Intramural Sports Participant Handbook

2017-2018

California State University, East Bay

Recreation and Wellness Services
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HANDBOOK PURPOSE

The purpose of the Intramural Sports Participant Handbook is to provide participants with a comprehensive set of policies and procedures that govern the Intramural Sports program in order to provide a safe and fair environment for our participants. The handbook is designed to educate and inform and will serve as the official document of the program. The handbook outlines important information for participants including but not limited to: player eligibility, registration information, league and tournament formats, and sportsmanship guidelines.

It is the responsibility of each participant to read the stated policies and procedures. After reading the Participant Handbook, the participant should understand the expectations of the Intramural Sports staff before, during, and after competition. By participating in the Intramural Sports program, it is assumed that the participant has read and accepted the policies and procedures.

This handbook will be made available to all current and prospective participants. The handbook may be viewed on the Intramural Sports website or in the Intramural Sports office. When requested, a hard copy of the handbook will be made available. The Intramural Sports program reserves the right to update and change the handbook as necessary. Updates will be made available immediately and subsequently posted online. Any questions or concerns regarding the policies and procedures should be directed to the Assistant Coordinator for Intramural Sports or Assistant Manager of Campus Recreation.

INTRODUCTION

Intramural Sports Mission

The Intramural Sports program is designed to offer a wide range of recreational sports and activities to the diverse Cal State East Bay community. Intramural Sports encourages all members of this community, regardless of skill level, to stay active and involved. Intramural Sports provides an inclusive setting to build relationships, hone skills, and enjoy fun, friendly competition through sport and fitness.

PARTICIPANT SAFETY

Assumption of Risk

Participation in the Intramural Sports program and any program or service provided by Recreation and Wellness (RAW) is completely voluntary. Participation in any physical activity comes with the inherent risk of injury even when strict safety measures are in place. Participants are aware of the risks associated with participation which include but are not limited to physical or psychological injury, pain, suffering, illness, disfigurement, temporary or permanent disability (including paralysis), economic or emotional loss, death and/or property damage. Participants are strongly encouraged to obtain adequate health insurance and consult their physician before participating in any activity. Student Health and Counseling Services (SHCS) offers resources on how to obtain insurance. Please contact SHCS for more information.
Blood and Bodily Fluids Policy
If and when an Intramural Sports staff member observes a player that is bleeding, has an open
wound, or has blood on his/her clothing, that participant will be required to leave the game. The
injured player is not to return until the bleeding has been stopped, the open wound is covered,
and/or the clothing is changed.

Additionally, play will not resume until any blood/fluid that has spilled on to the playing surface
has been properly contained and cleaned by custodial staff. This could result in a delay of game
situation. If a game is delayed due to blood or other bodily fluids on the playing surface, the IM
Sports office will attempt to reschedule the game. If the game cannot be rescheduled and has past
the half way point such that it is deemed an ‘official game’ the result may stand as is.

Power Outages/Unforeseen Circumstances
At times, additional situations (such as power outages and the like) may arise mid way through a
game. If an unforeseen situation arises and the game cannot continue, and/or be rescheduled, and
that game has past the half way point such that it is deemed an ‘official game’ the result may
stand as is.

Inclement Weather
Intramural Sports activities are subject to cancelation due to poor weather or field conditions.
Intramural Sports will contact team captains by 3pm if games are to be canceled. Participants
can also log on to IM Leagues to see if an update has been posted related to game cancellations.
In addition, games can be canceled by an Intramural Sports Supervisor at the game site.
Intramural Sports will make every effort to reschedule games, however, due to time and space
limitations, there are no guarantees. If the game cannot be rescheduled and has past the half way
point such that it is deemed an ‘official game’ the result may stand as is.

PHOTO/VIDEO DISCLAIMER

Recreation and Wellness may photograph or videotape Intramural Sports activities and
participants for use in promotional materials. If you wish to refrain from being included in any
photos or videos, please notify a staff member. Any outside photo or video must be approved, in
advance, by the Director of the Recreation and Wellness (RAW) Center.

ELIGIBILITY

Membership
All participants in the Intramural Sports program must hold an active Recreation and Wellness
(RAW) Center membership. All members with the exception of students paying the “UU Rec
Fee” must purchase a RAW membership in order to participate in the Intramural Sports program.

