

University Recreation

INTRAMURAL SPORTS PROGRAM

SRC 250 - 335-2786

Monday - Friday

9:00 AM - 5:00 PM

Smith Gym - 335-8576

Sunday

12:00 PM - 10:00 PM

Urec.wsu.edu/programs-classes/intramurals

SYP Office Phone: 509-335-9660

Monday – Thursday

4:00 PM - 10:00 PM

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Table of Contents

Intramural Sports Program	1
Administrative Staff	1
Table of Contents.....	2
Welcome to the World of Intramural Sports.....	3
INTRAMURAL SPORTS AT WSU	4
POLICY PROHIBITING DISCRIMINATION	4
HEALTH, INJURIES AND INSURANCE.....	4
SAFETY	5
ASSUMPTION OF RISK AND RELEASE OF LIABILITY	5
UNITS OF COMPETITION AND SKILL CLASSIFICATION	6
AWARDS.....	6
ELIGIBILITY RULES AND REGULATIONS.....	6
IM TEAM MANAGERS / CAPTAINS AND RESPONSIBILITIES	8

ENTERING AN INTRAMURAL EVENT.....	9
PLAYERS WITHOUT A TEAM	9
SUBSTITUTE PLAYER POLICY	10
ENTRY FEES AND REFUNDS	10
PRICING FORMAT	10
RESCHEDULING OF GAMES	10
DEFAULTS.....	11
FORFEITS.....	11
PROTESTS.....	12
PROTEST SOLUTION	12
PLAYOFFS - POST SEASON TOURNAMENT.....	13
PLAYER & TEAM CONDUCT.....	13
FACILITIES	17
PETS	18
EQUIPMENT.....	18
EQUIPMENT CHECK OUT	18
PROPOSAL FOR NEW ACTIVITY / EVENT	18
SUMMER INTRAMURAL PROGRAM	18
IM STUDENT EMPLOYMENT OPPORTUNITIES.....	18
SPORTSMANSHIP...IT MATTERS.....	20
WSU University Recreation Site Map.....	21

Welcome to the World of Intramural Sports

The Intramural Sports program has become nationally recognized as one of the largest programs in the nation for a school the size of Washington State University. Each year, thousands of students, faculty, staff, and their spouse or partners participate in intramural activities ranging from flag football to pickleball. The Intramural program aims to provide a diverse calendar of activities to suit the university's needs, regardless of skill level.

Intramural Sports looks forward to seeing you all involved in the program this year. Please use the opportunities available in intramural sports as well as the other programs and services that are offered by University Recreation to complement your education and development at Washington State University. If there is anything that can be done to assist your efforts to participate in a Cougar tradition, please let us know.

Joanne Greene, University Recreation Director

INTRAMURAL SPORTS AT WSU

The Intramural Sports Program is one of the largest co-curricular activity programs that complement the formal academic curriculum. It offers extensive opportunities to currently enrolled WSU students, faculty, staff and their spouses/partners in over 35 competitive and structured activities each year. Participation in the program is voluntary and determined by interest. Participation can provide one with opportunities to have fun, learn new sports, meet people from other cultures, test one's physical ability, as well as offer a break from routine. League sports generally take on a league structure with four to six contests followed by a post-season tournament to determine divisional champions. Tournament activities range from one-day to several-day tournaments. In most events, players/teams will sign up for open, women's, and/or co-ed.

The Intramural Sports Program is housed within the Division of Student Affairs. The Student Recreation Center contains the University Recreation Office and Intramural Sports is one of eight programming units within the department. Service and Activity (S & A) fees, WSU Parent's Association, and activity entry fees fund the program. Various local as well as national companies provide equipment, marketing materials, awards and prizes for the program and its participants.

We are committed to fostering an environment where all individuals are treated with integrity, dignity and worth. Participants are encouraged to come in and meet with the Assistant Director regarding any issue, which interferes with the delivery of program services. In compliance with the American Disabilities Act, WSU makes reasonable accommodations for people with disabilities. In order to ensure the accessibility of programs and services, we encourage anyone needing information, assistance and/or accommodation of any kind to call Joanne Greene at 335-6639. Every effort will be made to find ways to assist with any special needs in a confidential manner.

Participants are encouraged to provide feedback and/or concerns regarding activities and/or student officials/supervisors. Feedback can include completing a participant's evaluation form of officials available at all activity areas, meeting with members of the administrative staff, using the email addresses provided, or through our web site at <http://urec.wsu.edu/imsports/>.

