

UNIVERSITY OF TAMPA COMPETITIVE SPORTS



CAMPUS RECREATION PARTICIPANT HANDBOOK 2024 – 2025

UPDATED 8/2024

Web: <https://www.ut.edu/campus-life/recreation/intramural-sports>

Register for Sports at: <http://www.imleagues.com>

Instagram: [@ut_competitivesports](https://www.instagram.com/ut_competitivesports)



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Disclaimer: The Competitive Sports Office reserves the right to make changes or additions to the participant manual at any time without notice.

INTRODUCTION

The purpose of this handbook is to establish policies and procedures that govern participation in the Competitive Sports program at the University of Tampa. Please note that it is the responsibility of each team/participant to know and understand these policies and procedures. Ignorance of any Competitive Sports policy is not an excuse for failure to comply. The Office of Campus Recreation reserves the right to modify these rules in whole or in part at any time, as necessary. If you have questions, comments, or suggestions for these rules or the Competitive Sports program in general, please contact the Competitive Sports Office.

What are Intramural sports?

The intramural sports program provides students, faculty, and staff with the opportunity to participate in organized, non-varsity team and individual contests. Structured leagues and tournaments are offered in a variety of sports.

The UT Campus Recreation- Intramural Sports Department will use National Intramural Recreational Sports Association (NIRSA), National Federation of State High School Sports Associations, and NCAA rules as standards for play and safety, but reserves the right to modify rules and policies.

What are Club Sports?

Club Sports are registered student organizations that hold practices, games, and compete against other universities. Club Sports are often considered the level between NCAA and Intramural sports. *Please see the Club Sport handbook for a more detailed outline of Club Sport policies and procedures.*

PARTICIPATION

Each participant is expected to be knowledgeable of the rules, policies and procedures of the event or activity in which they are participating. Each participant has the right to expect a fair opportunity to



participate, while at the same time maintaining a high level of sportsmanship and respect for opponents, teammates and the competitive sports staff.

Participation in any event or activity is strictly voluntary. Failure to abide by the guidelines set forth by competitive sports staff may result in removal from the event or activity. All participants are responsible for their own actions, as well as the actions of their fans or others who come to support the team.

ELIGIBILITY REQUIREMENTS

Competitive sports activities are available for all current University of Tampa students, faculty, and staff. All participants must provide proper identification at intramural contests. (Spartan ID or Faculty/Staff ID and ID#). **You must have your Spartan ID in order to participate.** Please see the Club Sport handbook for specific requirements for club sports.

All individuals eligible for competitive sport activities must comply with any rules, regulations, and policies established by the Competitive Sports staff and the University of Tampa. Eligibility will end upon withdrawal from school, termination of employment, failure to comply with rules and regulations, or failure to uphold expected standards of sportsmanship.

An individual will not be permitted to represent more than one single-gender organization or team (as a player) in the same sport. Once a player has signed in for one team, that player cannot participate as a player for another team in the same activity. You are not on a roster until you check in on the score sheet for a game with your Spartan ID. If an individual participates on two teams in the same sport (ex. A Men's A team and a Men's B team) they will be suspended for the next game in that sport and the second team he participated on will earn a forfeit since he was an illegal player.

An individual participating under an assumed or false name or an individual who provides an ID other than their own will be barred from competition until seen fit by the Intramural Office or Office of Student Conduct. Team captains may also be penalized for allowing illegal players to participate.

Professional Athletes

An individual shall not be eligible to participate in the sport or related sport in which they have played professionally within the last two years. Related sports examples:

- a. Professional football - - flag football
- b. Professional baseball - - slow pitch softball
- c. Professional volleyball - - sand volleyball, volleyball
- d. Professional soccer - - soccer
- e. Professional basketball - - basketball, 3v3 basketball



Collegiate Athletes

Candidates for intercollegiate programs are not eligible for intramural participation in the related sport(s) in which they are practicing. This includes all players on the roster, JV team members, and other people who are practicing with the team. Varsity and JV participants must sit out **two full semesters since they were last listed on the roster** (including undergraduate, graduate, or doctoral students from any NCAA/NAIA recognized school) before intramural eligibility can be reinstated. The Competitive Sports Office will verify varsity rosters using online postings from athletics as a first method.

If an individual or team captain believes the online athletics roster is not correct the individual/team captain should notify the intramural office via email **prior** to the teams/player's next game in that sport so the Competitive Sports office can contact the Athletic Office on campus to double check the varsity roster. If the individual/team captain fails to notify the office before the team/player's next game (whichever is first) all adjusted game results are final and forfeit(s) will stand.