Students
Cal State East Bay students currently enrolled in one or more classes and paying the “UU Rec
Fee” as part of their overall tuition fees are given a complementary RAW membership and
eligible to participate.
Cal State East Bay students currently enrolled and not paying the “UU Rec Fee” must purchase a RAW membership in order to participate.

Non-Matriculating Students (students enrolled in classes but not pursuing a degree) must purchase a RAW membership in order to participate.

**Faculty/Staff**
Faculty and Staff members currently employed by Cal State East Bay with valid Bay Card must purchase a RAW membership in order to participate.

**Alumni**
Alumni of the University must provide proof of degree completion and purchase a RAW membership in order to participate.

**Community Members**
Members of the community are not eligible to participate in Intramural Sports at this time (1/2017); however, they still can be active members of the RAW as facility members.

**Guests/Day Pass Holders**
Guests of RAW members (day pass holders) are not allowed to participate in IM Sports at this time (1/2017); however, they can still access the Recreation and Wellness facility with their sponsor for the day.

**Varsity Athletes**
A “Varsity Athlete” is an individual who participates in an intercollegiate contest, attends regularly scheduled practices for a span of more than two weeks, or appears on any official intercollegiate team roster. “Varsity Athletes” include those athletes that may have played at another school before attending Cal State East Bay. For the purposes of eligibility, practice team players, red shirt players, and former varsity players are considered “Varsity Athletes.”

“Varsity Athletes” are allowed to participate in their same or related sport in the Intramural Sports program. However, no intramural sports team may roster more than two “Varsity Athletes” that are playing in their same/similar sport (e.g. an intramural basketball team may not roster more than two “Varsity” basketball players). There is no limit to the number of “Varsity Athletes” that can play on a single roster in a non-related/similar sport (e.g. an intramural volleyball team may roster five baseball “Varsity Athletes”). “Varsity Athletes” retain their status for three years from the date of their last participation for the intercollegiate team.

**Olympic and Professional Athletes**
A professional athlete is an individual that has been financially compensated for participation on a professional or semi-professional league. Olympic athletes are individuals who have competed for their country in the Olympics or World Championships, but not Olympic Trials. Current/Former professional and Olympic athletes are not allowed to participate in their related sport.

**Eligibility Protests**
If at any time you feel that a team is in violation of the eligibility requirements, you may file an official protest. Protests must be submitted in writing (email suffices) no more than 24 hours upon conclusion of the game/contest in question. All protests will be investigated by the Intramural Sports staff.

**Eligibility Penalties**
Penalties will be administered by the Intramural Sports staff if a team/player is found to be ineligible and may include player(s) suspension, team suspension, team default, or Game/Team forfeit.

**Roster Limitations**

**Roster Size**
All rosters for team sports are limited to the respective sports roster size multiplied by two plus two. Ex: Basketball (5 x 2) = 10 + 2 = **12**.

**Roster Additions**
Captains may add eligible players to rosters at any time within the first four weeks of the season. Rosters will lock after the 4th week. In order to participate in the playoffs, team members must have participated at least once with their team during the regular season. During the playoffs, only those individuals listed on the roster may participate. All roster additions must be completed through IM Leagues. Any players not on the official IM Leagues roster (even if they have played in a regular season game), will not be permitted to play in playoffs. **Participants must be on the printed roster prior to game time. We cannot accommodate on the field/court manual write-ins.**

**Multiple Teams**
Individuals may play for one single-gendered, or one OPEN team, and one COREC team per sport.
- Example: A player participating with an OPEN basketball team may also participate with a CoRec basketball team, but may not add to another OPEN basketball team roster.

If a player is on the roster of another team, but has not yet participated on that team, they may be removed and allowed to participate for a different team. Once a player participates for a team, they may not be removed or change teams. Participation includes the act of “checking in” at a game.

**Identification**
All Intramural Sports participants must present a valid Cal State East Bay “Bay Card” or RAW membership card before participating in any Intramural Sports activity. In lieu of a Cal State East Bay “Bay Card, a participant may present a government-issued photo ID (passport, driver’s license, military ID, etc.) **only if he/she is already listed on the roster prior to the game.**

As a reminder, Cal State East Bay requires students and staff to have their Cal State East Bay Bay Cards on their person at all times while on campus. Presenting a false ID is a violation of University policy and is cause for immediate ejection and suspension from the IM Sports program. Situations involving individuals attempting to use false IDs be documented, and those
attempting to participate with a false ID, as well as those who are the rightful owner of the ID, will be treated as an ineligible player risking team/game forfeiture.

