited to: court maintenance, field maintenance, equipment, etc. Information regarding cost can be found in *Section 4*. Any additional questions can be directed to the IM Coordinator.

Seniors who have completed all required classes before the spring semester of an academic year, but will officially graduate in May, have the opportunity to participate in intramurals during the spring semester ONLY. In order to take advantage of this opportunity, the captain of the team that is interested in including these seniors must contact the IM Coordinator. The senior must then present confirmation from the Registrar (can be an email sent with graduation info or paperwork) that confirms that the senior will be graduating in May. After U-Rec staff has received confirmation of graduation, a Non-Member eligibility will be added to the senior's account. The *No Facility Access | CW/OR/IM use only* membership will also be manually added and the senior can then purchase an IM membership. Seniors who take advantage of this



meet the minimum requirement of 4 teams, or the leagues will not be able to sustain themselves for the duration of the season. No refunds will be granted due to a merger of two leagues.

## Article 7: Illegal Participation

Teams found to have players not following the above eligibility policies will forfeit its game to the opposing team regardless of the actual outcome. The players in question may be suspended from that specific team or all intramural activities and Recreational Sports facilities for any length of time deemed appropriate. Participation is defined as the individual's name appearing on the roster, signing the Release of All Claims Form, and/or stepping onto the field of play for any period of time during game play. The Intramural staff office reserves the right to investigate the eligibility of any player at any time. It is not necessary for a team to file a formal protest for a player to be ruled ineligible.

Captains believing that the opposing team has ineligible players are highly encouraged to file a formal protest. *Refer to Section 14.* Your help in making our intramural sports program as fair as possible is greatly appreciated, and your formal protest assists the competitive sports staff in providing fair and safe opportunities.

## Section 2: Captain's Responsibilities

### Article 1: Team Captain

When registering for a team sport, a captain must be designated to the Intramural staff. This person will be the main contact between the IM Coordinator/IM Staff and the team.

### Article 2: Responsibilities

The team captain is a vital link between the individuals participating in a sport and IM Staff. For this reason, any person assuming the role of a team captain has a number of responsibilities he or she is obligated to. The captain is responsible for:

Attend all mandatory captains meetings

- o If unable to attend a scheduled captain meeting, they must notify the IM Coordinator prior to the scheduled meeting to schedule an individual meeting. Failure to do so may result in a one game suspension.

Routinely checking the Whitworth student email to ensure that vital information passed on by IM coordinators is circulated to players.

- o Email is not a viable form of information dissemination, it is the responsibility of the captain to alert IM Coordinators to this information, as voice is a preferred alternative form of communication.

Completing the Team Time Preferences (TTP) prior to the beginning of a season, and again prior to playoffs.

- o This also includes keeping the TTP up to date throughout the season.

Make sure all team members are eligible to play in an intramural contest.

- o Players must have a valid IM membership and be listed on the team roster. Captains are responsible for reaching out to IM staff with any issues confirming player eligibility.

Informing all players of the game time and location, including checking the playoff schedules the first day of posting and every day following competition.

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within 24 hours of the incident in question by the team captain. Please refer to *Section 14* for additional information.

## Section 3: Player Responsibilities

### Article 1: Responsibilities

Each person participating in an intramural event assumes responsibilities as an individual player. Players are responsible for:

- Joining your team roster on FusionIM before game time on the day of the event.
- Knowing their team's game time and location.
- Communicating availability to the team captain throughout the season and prior to playoffs in order to create accurate TTP and reschedule games.
- Signing the Release of All Claims Form prior to any participation.
- Arriving at the site at least 5-10 minutes prior to the start of every contest for check-in.
- Bringing a valid Whitworth ID to all intramural sport competitions. A valid Whitworth ID may be requested at any time by the intramural staff. Participants who do not have an ID will be required to demonstrate proper eligibility prior to gameplay.
- Being familiar with all rules, schedules, policies, and procedures including the sportsmanship and eligibility policies of the intramural sports program.
- Cooperating before, during, and after competition with the Intramural staff on site.
  - Failure to do so will result in a low sportsmanship rating. See *Section 10* for more information.