Club Sport Athletes

Club Athletes are individuals who have participated in a Club Sport within the same University of Tampa academic year. **Intramural Sport teams are eligible to have a maximum of the following Club Athletes on their roster in related sport(s) in which they are participating:**

- a. 7v7 Flag Football- 3 club athletes
- b. 4v4 Flag Football- 2 club athletes
- c. Indoor & Sand Volleyball- 2 club athletes
- d. Golf Scramble- 1 club athletes
- e. 3v3 & 5v5 basketball- 2 club athletes
- f. 11v 11 Soccer- 4 club athletes
- g. 5 v 5 Soccer - 2 club athletes
- h. Softball- 3 club athletes
- i. If not listed, contact the Competitive Sports Office for clarification

Non-UT students, staff, or faculty are not eligible to participate in the Intramural or Club Sports program. Any non-UT associated person found to be participating would cause the team they participated with to forfeit any intramural contests the ineligible participant participated in. Additionally, the forfeited games will result in a Sportsmanship score of zero being averaged into the team's overall Sportsmanship Rating.

INTRAMURAL REGISTRATION PROCEDURES

With the exception of drop-in events, all intramural activities have a registration period. During this period is when participants may create their teams for each open activity. Individuals may also register as individual free agents during this time if they do not currently have a team to play with. Further details regarding the Free Agent program are found later in this manual.

How to Register for Intramural Sports:

- 1) Look for information about upcoming events, deadlines, and meetings on our website at www.UT.edu/recreation, our Instagram (@ut_competitive_sports), IMLeagues.com, or you can also find information in the Benson Alex Riseman Fitness Center.
- 2) Consult this handbook governing eligibility, deadlines, rules, and any other guidelines needed to enter and participate in an event. These can be found on the home page for an event on IMLeagues.com.
- 3) Register a team on imleagues.com before the deadline and begin building the team roster by having players join the team. Video and written instructions can be found online at www.UT.edu/intramurals
- 4) Attend or have a representative at the MANDATORY Captain Meetings for major league events. All Captain Meeting times and locations will be emailed to the team Captains and posted on IMLeagues.com and UT.edu/intramurals. **IF A REPRESENTATIVE DOES NOT ATTEND ONE OF THE CAPTAIN MEETINGS, INDIVIDUALS OR TEAMS WILL NOT BE PERMITTED TO PARTICIPATE IN THE EVENT.**

Be aware that certain activities may have limited registration due to the limited number of team spots (Ex. Golf Scramble). For these events, a waiting list will be opened once capacity is hit, and teams will be able to register on that list in the event that a spot opens up in the league/bracket. If a team is on the waitlist, they must still have a representative at the captain's meeting to be eligible to fill a team slot.

INTRAMURAL LEAGUES & DIVISIONS

Most intramural events will offer leagues or brackets for Men's, Women's and CoRec participation. For some sports, single-gender leagues may be broken down into a Competitive league geared towards a higher level of competitive play, and a Recreational league that would be geared towards more recreational-based play.

There are no requirements in regard to previous experience or skill level to participate. However, if a team participating in a Recreational league sport displays the capability to effectively compete in the



Competitive league, they may be required to register for Competitive league the following season. If a person is on the club team for a related sport, it is expected that they register for the Competitive league if available.

An individual may only play for one single gendered team and one mixed gender team. For example, a person may not play on two men's flag football teams but may play on a men's and a corec team. This also applies to competitive and recreational leagues, in that a person may not play in both the competitive and recreational league for an individual sport and division.

TEAM NAMES

If more than one team requests the same name, the team which registers first will be allowed to use the requested name. Efforts will be made to contact the team captain of the remaining team or teams, and an alternate name may be used. If the Intramural staff is unable to contact the team captain for an alternate name prior to publication of the schedule, the name may be altered, or the name of the team captain will serve as the team's name for the remainder of the competition.

When selecting a team name, teams are cautioned to:

- a) Ensure that the selected name is in good taste; team name will be changed if not.
- b) Ensure the name is not offensive to individuals or groups.

The Intramural Office reserves the right to refuse inappropriate team names. If a team enters a competition with an inappropriate name, the name of the team captain will serve as the team's name for the remainder of competition.

If a team wishes to compete for the Greek Cup, they must play using the same team's name throughout the year. Greek teams competing for the Greek Cup will only receive points credit for teams under their organization's name.