REGISTRATION

The Cal State East Bay Intramural Sports program utilizes an online/mobile sport scheduling application called IM Leagues. All Intramural Sports participants are required to create an IM Leagues account in order to participate. The instructions below will help you register and troubleshoot any problems that may arise. If you are having website specific difficulties, please message IM Leagues by clicking on the “Live Support – Online” link in the bottom right area of the Cal State East Bay IM Leagues homepage.
To register yourself or your team, follow the instructions below.

ACCOUNT CREATION

1. Go to the [Cal State East Bay IM Leagues Home Page](#) and click the Create Account button in the top right
2. Fill in your information and click the Create Account button (you will need to use your @horizon.csueastbay.edu account or your @csueastbay.edu account)
3. Click the link in the email you will have received to activate your account
4. You will be re-directed to the platform – good luck with your games!

CREATING A TEAM

1. Log in to the Cal State East Bay IM Leagues Home Page with your account and click on the sport and league you’d like to join
2. Click the green “+ Create Team” button in the middle of the page/under the timeslot/division (if applicable) you’d like to join
3. Take the Captain’s Quiz and review the Code of Conduct Guidelines (if applicable)
4. Review and accept the participation waiver
5. Input the information required (team name, free agent options, etc. etc.) and click on “Create Team”
6. Invite your friends by clicking the Invite Players button and typing in their name (if they already have an account) or email

JOINING AS A FREE AGENT

1. Create your IM Leagues Account.
2. Log in to the Cal State East Bay IM Leagues Home Page with your account and navigate to the sports, leagues, and timeslots/divisions you’d like to join
3. Click on the green “Join as a Free Agent” button in the middle of the page on the right side
4. Review and accept the participation waiver
5. Input additional information about yourself.
6. Click “Post Listing” - you are now a free agent!
7. Repeat as many times as you’d like for as many leagues as you’d like!

Free Agents
Free Agents are individuals who do not already have a team to play on. Free Agents interested in joining a team can sign up on IM Leagues. Choose a sport and league and register as a free agent for those sports. During this process you can also add additional information about yourself including your experience with sport and your general availability. Team captains will be able to see this information and invite you to join their team. Additionally, you can browse through the list of registered teams and request to join a team. Teams looking for players will display a “YES” under the text “Free Agents Wanted” in the team’s description. Finally, Free Agents can also simply add to the FREE AGENT TEAM that will be preregistered in every sport league.

Payment
Intramural Sports Team Entry Fees have been waived for the 2017-2018 season once again.
Captains’ Meetings
Each team captain (or a designee) must attend the MANDATORY captains’ meeting. This meeting serves to educate teams on Intramural Sports Policies and Procedures and sport specific rules. Captains’ meetings also serve as Q&A sessions and IM Leagues troubleshooting. Captains’ meetings typically take place on Wednesday of the second full week of the new quarter when registration closes. For having a representative attend this meeting teams are positively rewarded with a win (2 points) going into the season. Teams that do not have representation risk being dropped from the league.

Team Names
Intramural Sports reserves the right to change or alter any team name that is deemed inappropriate or otherwise offensive to participants. This includes the use of sexually implicit team names or names including profanity or crude slang. Please ensure that a team name or any artwork is appropriate before including it on any team jersey.

CAPTAIN’S RESPONSIBILITIES
Intramural Sports participants form their own teams and register during the designated registration window. Each team entered into a league or tournament must have a designated captain.

Intramural Sports team captains serve a crucial role as the liaison between the Intramural Sports program and the rest of their teammates. Intramural Sports will relay information to the captain (commonly by phone or email) that will be disseminated to team members. The captain should ensure that all team members are aware of the Intramural Sports policies and the sport rules. Co-Captains are encouraged in the event that the team’s captain is unable to attend the Captain’s Meeting, or a specific game during the season.

