

Campus Recreation Mission Statement

The Campus Recreation Department at the University of North Carolina Asheville provides its community members with opportunities to enhance overall physical and mental wellness through formal and self-directed programs, activities, and services.

Intramural Sports Philosophy

The Intramural Sports program offers opportunities for UNC Asheville students, faculty and staff to compete against each other in men's, women's and co-ed leagues. Participants with all skill levels are encouraged to participate in leagues and tournaments in a wide variety of sports and activities. The program fosters community, collaboration, teamwork, competitive spirit and fun.

Office Hours and Contact Information

Office Hours: Monday – Friday 10am – 5pm

Office Phone: 828-250-2339

Website: recreation.unca.edu/intramural-sports

Director, Campus Recreation: Debra Schwartz

Email: dschwart@unca.edu

Facebook: UNCAshville Campus Recreation

Registration information: IMleagues.com/unca

Program Administration

The Assistant Director of Sport Programs shall be responsible for the proper conduct of the UNC Asheville Intramural Sports Program. The Student Staff shall function with the Assistant Director in the organization and administration of the Intramural Sports Program. It is recommended to set up an appointment with the Assistant Director for Sport Programs to clarify any questions or concerns with the administration of the program.

Assumption of Risk

Many recreational activities involve risks of bodily injury, property damage, and other dangers associated with participation. Intramural Sports and similar activities intrinsically involve risks of physical injury greater than those in daily life, and by taking part in such activities, participants acknowledge and assume risks inherent therein. Participation in the activities offered by the UNC Asheville Campus Recreation Department is completely voluntary.

Each individual who takes part in any activity sponsored by Campus Recreation participates at his/her own risk and must assume the responsibility for his/her own health and safety. Campus Recreation accepts no responsibility and shall not be liable for any injury or other irregularity resulting from participation in any activity or from the use of any recreational facility managed by the Campus Recreation Department.

Alcohol & Tobacco

Consumption of alcohol prior to and during Intramural events will not be tolerated. If any player or spectator, regardless of age, is in possession of alcohol or is determined by the Intramural Sports

Staff to be under the influence of alcohol, his/her entire team will be disqualified for that competition and a forfeit will be assessed. Captains are responsible for the actions of all team members and spectators related to the team. Every participant and spectator is expected to abide by the student conduct policies and rights as outlined in the UNC Asheville Student Handbook.

Tobacco (chewing or smoking) is not allowed on the intramural fields or inside the SRC.

Facility/Field Usage

Metal cleats are never allowed on any playing surface. Sport attired closed-toe shoes are required for court and field usage. "Barefoot" is never allowed with exception to using the pool.

Animals are not allowed in the Student Recreation Center, the intramural field, or inside the track area unless the owner can provide an ADA approved service tag for the animal.

Participant Eligibility

The following individuals are eligible to participate in intramural activities:

- All currently enrolled undergraduate and graduate students on the UNC Asheville campus who have paid the student activity fee and have completed the UNC Asheville Intramural Waiver.
- All current UNC Asheville faculty and staff members that have completed the UNC Asheville Intramural Waiver.
- All participants must have their own UNC Asheville One Card at every event.

Game Eligibility

- Players may play with only one single sex team and one coed team for each activity. Once a participant plays on one team or name appears on a particular roster or score sheet that person cannot play for a different team in that sport.
- In order for a player to be *eligible for playoffs*, their full name and student ID number must be listed on the roster or at least one score sheet by the end of the regular season.

Collegiate Athletes

- Only one former varsity athlete will be allowed per team in a like sport (baseball to softball, basketball to basketball). The varsity athlete must be removed from the varsity roster for at least two semesters. Summer does not count as a semester.
- Any candidate for a varsity, freshman, or reserve squad who is practicing formally with the team is not eligible to participate in like sport. Any candidate who remains on the team past the first game is not eligible for that year. This includes red shirts and transfers.
- A student barred from varsity athletics because they were paid as a professional athlete shall be barred for that sport or similar sport.