SCHEDULES- GAME TIME PREFERENCES

When registering a team for league sports, captains may be prompted to enter in time preferences for when their team is available to play. Teams are given the option to block off a set number of times that their team would be unavailable. Teams have the ability to block off recurring weekly times, as well as select a detailed view of the season and block times on specific dates.

There are a limited number of time slots per sport you are able to block out per week. Blocking out times DOES NOT guarantee that you will not be scheduled for that time, as we have to ensure that each



team receives a certain number of games. Time preferences are not taken into consideration during playoff scheduling.

FREE AGENT PROGRAM

For dual and team events, participants may register on IMLeagues as a free agent. When you register as a free agent, the Intramural Sports office will attempt to place you on teams that may be looking for players. You may register as a free agent in both the single-gender league and a CoRec league.

If there are a sufficient number of free agents to meet the minimum requirement for the sport, the Competitive Sports office will place all of those participants on a Free Agent team. The office will contact each free agent and make them aware that the team has been created and will designate a captain.

Please note: registering as a free agent DOES NOT guarantee placement on a team or participation in the sport. However, the office will do everything it can to help find you an opportunity to participate. It is highly recommended to attend the Captain's Meeting for a specific sport, as this can allow free agents to find teams still looking for players.

CAPTAINS' MEETINGS

All Intramural major league events will have a mandatory captain meeting where each team/organization must have a representative in attendance. If a representative is not in attendance at a scheduled meeting, they will not be allowed to participate in that event. At these meetings, rules, regulations, and schedules will be explained, followed by a question-and-answer session. Attendance also confirms your participation in the league. All Captain Meeting times and locations will be emailed to the team Captains and posted on IMLeagues.com and UT.edu/intramurals. **IF A REPRESENTATIVE DOES NOT ATTEND ONE OF THE CAPTAIN MEETINGS, INDIVIDUALS OR TEAMS WILL NOT BE PERMITTED TO PARTICIPATE IN THE EVENT.**

All Captain Meetings will be held in Room 201 of the Riseman Fitness Center unless otherwise stated.

The Competitive Sports Office encourages all Free Agents to attend the captain's meeting for a given sport. The captain's meeting is a great opportunity to find teams looking for additional players.

ROLE OF THE TEAM CAPTAIN

Behind every successful intramural team is a team captain who is committed to ensuring that their team members know the intramural sports policies and rules, and to represent his/her team whenever necessary. Listed below are some of the duties and responsibilities of a team captain.



- 1) Register and create your team on IMLeagues.
- 2) Attend the mandatory captains' meeting for each sport.
- 3) Know eligibility rules, individual sport rules, and forfeit rules.
- 4) Checking email/IMLeagues regularly to be aware of any changes.
- 5) Inform team members of game times.
- 6) Pay any forfeit fees if/when applicable.
- 7) Make sure that players are checked-in at the playing site ten minutes prior to the scheduled start time with current Spartan ID and with proper attire/equipment.
- 8) Inform the Intramural Sports staff of any contact telephone number or email address changes throughout the season.
- 9) Make sure that you verify the scoresheet before leaving the playing site to ensure that the final score, players' names, and winner are recorded correctly.
- 10) Assist in identifying teammates who may be involved in incidents/ejections.
- 11) Inform ejected teammates of intramural procedures to be reinstated for intramural play.
- 12) Notify the intramural office immediately (within 2 business days) of any incidents before/during/after scheduled intramural contests.

If the captain is ejected from play- they are no longer eligible to be the team captain.

INTRAMURAL ROSTERS

Captains are encouraged to have their team members register on IMLeagues and join their roster online prior to competition. However, participants may join a roster on site of an Intramural contest. The player must bring their Spartan ID card to the team's game to be added to the roster. Players can be added at the game site or online through the final day of the regular season. Rosters are frozen after the last regular season game, and no new players will be added.

It is the responsibility of the team captain to ensure that once the season has ended, all players who participated are listed on their roster online prior to their first playoff game. If a player is missing, the captain must contact the office by 12pm the day of the first scheduled playoff game. No adjustments to playoff rosters will be made at the game site.

After a player is added at the game, the following day, the office will check to make sure the player is eligible. If the player is found to be ineligible for any reason, the team will forfeit any games that the illegal player participated in.

Players are not allowed to participate with more than one men's or women's team for the same sport. A participant may play for both a CoRec and single gender team. This also includes sports in which there is a competitive and recreational division; a player can only play in either one of the same requirements.



For example, a participant can play on a women's team and a CoRec team for basketball, but not two women's teams or two CoRec teams.