The captain is responsible for:
1. Reviewing the Intramural Sports Participant Handbook
2. Completing the registration process prior to the deadline on IM Leagues.com
3. Verifying eligibility of all team members
4. Attending the Mandatory Captains’ Meeting (or sending a team member in their place)
5. Sharing the game dates, times, and locations with all teammates
6. Reviewing the sport rules prior to competition and sharing this information with team members
7. Verifying that all team members are in the proper attire (including correct jersey colors)
8. Verifying all team members have checked in with proper ID for each game
9. Serving as the on-field liaison between officials and team members
10. Ensuring appropriate conduct by all team members and spectators
11. Contacting the Intramural Sports staff regarding potential defaults or forfeits
12. Fully cooperating with the Intramural Sports staff and complying with requests

LEAGUE & TOURNAMENT FORMAT
Team Sport Leagues
Intramural Sports offers a variety of leagues each quarter. Leagues span the course of one academic quarter. Games are not played during final exam week. Leagues require advance registration and consist of a 4 or 5 game season. Teams in a league will generally play one game per week according to the online schedule. Teams play out the entire season in an attempt to qualify for playoffs and be recognized as the league champions. Playoff eligibility is determined by season results. Not all teams will qualify for playoffs.

Individual/Dual Leagues
Intramural Sports occasionally offers individual or dual sports during the year. These sports are often self-officiated and self-scheduled. It is up to the participants to schedule the game contest according to the matchups and deadlines provided by Intramural Sports. Individuals participating in these leagues must report the results of their contests to the Intramural Sports staff before the end of each week. These leagues will also feature a playoff at the conclusion of the season.

Tournaments
Each quarter, Intramural Sports offers multiple one- and two-day tournaments featuring a variety of sports and games. Tournaments are typically held outside of scheduled league play times and are often played over the course of a single afternoon, evening, or weekend. Formats can vary, but often follow a single or double elimination format.

Events
From time to time, Intramural Sports offers special events. These range from drop in activities to registration required events.

Divisions
Intramural Sports offers different divisions within each of its leagues and tournaments. Not all divisions are offered in each league. At times competitive and recreational distinctions will be made at the division level. Upon consultation with the team captain, Intramural Sports reserves the right to move teams from a competitive division to a recreational division, or a recreational division to a competitive division to maintain a proper level of competition. Participants are encouraged and welcomed to participate according to their asserted gender.

Open
Any member may compete in this league regardless of skill level. Participants in this league generally have a variety of skill levels, or want to have fun or learn the rules of a sport with some competitive match-ups. There are no gender requirements for teams in this league.

Women’s
Women may compete in this league. Participants in this league generally have a variety of skill levels, or want to have fun or learn the rules of a sport with some competitive match-ups.

CoRec
Any member may compete in this league regardless of skill level. Participants in this league generally have a variety of skill levels, or want to have fun or learn the rules of a sport with some competitive match-ups. Teams are required to have a specific number of both male and female
players on the field/court at all times. Participants are encouraged and welcomed to participate according to their asserted gender.

**PLAYOFFS**

All league sports will have a playoff following the regular season. Eligibility for playoffs depends upon many factors including winning percentage, number of teams in the league, and sportsmanship. The following is additional information related to playoffs.

**Sportsmanship**

To be eligible for postseason play (playoffs), teams must maintain an average of a 4.0 sportsmanship rating. All sportsmanship scores for each game are averaged to arrive at this number. Teams not maintaining at least a 4.0 may appeal to the Intramural Sports staff within 24 hours of their last game. Any individual sportsmanship score of 3 or less during a playoff game will automatically suspend the team in question until a meeting with the Intramural Sports staff takes place. Any team who receives a sportsmanship grade of 2 or lower will automatically forfeit the game regardless of a team win.

**Rosters**

During the playoffs, only those individuals listed on the roster may participate. Participants must have played or checked in to at least one regular season game in order to be eligible to play with that team in the playoffs.

**Seeding**

Playoff seeding is determined by a number of factors. Teams will be seeded and matched up accordingly. Normally, teams are ranked using (in this order): Winning Percentage, Sportsmanship, Head to Head, Points Against, Random Draw.