Sport Club Participants

- An intramural team is permitted to have no more than **3** players on their roster who are members of a UNC Asheville sport club team in that Intramural sport or a similar sport.

Ineligible Player

- Any listing of a participant by using a false name will result in disqualification of the participant along with the team captain or team manager responsible for the action.
- A team shall forfeit all contests and points earned in each game which it uses an ineligible player. The listing of an ineligible participant or player on a team's roster or score sheet (including collegiate athletes) constitutes an ineligible player. Negligence is inexcusable!

Free Agents

If you do not register and create your own team, there is no guarantee that you will be placed on a team. To ensure your participation, we recommend finding other students (classes, res halls, recreation center, on campus, etc.) to register with you. If you are looking to join a team, you may access captain's information on IMleagues for each sport and manually ask to join a team or send a captain more information about your request in message. You may also attend the listed captain's meetings dates on the Intramural Webpage at recreation.unca.edu/intramural-sports to find a team.

Program Guidelines

Team Captain's Duties

Team captains play an essential role in the success of the Intramural Sports program. Each captain serves as the official liaison between the team and the Intramural Sports staff and it is the captain's responsibility to see that all team members are fully informed concerning matters relating to his/her team.

Each team captain or designated representative is required to attend the **mandatory** Team Captains' Meeting held prior to the start of each major team sport. *If a team is not represented at the Captains' Meeting they will not be scheduled and will be removed from the league.*

The duties of the team captain include:

- To attend mandatory meetings for captains at which information will be distributed, rules and policies will be discussed, and free agents may be recruited.
- To be familiar with the rules of eligibility and ensure that all members of the team are eligible for every contest in which they participate.
- To be knowledgeable concerning the rules of play for the designated sport and to educate team members regarding these rules.
- To stay updated on procedures concerning protests, defaults and forfeits, postponements, sportsmanship, and other Intramural Sports policies and to contact the Campus Recreation Department in the event a question arises.
- To notify the members of the team regarding the date, time, and location of all contests and to insure that the team does not forfeit contests.
- To promote fair play and good sportsmanship and to manage the conduct of team members and spectators at all times during Intramural Sports contests.

Practice Games

Captains should look on IMleagues for the "Practice Games" listed under the team sport registration page. For some leagues, practice games will be offered for any team, eligible participants, free

agents, etc. to sign up for. Teams may mix and match rosters for these games only as these are simply to have participation and conduct officiating clinics.

Forfeits

Forfeits may occur by:

- Not contacting the intramural sports office by 12pm on game day to inform the office that a team will not be participating in their scheduled activity.
- Allowing an ineligible player to participate. The team loses all games in which that person participates and that person is barred from that activity.
- Participants not appearing on the field or court ready to play at their scheduled time for the contest. There is a 5 minute grace period at the start of the actual game time for all team sports. Once the 5 minutes have passed, a forfeit will be declared.
- Continued unsportsmanlike conduct or unnecessary roughness may result in a forfeiture of the contest. Referees or supervisors have the authority to forfeit games.
- A team without a full complement of players to begin a contest as determined by the Intramural rules for that activity. Each player's name should be listed in full on the score sheet prior to the start of the game. **Teams may not add any new players to their roster once playoffs begin.**
 - Teams protesting eligibility after a game must do so by 12pm the next business day

In the event a team forfeits a game:

- The team captain's student account will be billed a \$20 forfeit fee near the end of that participating semester.
- If a team forfeits twice in one sport, that team will be barred from competition for the remainder of that sport. The team captain will be billed an additional \$20 forfeit fee.
 - All team members will be ineligible to participate for any other team in that sport.

Defaults

Any team or individual knowing in advance that it will not be able to play a regularly scheduled game is provided the opportunity to default that contest. The team captain must contact the Assistant Director of Sport Programs at least **24 hours** before the scheduled contest. A loss will be assessed for the default, but a forfeit fee will be avoided. The defaulting team will receive a 3 in sportsmanship and the winning team will receive a 4.

A team is allowed to default only one contest during a sport's season. A second default in a season will be treated as a forfeit and will remove the team from the league as well as charge the team captain the \$20 forfeit fee.