Players may be added to a team roster but not dropped or taken off. Once a player checks in for a team and is put on the score sheet, they are on that team and cannot play for another one in the same sport (including playoffs). The only exception to this is if a player serves as a guest player for another team. If a player does wish to change teams due to reasonable circumstances, they must schedule a meeting with the Competitive Sports Office and they will discuss the process of switching teams.

Guest Player Policy

Once a player has established themselves on a roster, a player can guest play for a team that they are not rostered on to allow a team to reach the minimum number of players for that game only. For example, a Men's basketball team has 3 of their team on site to play, and a player from the previous game can guest play so that they may reach the minimum number of 4 players to start the game. A player may not guest play for a recreational game if they are rostered on a competitive team for the same sport and division. To check in as a guest player please inform the IM Staff on site that you are guest playing and check in as usual with your Spartan ID. Note: **guest players are only allowed during the regular season.**

Roster Maximums

Each sport has a maximum and minimum number of participants allowed on the roster. This information will be shared at Captain's Meetings and can be found on IMLeagues.com.

Coaches

Intramural teams are allowed coaches. Coaches must be either a full or part time student, faculty, or staff member of The University of Tampa. Intramural teams are allowed a maximum of two (2) coaches per team per event. Additionally, these coaches must be on the roster at the time of the event. They will not count towards the official roster size or be given a number.

TYPES OF COMPETITION

Major League Sports

Typically played across 5 weeks where teams are scheduled for 3-4 regular season games followed by a week of playoffs for teams that qualify. Major league sports are always officiated and require a Captain's Meeting.

Mini League Sports



Typically played across 4 weeks where teams are scheduled for 3-4 regular season games followed by a week of playoffs for teams that qualify. Mini league sports are typically not officiated and do not require a Captain's Meeting.

Tournaments

Typically played in one day where teams are either scheduled for a series of round-robin games followed by bracket play for teams that qualify or a randomly seeded bracket-style tournament depending on teams. Tournaments are officiated based on need/staff availability and do not require a Captain's Meeting.

EXTRAMURAL TOURNAMENTS

Each year, intramural champions and interested teams may represent the University of Tampa in Flag Football and Basketball against champions from other colleges and universities. Information on extramural events can be provided to campus champions and interested teams during the season. For more information, please contact the Competitive Sports Coordinator.

FORFEITS AND DEFAULTS

Forfeits

A forfeit is the failure of a team to have the minimum number of players necessary for competition in that sport/event (as designated in the rules specifically for that event) present by the scheduled time in order to play. Forfeits will also be assessed for the use of an illegal/ineligible player(s) and unsportsmanlike behavior. Forfeits will also result in a "0" sportsmanship rating, as well as a team being dropped from further participation in the league.

Defaults

Team(s)/organization(s) are allowed **one default per event**. In the case of a single elimination tournament format, a team will be eliminated but will not forfeit the contest. A defaulting team will receive a "3" for sportsmanship.

- A default is used when a participant(s) and/or team(s)/organization(s) are unable to field a team that is scheduled to play a game.
- A default game will not count as a forfeit.
- It will count as a loss in the standings. For example: if a team is two players short of the minimum required to field a team in a particular sport, rather than forfeit the game they may choose to use their one (1) default.
- They will be assessed a loss and will be allowed to participate in their next scheduled contest.
- Only a Team Captain or Co-Captain that is listed on the official team roster is eligible to sign a Default Form.



- **ALL DEFAULTS MUST BE SUBMITTED ONLINE BY 3pm ON THE DAY OF THE SCHEDULED CONTEST, OR 3pm FRIDAY BEFORE A WEEKEND EVENT. NO DEFAULTS WILL BE ACCEPTED AFTER 3pm, AT THE TIME OF THE CONTEST, OR ON A WEEKEND.**
- The online default form can be found on IMLeagues using the desktop version or [here](#).

Game day Grace Period

If no team members have signed in at their scheduled game time, the game is forfeited, and the win is awarded to the other team.

If a team has at least one player signed in on the roster at game time, the waiting team may allow a grace period. If the minimum required number of players arrives within the grace period, the game/match may begin. However, the game clock will start at the scheduled game time and will not be added back to the game clock. The team that arrives on time will be awarded points related to how late the other team arrives. The exact correlation between time missed and points awarded will vary from sport to sport and can be found in the individual sport rules on IMLeagues.

