

RUTGERS INTRAMURAL SPORTS



INTRAMURALS

**PARTICIPANT HANDBOOK
2023 - 2024**

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RUTGERS RECREATION INTRAMURAL SPORTS STAFF

PROFESSIONAL STAFF

Assistant Director: Kristen Imbimbo
CAC Gym, 848-932-0701
kristen.imbimbo@echo.rutgers.edu

Intramural Coordinator: Paul Goobic
CAC Gym (848) 932-9178
paul.goobic@rutgers.edu

Graduate Intern: Kruthik Hulisandra
CAC Gym
kh844@scarletmail.rutgers.edu

CONTACT INFORMATION

Intramural Sports Office: CAC Gym, (848) 445-1981, intramurals@echo.rutgers.edu

Instagram: ruimsports

Rutgers Recreation Intramural Sports Websites:
www.recreation.rutgers.edu/intramurals

www.services.rec.rutgers.edu

INTRODUCTION

The policies and procedures listed in this Intramural Sports Handbook will be enforced at ALL Intramural Sports Contests. Understanding and adhering to these guidelines will allow your participation in our program to be an enjoyable and rewarding experience at Rutgers University.

In addition to all of the policies listed below, all participants must also adhere to Rutgers Recreation policies and procedures. For a complete list of these policies/procedures, [follow this link](#).

MISSION

Through a variety of diverse leagues and recreational activities, the Rutgers Intramural Sports Program provides a comprehensive, inclusive and organized avenue to participate regardless of athletic ability.

SECTION 1: HOW ARE LEAGUES ORGANIZED?

In most Intramural Sports leagues, there are different skill divisions. Although both leagues are competitive, the anticipated level of play is higher in an “A” division. Those looking to play a sport for the first time or looking to have more fun should register for the “B” division. When there is only one skill division offered, playoff brackets may be set up to allow top teams from the regular season to compete for the “A” championship and second tier teams to compete for the “B” championship.

Depending on the sport, leagues exist for Men’s, Women’s, CoRec or Open play. Individuals who identify as a woman are eligible to play on women’s, co-rec and open teams; individuals who identify as a man are eligible to play on men’s, co-rec and open teams.

****Transgender participants are eligible to play based on their expressed gender identity so long as they comply with all Player Eligibility Guidelines. Any questions about participation will be reviewed on a case-by-case basis and referred to the Office of Diversity and Inclusion.***

RATIOS FOR COREC DIVISIONS

In CoRec divisions gender ratios apply for the amount of identified male/female players participating. See the specific sport or event's rules for detailed information. Here are the most common sports and ratios:

- Outdoor Soccer: 5:2
- Basketball: 3:2
- Flag Football: 5:2
- Indoor Soccer: 4:2
- Softball: 8:2 or 7:2
- Volleyball: 4:2

OPEN DIVISIONS

Open leagues offer men and women the opportunity to participate on the same team. There are no requirements for the number of identified male or identified female participants that must be on the field/court at all times.

SECTION 2: HOW ARE LEAGUES SCHEDULED?

For most leagues and tournaments, an Instant scheduling format is utilized unless otherwise noted. This allows teams to select their play days and times on services.rec.rutgers.edu. Games are expected to be played as scheduled. During playoffs, game dates and times can vary.

- Regular season games will not be rescheduled unless weather or a facility related situation deems it necessary. If games are postponed or canceled, team captains will be notified via email or phone. In addition, for information regarding game cancellations, you may check the "Rutgers Intramural Sports" social media pages. For the most recent information regarding cancellations due to inclement weather, call the Intramural Sports Office.
- PLEASE NOTE: Every attempt will be made to reschedule postponed games on the same day/time of week; however, this is subject to facility constraints, and is not guaranteed.

SECTION 3: WHAT ARE THE TEAM CAPTAIN'S RESPONSIBILITIES?

The team captain is the liaison between the Intramural Sports Staff and their team. Only those that have the ability to organize a group should elect to serve in this role.