Postponements & Rescheduling

The Intramural Sports Program is willing to cooperate when extraordinary circumstances necessitate the rescheduling of a game, however, postponements and rescheduling of Intramural Sports contests are extremely rare. Captains **must select their time preferences** listed under the IMLeagues captain's option tab for league sports.

- Group social functions, organizational meetings, and work conflicts are NOT reasons for rescheduled games. Please remember that everyone on every team has other commitments and it is infeasible to reschedule games on a regular basis and complete all games for a sport in a timely manner and before the next sport begins.

- Tournament and playoff games must be played as scheduled. Only exceptions will be to teams that cannot field a team at a specific time and we know at the end of the regular season about the possibility of a conflict. Remember, teams may not add players during the playoffs.
- The Intramural Sports Program will determine when weather conditions justify postponements.

Protests

- Protests based on the judgment calls of officials will not be considered under any circumstances.
- Protests must be made on the field of play at the time of the incident before the next live ball situation. The team should first notify the head official, scorekeeper, and supervisor. The protest should be written down completely on the score sheet with all the details concerning the time of the game, score, players involved, etc. The rest of the game should be played. Also, the team should turn in a typed protest to the Intramural Office completely explaining the situation by 12pm the next business day. An email to the Assistant Director for Sport Programs is also sufficient. Protests not following this procedure will not be considered.
- The Assistant Director will review the officials' stories and rule on the protest. If the team losing the protest disagrees with the Assistant Director's decision they may appeal formally by submitting a \$5.00 protest fee within 24 hours of notification. The protest will then go before a committee of five people composed of faculty, staff, or students who will make the final decision. If the protest goes against the team, they lose the money. If the protest is valid, the money is returned. The decision is final.
- If a protest is upheld, the contest will be replayed from the point at which the protest occurred, as determined by the score sheet. Date and time will be set by the Campus Recreation Department or as determined by the Intramural Protest Appeals Board.
- Any eligibility cases called to the program's attention whether written or verbal will be dealt with according to eligibility rules.
- Sometimes exceptional situations do occur. Therefore, the Assistant Director shall have the authority to establish special rulings whenever deemed necessary. The option to appeal a protest is still in effect.

Activity Equipment

The Intramural Program will furnish standard equipment for all activities with the exception of personal items (softball gloves, shin guards, etc.). Participants may check out equipment from the Student Recreation Center customer service desk upon presenting proper identification.

- Players must wear shirts and proper closed toed athletic shoes to participate. No Vibram shoes allowed. (Exception: beach volleyball).
- No metal cleats, combat boots, hiking boots allowed
- Participants may wear soft casts or braces but no hard braces, casts, or splints.
- Excessive jewelry or piercings that the Intramural Staff deems dangerous must be removed.

Injuries

The Intramural Sports program will make every effort to minimize injury to its employees and participants. Intramural staff are trained and certified to respond to emergency and blood exposure situations.

- The University and its staff are not held responsible for any injuries incurred while participating in or as a spectator of the Intramural Sports Program.
- All injuries are to be reported to the game officials and sport supervisor immediately. The supervisor may assist with most minor injuries.
- All major injuries or emergencies will be accessed immediately by the student supervisor. The supervisor will see that the participant is comfortable until help arrives. Medical expenses incurred such as ambulance, doctor bills, and x-rays will be the responsibility of the injured person.
- All injured persons must complete an accident report. This form can be obtained from the student supervisor on site.

Sportsmanship Outline

The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. *Participants should be able to promote mutual respect and sportsmanship within a team concept.* The sportsmanship rating system is intended to be an objective scale by which each team's attitude and behavior can be assessed throughout the intramural league and playoff seasons. Behavior before, during, and after an intramural sport contest is included in the rating.

Violations are most likely to occur when individuals and organizations apply the rules incorrectly to gain an unfair advantage. Under no circumstances should student employees or participants feel either verbally or physically threatened or belittled. It should also be understood that all teams are responsible for the conduct of their spectators. If violations occur, the staff reserves the right to take immediate corrective action.