### Article 2: Player Safety and Injuries

The possibility of injury exists in all sports. The Intramural staff assumes no responsibility for injuries. However, basic first aid will be available for players and spectators that experience an emergency or injury while participating in or attending an IM event. All IM officials are certified in CPR/First Aid/AED. All emergencies that cannot be handled by IM officials will be directed to 911 officers and campus security. Intramural staff are not required to assist players in traveling to and from medical offices. In the event of an emergency or injury, an IM official will also request personal information as well as what occurred during the event. This information will be used to submit an injury report form to the U-Rec professional management. Whitworth IM asks that anyone predisposed to injury or illness inform referees prior to participation.

All players acknowledge an assumption of risk by their voluntary participation in intramural activities. All players must sign the Release of All Claims Form on FusionIM or in the Whitworth U-Rec prior to participating in any intramural activity. When a player is bleeding, has an open wound, or has blood on his or her uniform, play will be stopped, and the player will be directed to leave the game. Whitworth IM considered player safety of utmost importance, so we allow IM Staff to stop game play at any time to address potential player injuries. The injured player may not return to the game until the bleeding has stopped, the open wound covered, and/or the bloody uniform is changed. The game may continue play without the injured player at the discretion of the Intramural staff. Knee and ankle braces unaltered from the manufacturer's original design/production shall be permitted and do not require additional padding. Please review sport specific rules located on the Intramurals portion of the Whitworth U-Rec website for additional equipment restrictions and requirements.

## Section 4: IM Memberships

### Article 1: Intramural Membership Packages

Whitworth Intramurals requires players to purchase an IM Membership in order to participate on a team. All players must purchase one of the following payment options either online or at the Member Services Desk in the U-Rec.

*Recreational and competitive leagues are separate! In order to play one sport (ex: basketball) in both leagues (competitive and recreational), players can purchase multiple single sport memberships or a semester unlimited membership.*

Payment packages available are (*special deals offered periodically during the academic year*):

Single Sport Membership - \$5

- Purchase of this membership allows the player to compete in one league during the semester.



- a. The Jan Term season technically falls within the Spring semester, which means that any semester package purchased in the Fall would not cover the fee for Jan Term leagues.

NOTE: Refunds will not be available if a season has already started and is shortened for any reason.

### Article 3: Playoff Rosters

All rosters are locked by the end of the last regular season game. No additions to rosters may be made after

## Section 6: Nomad Rule

Article 1: What is a Nomad?

Equipment for all non-



the team that no-showed and their next opponent are encouraged to play the game. IM Staff will still be provided to officiate the following game, regardless of its predetermined outcome. The captain of the team that committed the no-show must also meet with IMstaff before the team's next scheduled game to discuss the reason(s) for the no-show and how to prevent future occurrences. Captains that fail to meet with IM staff will be forced to forfeit all scheduled games until they are able to meet. Captains are not allowed to reschedule games that would have to be forfeited due to failure to have a meeting.

On the third offense, the team will be automatically removed from the league with no refunds available. Captains may petition this suspension, but the responsibility to set up a petition meeting falls on the captain. This petition email must be sent within two days of the second no-show.

Petitions for a third no-show offense: These petitions can be made in the form of an email to an IM Coordinator, within two days of the third no-show. Captains are responsible for setting a meeting within a reasonable amount of time (2-4 days) since the offense. There is no guarantee that your petition will be granted. If captains have not taken the necessary steps outlined in the first meeting with IM Coordinators, the petition will fail, and the suspensions without refunds will be upheld.

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#### Article 5: Winning by Forfeit or No-Show

If the opposing team has forfeited or no-showed, the contest will be marked as a win in the team standings. The team sportsmanship will be an automatic 4.0, and the opposing team will receive a 0.0 sportsmanship rating.

NOTE: Refund requests will not be granted for contests not played due to forfeit or no-show.