ADMINISTRATIVE DUTIES FOR TEAM CAPTAIN'S

Prior to the beginning of the season and/or before games team captain's or representative is responsible for the following:

- Register his/her team in the desired sport via services.rec.rutgers.edu before the announced closing date.
- Pay any associated team fee before the team will be accepted on services.rec.rutgers.edu.
- Represent or see that the team is represented at all mandatory league meetings. At the initial captain's meeting league organization is discussed and rules are disseminated. Any team not represented by a team member at the mandatory captain's meeting may be replaced by a team on the waiting list.
- Notify each team member of the date, time and field of each contest the team plays.
- Study the rules of the game and educate team members regarding all policies, procedures and rules pertaining to Intramural Sports participation, including any league eligibility restrictions.
- Ensure that all team members create accounts on services.rec.rutgers.edu and join their respective team on prior to their first participation.
- Check game results posted on services.rec.rutgers.edu to ensure proper win/loss records and updated roster
- Check postings and announcements sent via services.rec.rutgers.edu and respond to emails sent by the Intramural Sports Staff.

REGISTERING YOUR TEAM (For Team Captains Only)

In order to sign up a team, teams must complete the registration process.

How to create a team for an intramural sport:

1. Go to services.rec.rutgers.edu and click on “Intramural Sports”
2. Select the sport you wish to play, then the League/Campus, and finally, division.
3. Click the “+Create Team” button.
4. Fill in team name, captain’s information,.
5. Follow instructions to pay team entry fee.
6. Make sure your team is represented at the captain’s meeting! **Registration is complete only when the team is represented at the meeting.** Failure to attend the mandatory meeting may result in team registration being revoked (with no refund) and forfeiture to the spot in the league to a team from the waitlist.
7. Once the league schedule has been created and released, any team looking to withdraw will not be refunded the team fee.

Note: It is the responsibility of the team captain to submit an appropriate team name. The Intramural Sports Staff reserves the right to alter an intramural sports team name if it is judged to be obscene, derogatory, vulgar or offensive and not within the spirit of fun and good sportsmanship.

GAME DUTIES FOR TEAM CAPTAIN’S

At each Intramural Sports contest the team captain or representative is responsible for the following:

- Ensure all players have valid RU ID card (or a Photo ID with proof of enrollment at Rutgers University) before the start of each contest and assure that every team member has read and signed the disclaimer statement PRIOR to play.
- Promote participation and ensure all members of the team are eligible to play. **This also includes having full knowledge that each member is not already playing on another team within the sport if it is not allowed by the sport rules.**
- Confirm that the minimum number of eligible participants are at the game site 15 minutes prior to the posted game time. Teams should arrive early and be ready to play 15 minutes before the start time. If a team shows up 5 minutes after the start time, the game will be declared a forfeit by the Intramural Sports Supervisor on site.
- Represent each member of the team and when needed, respectfully address the officials and/or game staff.
- Assist the Intramural Sports Staff by supporting the sportsmanship policy to all team members.
- Return all game equipment that is checked out (pinnies, balls, etc), to the scorer’s table.
- Review and sign the score sheet following each game to verify the score and winning team.
- Ensure those representing his/her team play according to the rules of the game and conduct themselves as good sports and any spectators behave in an appropriate manner.
- Be sure any ejected player promptly leaves the facility in which the competition is being held or risk game forfeiture. Inform said player of the procedural steps for reinstatement.

SECTION 4: PARTICIPANT GUIDELINES

HEALTH SAFETY/MESSAGE

The Intramural Sports staff will strive to ensure that all participants have the safest experience, but ensuring absolute safety is not possible. Generally, contests for each team are held once or twice a week for a duration of one hour. Be aware that participation in intramural sports activities, including use of Intramural Sports facilities and equipment, is completely **voluntary**. There are risks and hazards, minor and serious, associated with participation in intramural sports activities. The possibility exists for encountering problems related to exertion and physical activity. These problems may include, but are not limited to: muscle strain, bone fractures, light-headedness, heart attacks, and strokes. Participants voluntarily assume all responsibility and risk of loss, damage, illness, and/or injury to person or property associated with participation in intramural sport activities. Rutgers University, its officers, agents, and employees is not responsible for any loss, damage, illness, or injury to person or property arising out of or relating to

participation in intramural sports activities, including the use of intramural facilities and equipment. All participants are encouraged to have health insurance coverage in place before participating in the program.

WHO CAN PLAY RUTGERS INTRAMURAL SPORTS?