Sportsmanship Rating System

The Sportsmanship Rating System has been implemented for all team sports to make the games more enjoyable for opposing teams as well as employees. The system also provides accountability measures which serve as a way to eliminate teams which fail to comply with sportsmanship standards. In order to make for a more objective grading system, minimum standards have been established for certain types of misconduct infractions in each sport.

Teams will be rated on the following three principles of sportsmanship for each game:

Respect – to consider worthy of esteem; to regard with honor

Fair Play - respect for the rules or equal treatment of all concerned

Citizenship - the way a person behaves toward other people

The team captain is not only responsible for educating and informing all players and spectators affiliated with his/her team about the system but will be rating the opposing team at the end of the game. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are the key to controlling team conduct. This system uses a simple Likert scale with ratings ranging from 1 to 4:

4 = Outstanding Sportsmanship – Players cooperate fully with game personnel and the other team's members. The captain provides necessary leadership and control of his/her players and approaches any concerns or questions with the officials about rule interpretations and calls with a calm demeanor. The captain also has full control of his/her team and spectators. Respect is shown for opponents and intramural program.

3 = Acceptable Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor dissension which may or may not merit actions by the intramural staff. Players generally display good sportsmanship towards game personnel and opponents. There are no blatant displays of overall poor sportsmanship; however a member of the team may have been penalized for a nonthreatening unsportsmanlike act.

2 = Unacceptable Sportsmanship – Team shows verbal dissent toward officials and/or opposing team which may or may not merit being penalized for an unsportsmanlike act. Captain exhibits minor control over his/her team, but is generally in control of him/her. Teams that are penalized for multiple unsportsmanlike acts or have at least one disqualification will receive no higher than a “2” rating. Specific acts include, but are not limited to: abusive language, profanity toward opponent or employee, profanity from the sidelines, excessive arguing with an official’s decision, taunting an opponent, or obscene gestures.

Consequences for Unacceptable Rating

- Team is suspended until the captain and all involved meet with the Assistant Director. It is the captain’s responsibility to call and schedule a meeting. The team is ineligible for any intramural sport competition in this activity until this meeting occurs.

- Regardless of the length of the season or tournament, two averaged unacceptable ratings (2) will be equivalent to a season ending rating, and the team will automatically be dropped from any further competition.

Note: Teams receiving an average unacceptable sportsmanship rating in a weekend tournament are eliminated from further competition regardless of the outcome of the game.

1 = Forfeiture – Team is completely uncooperative. Captain has no control over team and him/herself. Any team causing a game to be forfeited, fighting, blatant cheating, or unacceptable conduct such as a second ejection in a game or any attempt or actual aggression (verbal or physical) toward an official/opponent, shall receive a “1” rating.

Potential Consequences for a Forfeiture Sportsmanship Rating

- Team may face further disciplinary action within that activity or in the future.
- Future eligibility in the Intramural Sports Program of all team players will be reviewed

Misconduct & Ejections

Participants and spectators who choose to follow unsportsmanlike practices before, during, and/or after a contest, whether directed toward an opponent or an official, may be ejected from that contest and is automatically suspended from all Intramural Sports activities until official reinstatement. Ejected participants should request a meeting with the Assistant Director of Sport Programs to discuss the ejection incident and future reinstatement.

Any ejected person shall be subject to the following sanctions:

1. Any individual addressing a staff member, official, or opponent in an unsportsmanlike or discourteous manner shall be immediately ejected from the game and the facility. Any individual who does not cooperate with the staff and leave the facility immediately will be subject to further disciplinary action.

2. The **minimum** suspension for any ejection is one game/activity after an ejection meeting has occurred. It is the responsibility of an ejected participant to set up a meeting with the Assistant Director.
3. During the period of suspension, the individual may not participate in any Intramural Sports activity (team sport, individual sport, or a special event) until the suspension is lifted.
4. Any player or spectator who willfully causes the destruction of or damage to equipment belonging to the Intramural Sports program shall be held responsible for all subsequent damages and any costs of repairs or replacement.