RESCHEDULING A GAME

Intramural games are tightly scheduled, with very little to no room to switch games around. **We DO NOT ALLOW game reschedules for intramural sports unless there are extenuating circumstances with proper documentation.**

Any game time switching, or cancelations are not official unless approved and handled by the Competitive Sports Office. Please be aware that not all requests for time change can or will be accommodated.

Disclaimer: The Intramural Office reserves the final right to adjust the game schedules as needed.

INCLEMENT WEATHER/POSTPONEMENTS

Teams should always assume that games and practices are still on unless informed otherwise by the Competitive Sports office. If games or practices are canceled due to weather or facility conditions following weather, an email and text message will be sent out via IMLeagues to all teams, club presidents will be notified, as well as notifications posted on Competitive Sports social media accounts.

Play will stop if lightning is seen and/or thunder is heard. Play may not resume until at least 30 minutes after the last bolt of lightning has been detected. Thor Guard will emit a 15-second warning blast and the strobe lights on the units will illuminate as long as there is danger of a potential lightning strike. Once the lightning threat passes, three 5-second horn blasts will indicate an "all clear," and the strobe



lights will turn off. During the period of inclement weather, all participants and staff must clear the outside playing area and seek shelter.

If an intramural contest is postponed due to weather, the Competitive Sports Office will attempt to reschedule the game, but no guarantees can be made. For most sports, if a certain point of time has been reached in the game, the current score at the time of delay would stand as final. (Example: If we have already advanced to the second half of the game in flag football, the score at the time of cancelation would stand as final)

TEAM ATTIRE

Team members will be required to be in matching shirt/jersey colors during Flag Football, Basketball, Soccer, and Ultimate Frisbee. In soccer the designated goalies must also wear colors different than those of field players to ease in recognizing their specified position privileges. The Intramural staff does provide team pennies that may be worn for intramural contests in the event that a team is not in a uniformed color. For sports requiring foul tracking, a number must be worn and assigned to each player.

Athletic shoes must be worn for all events, except sand volleyball in which barefoot is an option. Non-marking rubber-soled athletic shoes must be worn in the gymnasium. Running shoes or shoes with pliable rubber or molded cleats may be worn on playing fields. Metal spikes or cleats, or boots, are not allowed in any sport.

Athletic shorts or pants must be worn for all athletic events. No jeans, khakis, or cargo-style shorts will be allowed to be worn during intramural contests.

For flag football, pockets ARE NOT ALLOWED on shorts. They may not be taped or zipped shut, nor may they be worn inside-out, as these variations still pose the risk of injury to participants. Intramural staff may allow participants with pockets the chance to sign in and play. However, they will not be issued a flag belt and will be deemed down by one-hand touch at the officials' discretion.

JEWELRY POLICY/ILLEGAL EQUIPMENT

Due to safety concerns and potential damage to the jewelry itself, jewelry of any kind is not allowed for these Intramural sports:

- Basketball
- Flag Football
- Soccer



All players will be asked to remove all jewelry prior to the game beginning. If you are in the game with jewelry, you will be immediately subbed out and additional consequences may be implemented on a case-by-case basis.

For all sports, medical alert jewelry is allowed, but must be taped down in basketball, flag football, and soccer. Competitive Sports Staff will not provide athletic tape to tape down jewelry.

For all other intramural sports jewelry is allowed.

Hats may be worn only in Sand Volleyball, Softball, Cornhole, and Spikeball

PROTEST PROCEDURES

Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of a game official. Protests will be received and considered when concerning:

- 1) A misinterpretation of a playing rule.
- 2) A misapplication of a rule to a given situation.
- 3) Failure to impose the correct penalty for a given violation.
- 4) Matters of player eligibility.

To protest, the following procedures must be strictly observed:

- 1) Notification of intent to protest must be made at the point the matter in question occurs, and immediately before play continues. The captain of the protesting team shall notify the officials that they want to file a protest.
- 2) The Intramural Supervisor on duty will then render a decision and play will continue.
- 3) If the captain wants to protest the decision rendered by the Intramural Supervisor, then they must write a brief statement concerning the protest and submit it to the office. (See #4)
- 4) To file a formal protest, contact the Competitive Sports Office. A protest must be submitted in writing (email suffices) to the Intramural Office by noon of the business day following the incident.
- 5) The Intramural Office does not assume responsibility for investigating the eligibility of all participants but will investigate any properly protested cases.

Examples:

- a. A team wants to protest a pass interference call – Ineligible for protest, as it is based on the judgment of the official.



- b. A team wants to protest that an official enforced a twenty-yard penalty for pass interference- Eligible for protest, as the correct enforcement by rule is a ten-yard penalty.