**Awards**

The champions in each league will receive championship shirts. While efforts are made to ensure each participant gets a properly sized shirt, we cannot make guarantees. Only players who have participated in at least one contest are eligible to receive a shirt. Players not in attendance during the championship must come to the Intramural Office to claim their shirt. Teams are limited to a maximum of team size+5 or the number of players on the roster, whichever is less (team size = players on the field/court at one time).

**RESCHEDULES**

Intramural Sports assumes all teams are able to play each of their scheduled games. Due to limited court/field space and availability of staff, rescheduling requests are challenging to accommodate but we will attempt them. Rescheduling requests must be made to the Intramural Sports Assistant Coordinator no less than 3 days prior to the scheduled game time. For both the regular season and playoffs, Intramural Sports cannot guarantee that requests can/will be accommodated. Requests received at least 3 days prior, that ultimately cannot be accommodated, will result in a default for the requesting team and a win for the opposing team.
Cancellations
For various reasons such as facility issues, inadequate light, or inclement weather, intramural sports games may be canceled or delayed. If time and space allows, canceled games will be rescheduled. Games canceled during play will be rescheduled if the game has not yet reached an “official” game. Games canceled after the game is declared “official” will end with the score remaining final and no reschedule will be made. The standards leading to the declaration of an “official” game are outlined in the rules of each sport.

FORFEITS

An individual or team registering for a league or tournament enters into an agreement with Intramural Sports. Intramural Sports administers the league or tournament and provides staffing and equipment for these activities. Participants must fulfill their obligation by being prepared to play at their scheduled game time. Participants are encouraged to arrive at least 15 minutes before the scheduled game time to avoid a forfeit.

A forfeit occurs when a team does not show up to a scheduled game or shows up with fewer than the minimum number of players required to begin a game. The minimum number of players required differs by sport and is noted in each set of sports rules. For CoRec leagues, teams must also meet the minimum number of players required at all times for each gender.

Since various issues that prevent individuals from arriving to the game site on time can and do occur, (i.e. Traffic, Parking, etc.), Intramural Sports recognizes a 10-minute grace period. Teams have until 10 minutes after the scheduled game time to meet the minimum number of players requirement. The game will start as soon as a team meets the minimum. The Intramural Supervisor on site is in control of the master clock and will begin the clock right at the scheduled game time and also make the official call on a game being declared a forfeit.

Any team receiving a forfeit will accrue one loss by the score determined in the captains’ meeting (differs by sport). In addition, the forfeiting team will also receive a sportsmanship score of three. Any team that receives any combination of two forfeits or defaults will be removed from the league and made ineligible for playoffs.

If both teams mutually agree to end a game early, the team behind when the agreement is reached will still receive a loss, but no forfeit or default will be charged. A team that forfeits two games in a row will be dropped from the league anytime in the first three weeks of the season.

If a team falls below the necessary number of participants to start, continue, and complete a game, at any time (due to injury, etc.) the game will result in a default (but not a forfeit) for that team. If the game has reached the half way point such that it is deemed an ‘official game’ the result will stand as is.

Forfeit Charges
Forfeit charges are instituted to encourage all teams to make maximum effort in attending all scheduled games in order to provide stability for leagues. Captains assume responsibility for
their teams and agree that a forfeiture of game will result in a charge of $15 being assessed to their student account. A second forfeiture will result in another $15 charge and removal from the league. For non-student captains, the forfeit charge must be paid to the Intramural Sports office prior to the next scheduled game in order to continue in the league.

Intramural Sports recognizes that there may be extenuating circumstances that arise, preventing teams to field a team for a scheduled game. Parking issues, work, and class conflicts are not considered extenuating circumstances. Captains may appeal a forfeit charge within 48 hours of the forfeit. In order to do so, captains must email imsports@csueastbay.edu and state the reason for the appeal. Appeals take 24-48 hours and captains will be notified of the result via email. In such cases, evidence may be requested from the team captain.

In order to prevent a forfeit, captains are encouraged to default games (see “Defaults”) by 12pm of the game day.

DEFAULTS

A default is a game that is not played as a result of one of the teams not being able to field the minimum number of participants required to start the game. The game is recorded as a loss but is not considered a forfeit. A team may default up to one game per season, without risk of being dropped from the league. A default will NOT result in lower sportsmanship. Teams that default will receive a sportsmanship score of five. Teams that default will not be assessed a forfeit charge. The team captain must contact the Intramural Sports office by 12pm the day of the contest with the team name, sport and time of the scheduled game. Teams may not default at the game site.