#### Section 9: Postseason Information



### Article 3: Scheduling in Postseason

The following subsections provide detailed information regarding the process of preparing a team for the postseason, as well as some highlighted responsibilities of team captains. Please make sure to read these prior to postseason competition. Further questions can be sent to the IM Coordinator.

Leagues may be split into a recreational and competitive league during playoffs if the league contains 9 or more teams. In this instance, the top half of the standings (rounding down) will be the competitive division, and the bottom half will be the recreational. In this case, a championship team will be named for both the competitive and recreational division. A decision regarding creating divisions will be made by the IM Coordinator during the last week of the regular season. IM Coordinators reserve the right to not separate a

## Section 10: Sportsmanship

### Article 1: Captains

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural sports policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural sports contest. Players and spectators are expected to display good sportsmanship toward opponents, spectators, and the Intramural staff at all times.

### Article 2: Unsportsmanlike Conduct

Players and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to: arguments with staff, other players, spectators and/or flagrant fouling, fighting, etc. before, during, or after a contest.

No player or team shall:

- Use foul or derogatory language or threaten or verbally abuse any other player or Intramural employee before, during, or after the game.
- Pursue and argue or talk back to the Intramural staff. Only the captain should address an official regarding a sports related issue, and only if done so in a courteous manner.
- Intentionally strike, push, trip, or flagrantly foul another player, spectator or IM staff member.
- Mstreat the facility, equipment or supplies of Whitworth University and/or the Intramural Office.
- Attempt to sign in using another person's Whitworth ID.

### Article 3: Individual Sportsmanship

The game officials will issue any player displaying unsportsmanlike conduct either a conduct warning or ejection. Conduct warnings may occur do to physical or verbal actions taken by individuals. Ejections typically occur if conduct warnings are not adhered to.

Referees are allowed to eject a player at any point without warning, including for sportsmanship reasons. The aforementioned examples are simply guidelines, but not requirements. Any disagreements regarding the reasoning for an ejection can be brought to the attention of an IM Coordinator. Players are responsible to schedule meetings with an IM Coordinator if one is required. These meetings can be mediated by a team captain, but the team player is still required to attend the meeting.

The Intramural staff program reserves the right to apply any suspension deemed appropriate for each incident that occurs. \_\_\_\_\_

\_\_\_\_\_. Disciplinary action will be assessed at this time. Ejected players may be suspended indefinitely from ALL Recreational Sports facilities and programs until he/she meets with an IM staff member. Suspension length will be determined after the meeting. Severe cases will result in referral to the Student Life office. If a player receives multiple conduct warnings across a number of games, a disciplinary meeting may be required,

Spectators are expected to demonstrate the same level of respect to all players, spectators, and IM officials. Disciplinary

contacting the IM Coordinator. The IM Coordinator will collect reports from the officials, any spectators, and both teams before coming to a final conclusion about the sportsmanship rating. Each individual participating on a team will suffer the consequences of any disciplinary action taken by the Intramural sports program against a team or individual for violation of the rules. The team captain is responsible for actions by an individual member of the team and for spectators directly related to that team. This includes conduct that occurs before, during and after a game.

## Article 5: Playoffs

## Section 13: Spectator Policy

### Article 1: General

Whitworth Intramurals promotes spectators at events! Spectators are required to adhere to the same Drug and Alcohol policies as any player, as well as sportsmanship policies. Team captains are responsible for the actions of their spectators.

### Article 2: In the U-Rec

Individuals from outside the university are allowed to watch intramural games at no cost. However, the guest must be accompanied by an individual playing in the game and check out a "Whitworth Intramural Visitor Guest Pass" lanyard from the Member Services Desk. Visitors are NOT ALLOWED to use any of the rec center's equipment and must adhere to the U-Rec's behavior policy. Teams are ultimately responsible for the actions of their visitor and may be disqualified if visitors do not adhere to U-Rec policy. Spectators who do not adhere to U-Rec and IM policy regarding conduct and/or sportsmanship may be suspended indefinitely from requesting a visitor's lanyard.

## Section 14: Protests

### Article 1: Interpretation Rules Protests