- Currently enrolled Rutgers University undergraduate and graduate students. Note that having a valid ID may not solely qualify a person to play; the player must be currently enrolled at the University.
- Rutgers University Faculty and Staff
- Legacy (RWJ) Faculty and Staff. Note Legacy (RWJ) students are no longer eligible to participate without purchasing a recreation membership.
- Rutgers Recreation Members: memberships may be purchased at any of the Recreational Services Offices: the College Avenue Gym - room 105, the Sonny Werblin Recreation Center on the Busch Campus, the Livingston Recreation Center or the Cook/Douglass Recreation Center.
- Alumni may participate provided they have graduated from Rutgers University, and have purchased a recreation membership.
 - o **YOU NEED AN ID TO PLAY - NO EXCEPTIONS!**

All participants must bring their valid RU ID to play (or a Photo ID with proof of enrollment at Rutgers University). Participants will not be permitted to play without a valid ID. Proof of eligibility is the responsibility of the player and not the Intramural Sports Staff.

ELIGIBILITY RULES

The eligibility rules are designed to serve as a guideline for enjoyable and fair participation. In cases in which these rules do not cover the situation, common sense and the spirit of the rules will apply. This is at the discretion of the Intramural Sports Office.

Eligible Participants

- A player can participate on ONE single-gender/Open team and ONE CoRec team per sport per campus.
- **Players must be listed as an approved member on the current team roster on services.rec.rutgers.edu in order to be eligible to participate in league games.**

***NOTE:** Players will be permitted to sign in at the game site provided they can provide proof to the Intramural Sports Supervisor that they are listed on the official team roster prior to completion of their game. Failure to do so may result in the player being ruled ineligible and the game declared a loss by forfeit.

Participants on your roster who have played in **one** regular season game are eligible to compete in the playoffs.

In an effort to maintain the high integrity of the Intramural Sports Program and ensure fair competition, the following policies govern current or former members of Intercollegiate Varsity teams at Rutgers University or current Sport Club members:

- **Current intercollegiate athletes, including transfers, redshirts, and anyone practicing or listed on a roster with a varsity team, may not participate in the related sport (see below) in which they are currently participating.**

- Former intercollegiate athletes who have completed their athletic eligibility or are no longer listed on the official roster are eligible to participate in the related sport (see below) in which they played as a varsity athlete; however only one former varsity player is allowed per team and they must wait one full semester to be eligible.
- Current club sport athletes may participate in the related sport (see below) in which they participate as a club sport member, but only two (2) players are allowed per team roster. *
 - o *Note, due to the size of the rosters, IM softball will allow up to 3 club players from either club softball or club baseball.

Related sports include but are not limited to:

- Baseball – Softball
- Basketball – 3v3, 5v5, Under 6'
- Soccer – Indoor, Outdoor
- Football – 7v7 & 4v4 Flag Football
- Volleyball - Volleyball, Sand Volleyball

Ineligible Participants

- Anyone who plays for two teams within the same campus league shall be ruled ineligible and the second team for which the participant played may receive a forfeit loss for each game in which the ineligible player participated.
- If two scheduled contests result in a forfeit, ALL PARTICIPANTS who are on the roster will be ruled ineligible to participate in that league for the remainder of the semester.
- ANYONE WHO PLAYS USING AN ASSUMED NAME OR DELIBERATELY SIGNS NO NAME ON THE SCORESHEET shall be ineligible. The team for which the participant played shall receive a forfeit loss for each game in which the ineligible player participated.
- Ejected players are suspended from all Intramural Sports activities and could have recreation center usage limited until reinstated by the Intramural Sports Professional Staff.
- If an eligibility violation occurs during a playoff game and a player is ruled ineligible, the offending team will be eliminated from further competition, if they are still participating in the bracket.
- Upon request, the Intramural Sports Office will investigate the eligibility of any participant. While we reserve the right to do periodic roster checks, it is not the sole responsibility of Rutgers University Intramural Sports to catch all ineligible participants.

ROSTER ADDITIONS

Captains can invite members to their team by clicking the "Invite Members" link on the team page. Any invited members must accept the invitation to be joined to your team. To view your team roster, log in to your services.rec.rutgers.edu account and click on your team banner on the homepage.

- If they've already registered on services.rec.rutgers.edu: search for their name, and invite them.
- Team captains can also invite “free agents” to join their team.

Requesting to join a team is not always enough to be placed on the official roster. We will not place a player on a team without the consent of the captain.