AWARDS

Champions of each league/bracket in an event will receive Intramural Champion T-shirts. Greek Cup Champions will receive a Greek Cup Champion T-Shirt and a team trophy. Upon winning an Intramural Championship, the Competitive Sports office will contact the team captain notifying them when they are able to pick up their T-Shirts from the Benson Alex Riseman Fitness Center.

Champions of specific sports may also have the opportunity to win various other merchandise items such as socks, wristbands, or water bottles. Specific opportunities for winning these items alongside Champions T-shirts can be found on IMLeagues.com.

At the end of each semester, the participant with the most games attended as well as the teams with the highest sportsmanship rating will receive an additional award for their continued participation and outstanding sportsmanship. These awards will be able to be received from the Benson Alex Riseman Fitness Center.

WAIVER OF LIABILITY

The UT Office of Campus Recreation- Intramural Sports Department and its employees do not assume any responsibility for injuries or medical expenses sustained by individuals participating in any Campus Recreation- Competitive Sports. All participants are responsible for securing their own health insurance.

It is recommended that all intramural sports participants have a physical examination before participating in any UT Competitive Sports program. In case of injury or accident, participants should report pertinent information to an Intramural Supervisor; then seek further medical attention at the UT Health Services or at a local hospital if needed. Any participant that suffers a head injury will have to get a release from a doctor before they can continue to participate in any intramural activities (see concussion protocol).

All participants of Intramural Sports must complete a signed waiver through IMLeagues.com prior to playing in any Intramural Sport events.

Intramural staff reserves the right to refuse participation on the basis of health and liability concerns.

CONCUSSION PROTOCOL

- 1) If any participant is suspected of having direct head-contact with another object with excessive force or is showing the symptoms of a concussion (floor / ground, participant,



etc.), they will be removed from play and will not be allowed to return. The participant will be directed to be evaluated by a licensed Medical Professional.

- 2) The participant who has had direct head contact with another object of excessive force or is suspected of having a concussion, will not be allowed to participate in their team's next scheduled event.
- 3) The participant will be suspended on IMLeagues for one calendar week and must serve this "suspension" unless they are cleared by a licensed Medical Professional.

PLAYER CONDUCT – DISCIPLINE

Participants, coaches, and spectators that choose to practice unsportsmanlike behavior before, during, or after a contest, directed toward a participant, official or a staff member may be ejected from that contest. A contest official, intramural supervisor or a member of the competitive sports staff may administer the ejection. An ejection following the completion of the contest can still have a bearing on the outcome of the game (ex. Forfeit, technical points administered, etc.)

Examples of unsportsmanlike conduct which will result in ejection include, but are not limited to:

- The use of profanity, vulgar, and/or abusive language
- Disrespect toward an official or staff member
- Unnecessary roughness
- Excessive technical fouls
- Flagrant actions toward an opponent
- Flagrant actions toward an official
- Fighting or inciting a fight
- Any sport-specific offenses outlined in specific sport rules

Ejections

Following an ejection, the following actions will be taken:

- 1) Any player or spectator who is ejected from an intramural contest as a result of unsportsmanlike conduct shall be required to leave the facility and parking lots surrounding the area within 3 minutes of the ejection. Failure to cooperate with the staff and leave the facility within 3 minutes of the ejection will result in an intervention from Campus Safety.
- 2) Any player or spectator who is ejected from an intramural contest as a result of unsportsmanlike conduct is automatically suspended from all competitive sports activities until official reinstatement by either Student Conduct or the Competitive Sports Office. Depending on the severity of the instance leading to the ejection, the player or spectator



- may also be suspended from all Campus Recreation facilities. The Competitive Sports Office holds discretion on all suspensions stemming from ejections.
- 3) Any player or spectator who willfully causes the destruction of or damage to equipment belonging to the University and Competitive Sports shall be held responsible for all subsequent damages and any costs of repairs or replacement.
 - 4) Any player or spectator who verbally threatens, strikes, or physically abuses any competitive sports staff member or official will be immediately suspended from all participation and referred to the Office of Student Conduct. **Any and all types of verbal and/or physical abuse toward any staff member of Competitive Sports will not be tolerated under any circumstances.**
 - 5) Any team, its individual players, and associated spectators that are involved in a “team” fight (most or all the team members or spectators present) will be immediately suspended from further participation in that sport. This is the minimum period of suspension, which may be increased, depending upon the severity of the incident. In addition, individual instigators/participants that are identified will be subject to individual disciplinary sanctions and sent to the Office of Student Conduct. Leaving the bench area will cause the team(s) to forfeit the contest and its team members to be placed on disciplinary probation. A team will include all participants who are signed in on the game sheet at the time of the fight. Members that are not present will not be subject to suspension.