POLICY PROHIBITING DISCRIMINATION

Discrimination

WSU prohibits discrimination and discriminatory harassment, as defined in the WSU Policy Prohibiting Discrimination and Harassment, University Policies and Procedures Manual 10.60 (UPPM 10.60). UPPM 10.60 prohibits discrimination based on the following protected classes:

- Race
- Color
- Sex
- Religion
- Age
- Creed
- National or ethnic origin
- Marital status
- Genetic information
- Gender Identity
- Sexual orientation
- Status as an honorably discharged veteran or member of the military.
- Physical, mental, or sensory disability, including the use of a trained service animal
- Immigration or Citizenship Status, except as authorized by federal or state law, regulation, or government contract

Examples

Discrimination may include conduct such as:

- Harassment
- Denial of educational or employment opportunities
- Treating individuals differently
- Name calling, jokes, or other verbal or physical behavior
- Following a practice that disproportionately impacts one group
- Hate Crimes
- Sex and gender based violence (see next section for more information)

In determining if the conduct is discriminatory and a violation of this policy, the totality of the circumstances is assessed including, but not limited to, the following factors:

- Severity
- Frequency of discrimination
- Status of the reporting and responding parties and their relationship to each other
- Physicality, threats, or endangerment
- Whether or not the conduct could be reasonably considered protected speech or serving some other lawful purpose

HEALTH, INJURIES AND INSURANCE

The Intramural Sports Program will provide initial emergency care, such as the provision of bandages, ice or immobilization to any participant injured during their contest (notify staff of all injuries). THE INTRAMURAL PROGRAM WILL NOT PROVIDE SERVICES TO PREPARE OR MAINTAIN A PLAYER'S READINESS TO PARTICIPATE. Participants need to bring their own tape, etc. to prepare themselves to play.

1. The Intramural Sports Program DOES NOT carry health or accident insurance for the participants. Each participant should check their personal coverage and be certain that their medical insurance is adequate and current before participating in any activity.
2. It is the responsibility of every person participating in intramural sports to ascertain whether they have any health conditions, which make it inadvisable to participate in that sport. The University and Intramural Sports Program DO NOT assume that responsibility. Persons who are uncertain should consult their physician.
3. The Intramural staff should be notified of ALL INJURIES sustained during intramural competition. If needed, the participant will be given first aid and referred to their physician and/or the Student Health Service. An ambulance may be dispatched TO ASSESS AN INJURY (PARTICULARLY IN THE EVENT OF HEAD, NECK and BACK OR MAJOR JOINT TRAUMA). THERE IS NO COST FOR INJURY ASSESSMENT. *COST FOR AMBULANCE TREATMENT/TRANSPORTATION IS THE PARTICIPANT'S RESPONSIBILITY.* An accident/injury report will be completed for all injuries. If you need a copy of the form, please contact the Intramural Sports office as this form may be necessary for your insurance company.

SAFETY

The safety of all participants in the program is of utmost importance to the organization and administration of each activity.

Most Intramural activities require the removal all jewelry including but not limited to watches, chains, bracelets, necklaces and piercings. In these activities only medical alert or religious jewelry may be worn. Medical alert bracelets must be secured with tape so no sharp edges or chains are exposed while still leaving the medical alert visible. Religious jewelry must be taped securely to the body and be covered by legal clothing. Rulings by the intramural staff regarding jewelry are final.

In an effort to maintain a safe playing area, all participants are to adhere to the following BLOOD RULE: Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member or game official has the authority to remove the player. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (sport specific), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five

(5) minutes the team will forfeit the game. THE ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING WHEN THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM. In all supervised activities an INTRAMURAL Staff member will be available to assist a bleeding player and determine whether the individual may resume play.

ASSUMPTION OF RISK AND RELEASE OF LIABILITY

WASHINGTON STATE UNIVERSITY INTRAMURAL SPORTS ASSUMPTION OF RISK AND RELEASE OF LIABILITY PLEASE READ BEFORE SIGNING! Assumption of Risk, Release of Liability and WARNING

In consideration for the opportunity to participate, I voluntarily agree to assume all risks involved in my participation, including travel to and from the event. I understand that if I voluntarily participate, I expose myself to risk of personal injury and/or death or loss including, but not limited to risks listed in the project description. I also recognize that there are both foreseeable and unforeseeable risks of injury or death that may occur that WSU cannot specifically anticipate and list here. I understand that Washington State University provides no medical insurance for its students and it is my responsibility to provide health insurance coverage for myself while I am participating in this activity.