As a courtesy to the opposing team and staff, teams are encouraged to default games rather than “no-show.” Teams that do not default a game, and do not show up, or show with fewer than the required players, will be charged with a forfeit and the corresponding $15 forfeit charge.

SPORTSMANSHIP

Intramural Sports expects participants and spectators to conduct themselves in a sportsmanlike manner at all times. Following the conclusion of each game, the Intramural Sports staff will assess the sportsmanship of each team and assign a rating ranging from 0 (low) to 5 (high). In order to be eligible for the playoffs, teams must have an average sportsmanship rating of four. Intramural Sports staff members have the authority to stop any game to address sportsmanship issues with or without warning.

Sportsmanship Rating Scale
Sportsmanship scores are assigned according to the following criteria. A score of five is the highest a team may receive and a score of zero is the lowest.

5 – Excellent Conduct and Sportsmanship. Team members cooperate fully with Intramural Sports staff. Respect shown to the game and staff. Team members speak to staff calmly and appropriately. Team members courteous to opposing team. Normal game.
4 – Average Conduct and Sportsmanship. Team members verbally complain or display disagreement about some decisions made by officials. Minor incidents of unsportsmanlike behavior towards opponents, spectators or staff. Team receiving misconduct but no other issues. Some static.

3 – Below Average Conduct and Sportsmanship. Team members repeatedly question and complain about calls. Multiple incidents of unsportsmanlike behavior towards opponents, spectators or staff. Team receiving one or two misconducts. Forfeited games also result in a sportsmanship rating of 3.

2 – Poor Conduct and Sportsmanship. Teams constantly comment to the officials or opposing team. Team captain exhibits very little control over the team. Team members explicitly display actions unfitting of the game. Three or more misconducts.

1* – Unacceptable Conduct and Sportsmanship. Team is completely uncooperative. Captain has no control over teammates. Harassment of officials or opposing team. Ejected player.

0* – Game Termination. Fighting or multiple ejections. Contest ended by staff due to extenuating circumstances. Unsafe playing environment.

* Team is suspended pending a reinstatement meeting and other ‘return to play’ procedures as necessary.

Unsportsmanlike Conduct Penalties
Unsportsmanlike conduct (UC) penalties can be issued by any Intramural Sports staff member at any time. Teams receiving a UC cannot score more than 4 sportsmanship points. Players receiving more than one UC in a single game will automatically be ejected. In addition, players accumulating multiple UC penalties during the season may face possible suspension.

Administrative penalties (i.e. not checking in prior to game, improper attire, any non-conduct or non-contact penalty) will not lower a team’s sportsmanship unless occurring in great frequency.

Ejections
Any player, coach, or spectator that is ejected from an intramural sports contest must leave the field/facility immediately after information is obtained by the Intramural Sports staff. Failure to leave the playing area may result in forfeiture of the contest for the team associated with the ejected person. The game will not resume until the ejected participant has left the building. Participants may be ejected before, during, or after any contest by any Intramural Sports staff member. A warning does not have to be given before a participant is ejected. Captains are expected to assist with ejected players and required to provide information on an ejected player if the player does not volunteer information.

Players receiving more than one unsportsmanlike conduct penalty (i.e. two yellow cards, two technical fouls, etc.) will be ejected from the contest.
Any ejected participant is automatically placed on indefinite suspension from all Intramural Sports activities. Ejected players must schedule a meeting with the Intramural Sports staff in order to clear a suspension (no self-imposed penalties). Suspension lengths will vary based on severity of actions and situation.

Cases involving physical or verbal abuse between participants, spectators, and/or staff will be reported to the Office of Student Conduct, Rights and Responsibilities.

**Participation Guidelines**

The following Cal State East Bay Intramural Sports Participant Behavior Guidelines have been developed by the Recreation and Wellness Department in order to enable Cal State East Bay to deal fairly with participant-related issues and concerns impacting the Intramural Sports Program.

Participants are expected to conduct themselves in a sportsmanlike manner. Sportsmanship is defined as those “qualities and behavior befitting a sportsman” This is further defined as:

(a) Abiding by the letter and the spirit of the rules of play;
(b) Treating opponents with courtesy and generosity;
(c) Playing his or her best but never losing sight of the fact that it is a game which was designed primarily for enjoyment;
(d) Winning and losing with dignity and respect.