Reinstatement

Any individual who has been ejected from an intramural or club event is not eligible for any sport until they meet with the Competitive Sports Office or the Office of Student Conduct to discuss the incident. If an individual is ejected, that individual’s team may play one-person down, as long as it does not fall below the minimum required for the sport. If it does, that team forfeits the match.

Unless contacted by Student Conduct, all ejected participant(s); teams/organizations must meet or attempt to meet with the Assistant Director or Coordinator of Competitive Sports within 48 hours/two business days (Monday –Friday 9am-5pm) of the incident. No individual will be reinstated before they have met with the appropriate Competitive Sports Office staff member. **A meeting must be SCHEDULED by email or visit. **NO Walk-in Meetings****

A player ejected from an intramural contest will be suspended from all intramural activities for a mandatory minimum of one (1) game. The full length of the suspension/punishment will be determined based on the severity of the incident and cooperation/attitude of the suspended player. Each incident will be reviewed on a case-by-case basis.

If a suspended player participates in a game during their suspension, the team they played for will receive a forfeit for that game, whether they were aware of the suspension or not.



Any and all types of illegal physical contact, gestures, spitting, verbal attacks, or other combative actions (fighting) involving spectators, players, captains, teammates, and/or intramural staff/officials may result in that individual(s) being suspended from all competitive sports events for the rest of their academic or professional career. Depending on the severity of the incident, further disciplinary action may be warranted. **Any and all types of violence will not be tolerated. "They hit me first," or "I was defending myself" are not acceptable excuses for fighting.**

Late in the School Year Policy

All participants that are ejected from a competitive sports event will be placed on probation for a determined amount of time following their suspension. If it is considered late in the school year, the probationary period may carry over into the next semester. (If the next semester is the summer semester, then the probation may carry over into the fall semester) If during this probationary period the ejected participant is involved in any other competitive sports disciplinary proceedings, they may be subject to suspension for one calendar year (365 days) once their sanctions have been decided upon. It is up to the Competitive Sports Office's discretion to determine the appropriate probation period for the participants and/or team(s) in question.

Even if it is the last contest for their team, the ejected person's suspension will continue for all Competitive Sports activities and/or facilities until the person meets with the Competitive Sports Office.

TOBACCO, ALCOHOL, & CONTROLLED SUBSTANCES

Alcohol and other illegal drug use are strictly prohibited at all UT Intramural sports activities. Anyone found to be using or under the influence of alcohol and/or illegal drugs will be removed from the event/contest and all UT Recreational Facilities. This includes the use of all e-cigarettes and vape pens. Violators will have to complete the UT Competitive Sports reinstatement program, be placed on probation, and be suspended a minimum of (1) one game. If further disciplinary actions are deemed necessary, the Office of Student Conduct will be notified. As of August 29, 2022, The University of Tampa implemented the [Smoking, Vaping, Tobacco, and THC Policy](#) on campus. Any violators will be asked to leave the facility and may be cited.

SPORTSMANSHIP

In an effort to maintain a high quality of sportsmanship in our Intramural Sports program, the following sportsmanship expectations have been adopted.

Team Sportsmanship Rating System



The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sport contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and/or supervisors shall make decisions whether to warn, penalize, or eject persons for poor sportsmanship. These decisions are final. The Intramural Office will rule on further penalties as a result of unsportsmanlike conduct.

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Office.

Rating Method

The officials shall rate each team in each contest. The authority of the officials' rating exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet. In all cases, Intramural Supervisors and the Intramural administrative staff may provide input, which may raise or lower the rating. Supervisors may amend any rating for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting by a team or its spectators before, during, or after a contest.

Rating Factors

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other Intramural staff.
- Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls and cooperates by providing any information requested by an Intramural official or staff member.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for staff, facilities, and equipment.



- Individuals/ teams clean up after themselves, their spectators, and others after each game. The field/court must be left in proper condition.
- The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:
 - Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
 - Team captain exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed if it is done in a mature manner by the team captain) or does not cooperate with game officials or Intramural staff. Does not provide information requested by any intramural sports official/staff while performing duties.
 - Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
 - Taunting an opponent or opposing team spectator (trash talk).
 - Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural staff member.
 - Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
 - Any threatening behavior (verbal and/or nonverbal) to any UT Intramural Sports or Campus Recreation employee, participant, or spectator that occurred before, during, or after an Intramural Sports contest.
 - Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
 - Individuals/ teams do not clean up after themselves, their spectators, and others after each game.
 - Damage to or destruction of any facilities.