Teams may pick up players throughout the regular season provided they have not already signed in to play for another team within the league division (Men's, Women's, CoRec, Open). To ensure playing time for all, we limit the number of players allowed on the roster. Roster size is set at 2x the number of participants that make a full team on the field/court. For example, Flag Football has 7 on the field, so up to 14 may be on the roster. Rosters will be compiled from regular season games and locked before playoffs. **Participants must have played in a minimum of one (1) game to be eligible for the playoff participation.**

ROSTER CHANGE

A player may opt to be dropped from a roster to join another team during the regular season as long as they have only signed to participate for **one game** with the team they are looking to be dropped from. This can only be one time per sport per semester. The player who wishes to be dropped from a team must contact the Intramural Sports Office (848-445-1981, intramurals@echo.rutgers.edu) prior to playing a second time for the team they wish to be removed from AND before playing for the second (new) team. If they do not follow this procedure, they will be deemed ineligible.

SECTION 5: EQUIPMENT AND UNIFORM

Rutgers Recreation Intramural Sports will provide all necessary equipment for a scheduled game or event. Certain sports may require additional equipment that can be purchased or checked-out. Please see specific sport rules for more information. Participants may choose to bring their own equipment, but the Intramural Sports Staff reserves the right to determine what equipment may or may not be used during the contest or event.

If a team requests the use of an alternate piece of equipment for a game (if legal for use), both teams involved and the Intramural Sports Supervisor will need to agree on the equipment before it may be used. If disagreement occurs, the Intramural Sports Program equipment will be used.

The Intramural Sports Program will provide pinnies for all games to be worn by participants, to distinguish teams.

PROPER ATTIRE

For participant safety (personal and others):

- Proper sport shoes are required (sandals, street shoes, metal cleats are prohibited).
- Any participant wearing eyeglasses or other eyewear may be required to wear a safety strap, especially if the eyewear is deemed unsafe during play.
- Headgear is not allowed to be worn by any participant during an Intramural Sports contest. For INDOOR sports this headgear consists of any hats, bandanas, baseball caps, winter/wool hats, and any other such similar headgear. This also applies to OUTDOOR sports with the following exceptions: in winter wool hats are allowed and during the softball league/tournament baseball hats are allowed. The officials and supervisors on duty have the authority to disallow any participant from participating that they feel would endanger the person wearing the headgear or their opponents until it is removed. The only exception allowed includes religious headgear and it is permissible only if properly secured by the participant.
- Jewelry (rings, watches, necklaces, ankle bracelets, earrings, unconcealed body piercing, rubber bands, etc.) is not allowed to be worn by any participant during an Intramural Sports contest. The only exceptions allowed include medical bracelets and religious jewelry and both are permissible only if secured by the participant to the body.
- Any guard, cast or brace made of metal or any hard substance is prohibited.

Players and teams that are found to be in violation of this policy, and thus endangering the safety of all the participants, may be penalized with an unsportsmanlike penalty assessed to the violating player. The player will be removed until the equipment or jewelry in question is removed.

SECTION 6: SPORTSMANSHIP

SPORTSMANSHIP RATING

Following each game, Intramural Sports Staff and Officials evaluate team behavior and issue sportsmanship ratings to all teams. The rating system is similar to the GPA system and is subject to the interpretation of assigned staff.

Captains are informed of their sportsmanship score immediately following the contest and are required to sign the score sheet.

Questions regarding a particular sportsmanship rating should be directed to the Intramural Sports administrative staff by emailing intramurals@echo.rutgers.edu within 24 hours of the previous contest.

The ratings can range from an “A” thru “F”.

A (4) Excellent Sportsmanship - given to a team where all players cooperate fully with the officials and opposing team members.

B (3) Above Average Conduct - Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit an unsportsmanlike penalty (technical, yellow flag, etc). Any team receiving an unsportsmanlike penalty will receive no higher than a “B” rating.

C (2) Poor Sportsmanship - Team members constantly comment to the officials and/or the opposing team from the field/court and or/sidelines. The team captain exhibits little control over teammates or him/herself. Teams that earn at least two unsportsmanlike warnings will receive no higher than a “C” rating.

D (1) Deplorable Conduct - given to a team that persists in questioning officials' decisions; and/or they repeatedly argue with the officials. Teams display frequent use of profane or vulgar language. Spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts. Teams that earn at least three unsportsmanlike warnings will receive no higher than a “D” rating. Teams receiving an ejection due to unsportsmanlike actions of a player will receive no higher than a “D” sportsmanship rating.

F (0) Intolerable - given to a team where the team is completely uncooperative and the captain has no control. Any team that receives four unsportsmanlike penalties or two player ejections will receive an “F” rating and the game will be forfeited.