Unsportsmanlike conduct will not be tolerated. By definition, therefore, a person who is not demonstrating sportsmanship is one who is unfair, lacks generosity, and is a poor loser. Conduct which does not demonstrate sportsmanship would be that which lacks grace in the acceptance of results. Examples of unsportsmanlike conduct which are unacceptable are:

(a) Persistently questioning officials in regard to their decisions.
(b) Making derogatory remarks about or to officials and/or players (remarks which are profane are of particular concern).
(c) Making obscene or objectionable demonstrations or dissent.
(d) Conduct which seeks to intimidate or deceive officials.
(e) Employing unnecessarily rough tactics against an opposing player.
(f) Refusing to abide by an official’s decision.
(g) Shoving, striking, or otherwise threatening participants and/or officials.

Contest Sanctions. Officials may employ the following sanctions against all persons for unsportsmanlike conduct.

(a) Failure to abide by a decision of the game official will result in removal from further play.
(b) Should unsportsmanlike conduct persist after the participant has been removed from the field/court of play, then they shall be removed from the area of play.
(c) Should the participant refuse to leave the area of play, as directed by the official, or should the participant’s unsportsmanlike conduct be flagrant or persistent, the game will be declared a forfeit win by the opposing team. UPD may also be alerted at this time.
(d) Any participant who is removed or ejected from a game must meet with the Assistant Coordinator of IM Sports and/or Assistant Manager Campus Recreation and/or the
Director of Recreation and Wellness Services prior to being reinstated/allowed to play again. If they ignore this rule, any and all games that they have participated in, regardless of if it is the same sport or not, will be declared a forfeit win for the opposing team.

Disciplinary Procedures. The following procedures will be observed in cases of alleged unsportsmanlike conduct and for all persons ejected or removed from play during, before or after an Intramural Sports contest or activity.

(a) The ejected participant/participant charged with unsportsmanlike conduct must make an appointment to meet with the Assistant Coordinator of IM Sports and/or Assistant Manager of Campus Recreation and/or the Director of Recreation and Wellness Services, and cannot participate again (they are considered suspended) until they have done so. In certain circumstances participants can be accompanied by their team captain if they wish. They will be asked to express their perspective and view of what transpired or contributed to the altercation/ejection. At times, members of the IM Sports Student Leadership Team may sit in on these meetings.

(b) Suspension lengths will vary based on severity of actions.

(c) Depending on the severity of the incident, first time offenders may be given a warning and allowed to continue participating after sitting for one week/game. If a second offense occurs, the person may be banned from participation from one quarter/one year, or they may be permanently removed from future participation in any and all Intramural Sports games and activities.

(d) Depending on the severity of the incident additional RAW/Cal State East Bay privileges and access may also be lost.

(e) Any ejections/cases related to acts of violence or assault will also involve the filing of a police report and adjudication by the Office of Student Conduct, Rights and Responsibilities.

Alcohol, Drugs, and Tobacco
The use of tobacco is prohibited in any building on campus (includes smokeless tobacco). The use or consumption of alcohol and illegal drugs is prohibited during RAW programs and events. If any RAW staff member suspects an individual is under the influence of drugs or alcohol, that person will not be allowed to participate and will be asked to leave the facility/activity/event. Violators are also subject to disciplinary action in accordance with University policy.

Spectators
Only officials, players and one coach are allowed on the playing field. Spectators are expected to act in a respectful manner at all times. Any spectator who engages another spectator, official, or participant in inappropriate conduct including but not limited to taunting, cursing, verbal abuse, use of noisemakers, and foul gestures will be immediately ejected and suspended from the facility. Team captains are responsible for not only their team, but their fans as well and will be used to help control spectators. The captain may be issued an unsportsmanlike conduct penalty for failure to control their team’s fans.

PROPER ATTIRE
Participants must wear attire that can be described as “athletic” in nature. This is for the protection of all participants. Jeans are not considered athletic attire.