Rating Scale

Team sportsmanship is graded following each contest according to the following scale (0-4) and criteria:

4: Excellent conduct & sportsmanship: Team members cooperate with officials and the opposing team. Captain calmly approaches officials about interpretations and calls. The captain has complete control of



teammates. Officials feel that the team was respectful throughout the entirety of the contest, and they did not have to admonish or tell them to calm down. Players were not verbally complaining about the calls to the referees or showing dissent, and players were showing respect to the other team and officials after a foul was committed. The team displayed behavior throughout the game that was fair and showed respect to all involved (players, officials, and all IM staff). **This should be awarded if officials felt there were no problems for that team throughout the contest (were calm and respectful the whole contest) and the team showed respect for their opponents and officials.**

3: Good conduct & sportsmanship: Team members verbally complain about some decisions made by officials and/or show minor dissension, which do not merit an unsportsmanlike conduct penalty. For example, one or two players may verbally complain about calls to the referee or show minor dissent. As long as these reactions are not performed by more teammates and they do not warrant further punishment like a yellow/red card in soccer, a technical foul in basketball, or an ejection in basketball, football, or softball, this sportsmanship rating may be awarded. Once any unsportsmanlike penalties are awarded, teams are not eligible for this sportsmanship rating. Teams are showing respect for each other; however, officials feel that improvements could be made in their attitude and reactions to their decisions (react in a calmer fashion, show more respect, etc.). **This should be awarded if officials felt that there were some problems for that team (arguing calls, teammates being angry over a call) but overall, the captain and their teammates were in control of themselves and did not further escalate their arguments to receive unsportsmanlike conduct penalties.**

2: Average conduct & sportsmanship: Team shows verbal dissent towards officials and/or opponents which may or may not merit a technical foul or unsportsmanlike conduct penalty. Captain exhibits minor control over teammates but is in control of themselves. This is the highest rating a team may receive after receiving an unsportsmanlike penalty (yellow/red card in soccer, technical foul in basketball, or an ejection in basketball, football, or softball). The officials feel that most of the team showed no respect throughout the entirety of the match for their calls or towards the other team. A team does not need to receive an unsportsmanlike penalty to be given this rating, however most of the team must display verbal dissent, unsportsmanlike behavior, or other behavior deemed to be rude or foul by the officials (continual arguments over decisions, foul language, dissent, etc.). The captain does display remorse for the actions of their team and/or displays some control of them during the contest (telling them to stop arguing, making teammates back away from officials, not being a part of the violent behavior or encouraging it, apologizing for the actions of their teammates, etc.). **Teams that receive one unsportsmanlike conduct penalty may receive no higher than a "2" rating. This should be the designated sportsmanship rating if officials felt that the captain had some control of their teammates during and after the contest, but that their teammates were displaying unsportsmanlike behavior towards their opponents and the officials throughout the entire game.**



1: (Harassment, Ejections): Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. The majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams that receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.

0: Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

- Forfeiting a game will lead to an automatic "0" rating as well as additional forfeit fees
- Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).
- Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.
- Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.
- Team fails to cooperate / comply with intramural sports administrative staff / University officials while performing their duties; falsely represents or withholds any requested information.

***Teams which receive a "0" rating are subject to immediate dismissal from league or tournament play.**

Team Sportsmanship & Playoff Eligibility

A team must have a "3.0" average or better sportsmanship rating during regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similar to the grade point/game ratio.

Tournament Playoffs Sportsmanship

Teams are required to have a "3.0" average sportsmanship rating to remain eligible for playoffs. The following procedures will be in effect during the playoffs:

- 1) If a team receives an "0" rating, they will be eliminated from the playoffs.
- 2) If a team receives a "2.0" rating, they must come to the Competitive Sports office the following day to discuss the rating. A decision will be made whether the team can continue participation in the playoffs. If the team is allowed to continue, they must receive above a "3.0" rating in all their remaining playoff games.



- 3) Any player ejected from a playoff game will be disqualified **from all remaining playoff games**, as well as any extramural participation. They must still go through the reinstatement process.
- 4) Any player ejected from a playoff game will receive sanctions extending into the following event(s)/semester(s).

The Competitive Sports Department of UT may enforce additional penalties against players ejected because of unsportsmanlike behavior in playoff competitions.