Any team receiving an “F” rating must have its team captain meet with a member of the professional staff the following day to determine the team’s eligibility to play in the next contest. Receiving an “F” rating may result in a team’s removal from their league and further suspension from Intramural Sports Contests.

FORFEITS

Teams are strongly encouraged to arrive 15 minutes early for their games. If a team shows up 5 minutes after the start time it will be declared a forfeit. Teams who forfeit will receive a loss for that game AND a “D” (1) in sportsmanship. **If a team forfeits twice in one season they will be eliminated from further Intramural Sports competition for that league. In addition, if a team forfeits once and defaults (see below), they will also be removed from further competition.**

A forfeit will be declared under the following conditions:

1. A team cannot field the required number of eligible players by the designated game time.

NOTE: If a team knows they will not have enough players prior to the scheduled game time they may Default the game to avoid Forfeit Penalties (See Below).

2. A violation of any sport rules or code of conduct limits the team to continue to field enough eligible players after the game has begun.

DEFAULTS

If a team cannot play when they are scheduled, the team captain must contact the Intramural Sports Office no later than 4:00PM the day of scheduled game to have the game count as a default. Losing by default counts as a loss but does not incur any of the penalties of a forfeit. In the event of a default the defaulting team will be awarded a “B” (3) as their Sportsmanship Rating. If a team defaults a second time, they will be issued one forfeit AND a “D” (1) in sportsmanship.

PROTESTS

The main theme of Intramural Sports is friendly participation and contests should be won or lost on the court/field. Matters involving an official’s judgment are not a basis for protest. Protests referring to or questioning an official’s judgment call will be denied. The Intramural Sports Staff will resolve all disputes immediately. The Intramural Sports Staff will apply the spirit of the rules and fairness in all situations.

Rule Related Protests

Questions pertaining to interpretation of rules on the part of activity officials must be resolved by the Intramural Sports Supervisor in charge of that field/court at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

If a team/participant feels the official has made a misinterpretation of a rule, the Team Captain shall calmly and immediately request a “time out” and inform the official that he/she wishes to have a ruling on the interpretation by the Intramural Sports Supervisor in charge.

No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural Sports Staff when necessary.

Example: One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.

Case 1: An official rules a pass incomplete because the “player did not have two feet in-bounds.” This is a rule misinterpretation, which IS protestable.

Case 2: An official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is a judgment call, which is NOT protestable.

If corrections are necessary, the Intramural Sports Supervisor in charge shall rule immediately and the team/participant shall not be charged with a time out; however, if the official’s interpretation was correct, the team/participant will be charged with a time out. An error in interpretation by the Intramural Sports Supervisor in charge is subject to written appeal to the Rutgers University Intramural Sports Professional Staff. For a written appeal to be filed the protesting Captain must inform the Intramural Sports Supervisor that they wish to play the remainder of the game “under protest” prior to the next live-ball following a ruling on a protest. At this point the Intramural Sports Supervisor will take down all pertinent game information so the game can be resumed from the “point of protest” if the appeal is approved. If the protest is not documented at this point and pertinent game information taken down, then the Intramural Sports Professional Staff, reserve the right to deny the protest.

Eligibility Protests

This type of protest is for a team that feels a member or members of the opposing team is participating illegally (ie. A participant played on a NCAA Varsity team within the past semester). In the event of this type of protest the player(s) whose legality is being questioned will be permitted to play, with the understanding that if they are found to be participating illegally the game will be forfeit. This type of protest must be filed with an Intramural Sports Staff member or at the Intramural Sports Office 12:00PM the day following the contest. An individual participating under an assumed name (or identification) in the Rutgers University Intramural Sports program is ruled ineligible for Intramural Sports participation for the remainder of the academic semester and his/her team is placed on probation.

Sportsmanship Protests

It is the captain's right and responsibility to view his/her team's Sportsmanship Rating after each contest. The Intramural Sports Supervisor will be able to provide the captain with this information immediately after the contest. If the team does not agree with the Sportsmanship Rating they are given, a team may appeal a Sportsmanship Rating by writing a letter containing all relevant information to the Rutgers University Intramural Sports Professional Staff. This letter must be submitted to the Intramural Sports Office by 12:00PM the day following the game in question. NO APPEALS will be heard after that time

SECTION 7: LEAGUE STANDINGS

To determine standings, teams will be awarded points based on the outcomes of their games. The format will be as follows:

Win = 3 points

Tie = 2 point

Loss = 1 point

Default = -1 points

Forfeit = -3 points

SECTION 8: PLAYOFFS

The regular season of all leagues will be followed by a single elimination playoff tournament.