**T-Shirt Policy/Uniform Requirements**
Matching colored team shirts are required in all variations of basketball, soccer, flag football, and certain tournaments and special events. The sport of soccer requires each goalie to wear a color different from that of his/her teammates and opponents. The sport of basketball requires each player to have a different one or two digit, permanent number at least 4 inches tall on the back of the shirt/jersey.

Teams should arrive at an agreed upon color prior to their first game. Teams should not consider white or gray a color. Teams are required to have colors of the same shade. For example, a team would not be allowed to wear sky blue and navy blue in conjunction as these colors are vastly different.

Teams are also required to bring an alternate white or gray shirt in the case of a color conflict. If the supervisor determines there is a color conflict, teams will be asked to wear their alternate jerseys. If neither team has an alternate jersey, the teams must work together to ensure the game can be played. If neither has their alternate jersey, thus causing a game not to be played, both teams will forfeit the contest.

**Jewelry**
Jewelry is not permitted to be worn during any Intramural Sports activity. Participants are expected to remove jewelry prior to the start of the game. Officials and Supervisors have the authority to disallow any participant from competition if they feel the jewelry poses a safety risk to the owner or an opponent. Examples include: rings, earrings, necklaces, bracelets, watches, studs, etc. Medical bracelets are permitted provided they are securely taped to the body.

**Footwear**
For all indoor sports, players must wear athletic type shoes that completely cover the foot. Sandals, boots, or open toe shoes are not permitted. In addition, five-finger shoes are not allowed. For outdoor sports, players must wear athletic shoes or cleats. Cleats are limited to studs that do not exceed ½ inch, and they made of rubber or plastic. Metal tipped studs are prohibited.

**PLAYING RULES**

**Sport Rules**
The playing rules for all sports are based on a combination of NIRSA (National Intramural Recreational Sports Association) and/or respective national association rules with modifications designed to make the activity safe and enjoyable for all participants. Intramural Sports reserves the right to modify playing rules at any time to meet the best interests of the league and Cal State East Bay campus community. Intramural Sports Supervisors have the authority to rule on items not specifically covered in the playing rules and in cases when officials cannot come to a decision. Sport rules are posted on IM Leagues.
CoRec Modifications
CoRec leagues are designed to give participants the opportunity to play together in a fair and balanced game. CoRec rules can vary by sport and may differ from rules for men’s and women’s leagues. Participants are encouraged and welcomed to participate according to their asserted gender.

Difference of One Rule
For all CoRec leagues, teams must have an equal number of men and women on the playing field/court or no more than a difference of one. One gender must not outnumber the other gender by more than one player.

Example: In a 5v5 CoRec basketball game, a team may have three men and two women on the court. They may not have four men and one woman on the court.

Example: In a 7v7 CoRec flag football game, a team with only two females must play shorthanded with three men and two women. They may not play with five men and two women.

Mercy Rule
Some sports and tournaments have a point differential at which a contest will be ended with no penalty, default or forfeit to either team. In order for the mercy rule to take effect, the game must be at least halfway completed. The game will be officially ended if the mercy rule is reached. If both teams wish to continue playing they may agree to do so. The game will continue, un-officiated, with a running clock. The mercy rule differs by sport and can even differ by league.
The mercy rule is noted in each sport’s official rules.

JOB OPPORTUNITIES
Intramural Sports regularly hires and trains sports officials. While no direct experience is necessary it is suggested that candidates have a basic understanding of the sport they are interested in officiating as either a coach, participant, official, or avid fan. Additional and comprehensive training will also be provided in the sport which you wish to work. We regularly seek officials for basketball, volleyball, soccer, and flag football. We offer competitive pay and a flexible and fun work environment. For more information, please visit us online, or inside the RAW.

Apply online at via PioneerJobs. Visit https://www.myinterfase.com/csueastbay/student and log-in/register. You can also access this site by visiting the AACE website. There will be a link on the right hand side. All applicants will be invited to the first training session. Training typically takes place in the second and third week of each quarter.

Intramural Sports: Recreation and Wellness
Location: Recreation and Wellness Center
Phone: (510) 885-4146
Email: imsports@csueastbay.edu
Website: www.csueastbay.edu/RAW
Facebook: www.facebook.com/CSUEBCampusRec
Twitter: @CSUEB_CampusRec  Instagram: @CSUEB_CampusRec
Registration: www.IM Leagues.com/csueb