The following order will be used to break a tie within the standings:

1. Forfeits are penalized
2. Head-to-Head contests
3. Sportsmanship Ranking*
4. Points Against

During playoffs, game dates and times can vary. When the regular season ends, teams will have the ability to adjust team playing preferences.

Playoff games will not be rescheduled unless inclement weather occurs. The number of teams advancing to the playoffs will be determined by the amount of teams registered for regular season play and pending the final standings. Teams that forfeit during the regular season are penalized in the standings and may be excluded from playoff contention. In addition, the Intramural Sports Staff reserves the right to move any team to a more competitive division if it is determined that the team is of higher caliber than the division that they are registered.

Playoff schedules are posted on services.rec.rutgers.edu and in the respective facility the day after the last regular season game is played for that division. The schedules are also available in the respective Intramural Sports Office.

Teams must have at least a "C+" (2.5) rating average in order to be eligible for the playoffs. Teams must maintain at least a "C" (2) rating for each game in the playoffs in order to advance to the next round. Any team that receives a "F" (0) in a playoff game will be disqualified from that playoff tournament and suspended from all Intramural Sports events for a period of time to be determined by the Intramural Sports Professional Staff.

*If a team's sportsmanship score is below a 2.5 and is tied with another team in the standings, the sportsmanship score is used and any other tie-breakers are ignored. The team would be ineligible for playoff participation.

SECTION 9: EXTRAMURAL PARTICIPATION

Through NIRSA and the NIRSA Championship Series, intramural teams have the ability to compete against other schools in tournaments hosted by other campus recreation departments. Teams that participate in Rutgers Intramural Sports are eligible to participate in these tournaments, and can be considered for funding from the intramural program if the following conditions are met:

- A team interested in participating in a NIRSA Championship Series tournament must have participated in a league of the comparable sport.
- The team must have a good sportsmanship standing - 3.0 or better to be considered for participation in a NIRSA Championship Series event or be eligible for funding.

- The team must not have defaulted or forfeited any games during their season. If a team has defaulted/forfeited a game they will not be eligible for funding and must meet with Intramural professional staff for tournament participation.
- If the NIRSA Championship Series Event occurs during the season, the team must make every effort to complete the season upon their return. Teams will be ineligible for funding if they do not continue their season.
- All teams that travel and participate in an extramural event will need to meet with the Intramural Professional Staff to discuss conduct.
 - All teams that travel are representing Rutgers Recreation and Rutgers University, any incidents reported involving the team will result in penalties on campus.

SECTION 9: STANDARDS OF CONDUCT

The Intramural Sports Supervisor is the final authority during All Intramural Sports activities. The supervisor will be in charge of organizing the event, directing teams to proper fields or courts, and managing the contests so that good sportsmanship is practiced at all times. Participants must realize that the game officials are the first source of ruling and information. The supervisors may only be consulted about rule interpretations when protesting the ruling on the field. The supervisor may intervene to stop play at any time, in play in deemed to be out of control. Situations such as disorderly conduct, abusive language and fighting are potentially dangerous and can lead to a supervisor terminating the contest and assessing a forfeit to the team(s) or removing a player from the event and asking him/her to leave the facility.

Rutgers Recreation Intramural Sports rules of conduct are in place to ensure a positive and fun experience for all before, during and after the game. They are not designed with the intent of punishment or discipline to any individual, but merely to insure that our policies and procedures are upheld and education occurs.

Teams will be held accountable for the actions of their players (both participating and non-participating) and their fans. Intramural Sports Officials and Staff have the authority to impose and enforce penalties on teams, players and/or fans that have committed offenses. Penalties for post-game, playoff, and tournament play violations may be carried over into subsequent games and/or sport seasons.

Unsportsmanlike Conduct in all forms *WILL NOT BE TOLERATED!* Examples of unsportsmanlike conduct are considered, but not limited to, the following:

- Participants cannot use verbal or non-verbal profanity, disrespectful language, obscene gestures or behavior; bullying, homophobic, and transphobic expressions of any kind are strictly prohibited.
- Threatening behavior directed at any staff member or player.
- Any verbal or physical abuse to another person, whether towards an official or opposing player.
- Any misuse or dangerous use of equipment, careless or violent behavior or any behavior deemed by an employee of the Intramural Sports program to be inappropriate and presenting a risk to an individual player, official or spectator will be subject to disciplinary action.
- Fighting. Fights will not be tolerated under any circumstance and involved player(s) will be ejected. Ejected players must leave the visual confines of the playing area. In the case of a fight, the Rutgers University Police Department may be notified and further disciplinary action taken beyond the Intramural Sports Program.

Disciplinary action may include ejection from the game, forfeiting the game or season, suspension from all Intramural Sports activities.

Any incidents that violate the Code of Student Conduct will be referred to the Office of Judicial Affairs.

Ejected players are suspended immediately from all Intramural Sports activities until being reinstated by the Intramural Sports Staff. There is an automatic minimum of a one game suspension for all individual ejections and pending review the suspension can be more severe. The ejected player is responsible for scheduling a reinstatement meeting with the Intramural Sports Staff. Any game suspension will begin after the meeting occurs.

SPECTATORS

Spectators should have fun and encourage their own team. Discouraging their opponent or harassing the officials will not be tolerated. Spectators must remain in their designated areas and may not enter the playing fields, courts, or team bench area. Spectators violating these guidelines or exhibiting unsportsmanlike conduct will be asked to leave the playing facility and the teams they support may be assessed additional penalties including forfeiture of the contest.

ALCOHOL AND DRUG POLICY

If any members of your team or spectators are suspected to be under the influence of drugs or alcohol by the supervisor or official on duty, the individual will be asked to leave the facility. If the captain or team representative does not cooperate with officials and supervisors to remove the suspected participant from the facility/field, the entire team may be penalized by the assessment of a game forfeit. The participant(s) involved will need to contact and meet with the Director of Intramural Sports to discuss their individual reinstatement. The matter can also be referred to the Office of Student Code of Conduct.

HARASSMENT POLICY

The Rutgers Intramural Sports Office strives to ensure an environment that is free of abusive behavior, inappropriate conduct, and any directed behavior that is disruptive to the experience of other participants. Such disruptive behavior can include but not be limited to comments on race, ethnicity, ancestry, national origin, religion, gender, sexual orientation, age, physical, mental, or learning disabilities. Any harassment, inappropriate conduct, or disruptive behavior toward an Intramural Sport participant will subject the individual and/or team to referral to the University Student Code of Conduct Office for disciplinary procedures.

SECTION 10: INJURY PROCEDURES

Minimum first aid treatment (i.e., ice, bandages) will be administered by the Intramural Sports Staff, but any injury requiring further treatment will be referred to Rutgers University Emergency Services.

In the case where blood is present, the official shall temporarily stop the game and the player with blood on them must leave the game. The removed player must receive appropriate treatment before returning to the game. A player cannot return to the game until bleeding has stopped. Any open wound must be covered and any contaminated clothing must be removed and disposed of properly. Only then will the Intramural Sports Supervisor declare the player eligible to return.

- When any injury occurs, the victim must fill out an incident report with the Intramural Sports Supervisor. The victim will have the right to refuse medical attention if an injury does occur. If the individual decides to refuse medical attention, he/she will be asked to sign a waiver. However, if the Intramural Sports Supervisor deems necessary, he/she may notify EMS, as a precaution.
- All participants are responsible for acknowledging the disclaimer statement on the team's Roster Form, which is available during each match.

HEALTH INSURANCE PROCEDURES

Understand Rutgers University is a secondary insurance carrier. This means all bills resulting from accidents and illness must be submitted first to your family or personal insurance. After your primary insurance has made their payment Rutgers University's secondary insurance can take affect. Claim forms may be obtained from any of our health facilities (Willets, Hurtado, Busch/Livingston).

SUBMITTING BILLS TO RUTGERS UNIVERSITY

Here are the reasons to submit a claim for insurance to Rutgers University. If primary (family or personal) insurance

- a) does not cover
- b) partly covers
- c) has a deductible

Submit a claim for any remainder of the bill to:

Student Insurance Office

Rm. 207, Hurtado Health Center

For further information, visit <http://health.rutgers.edu>

**The Rutgers Intramural Sports Professional Staff reserve the right to rule on any policy/rule listed in the Participant Handbook in the best interest of the program.*