Release of Liability

I release the state of Washington, the Regents of Washington State University, WSU, any subdivision or unit of WSU, its officers, employees, and agents, from any and all liability, claims, costs, expenses, injuries and/or losses, that I may sustain as a result of my participation in the above project. My participation includes, but is not limited to, travel to and from the project site in a private or public vehicle, and any activity connected with the project itself, and while using state equipment or facilities for the project whether on or off WSU property.

If any part or portion of this Assumption of Risk and Release of Liability is determined to be invalid or unenforceable, the remaining parts or portions shall be enforceable. This release and all matters related to your activities involving Washington State University shall be governed by and interpreted in accordance with Washington law.

I have carefully read this Assumption of Risk and Release of Liability and fully understand its contents. I am aware that this Assumption of Risk and Release of Liability is a contract between the UNIVERSITY GROUP and myself and I sign it of my own free will.

Photographic Likeness Consent Form

This form is required by IM participants, as we occasionally take photos/videos of our patrons while playing. These are used for marketing purposes.

By signing below I give Washington State University permission to use my photographic likeness and/or a photographic likeness of my property, in promotional publications, educational publications, display and in other media. I grant permission to Washington State University to use, reproduce, distribute and/or publicize my photographic likeness and/or a likeness of my property taken by . Publication, use and distribution of these photographic likenesses may be by any means and without limit. Publication or use may occur in any media, including newspapers; magazines, television; brochures; pamphlets; instructional material; books; Internet, web pages, and educational material. I acknowledge that I understand that Washington State University intends to use these photographic likenesses for educational and promotional purposes. This agreement is binding on successors, assigns and/or heirs.

UNITS OF COMPETITION AND SKILL CLASSIFICATION

Competition is divided into leagues by 3 different gender qualifications (Open, Women's, and Co-ed) and 3 levels of skill (Elite, A League, and B League). In the coed division, men and women participate and special rules are in effect to equalize competition. In the open division, there are no gender requirements, and no special rules for competition. The "Elite leagues" are for players who consider themselves the best of the best and want top level competition. These leagues will provide 2 games per week. "A Leagues" are designed for people have played the sport before and are looking to compete. These leagues have 4 weeks of regular season and two weeks of post season play. "B Leagues" are for people who looking to have fun playing and enjoy recreation. These leagues are 6 weeks of play with no playoffs. For post-season play, teams will be organized into brackets based on record. The number of brackets will be determined by the number of teams in the league.

AWARDS

Intramural Championship t-shirts are presented to all champions. *Although there is no limit to the number of players on any intramural team, there have been limits established for the number of t-shirts to be awarded for each activity.* Contact the IM Office for specific information.

ELIGIBILITY RULES AND REGULATIONS

The Intramural Sports Program was developed to provide competition/recreation during the academic year for currently enrolled WSU students, faculty, staff, and their spouses/partners who do not participate in other organized sports on campus, and do not have the benefit of professional coaching, scheduling, equipment, and facility use. Some eligibility restrictions are necessary to provide fair opportunities for participation. These restrictions have been developed by students and reflect the philosophy of the Intramural Program at WSU. Individuals deemed ineligible to participate may seek reconsideration by written petition. This must be done prior to any participation. Forms are available in SRC 250H or Smith Gym 101. *Violation of any eligibility rule will cause a contest to be automatically forfeited. Each participant should be prepared to present a government issued ID at any time when participating in an Intramural Sports activity. Participants who are not on a roster must show a valid Cougar Card ID. **NO ID, NO***

PLAY, NO EXCEPTIONS

1. **Current WSU Affiliation:** The program is open to all currently enrolled WSU students, and current faculty and staff who are members of the Student Recreation Center. The program is also available to their spouses/partners who are also members of the Student Recreation Center or have paid the *IM Participation Fee*. "Non-affiliated" players and other family members are ineligible.
The IM Participation Fee is separate from IM Pass.
2. **Sign ASSUMPTION OF RISK AND RELEASE OF LIABILITY:** Players must register on DSE and sign the risk and release waiver when they purchase the Intramural Sports Pass. A participant must sign their team's roster only once per sport season. When a player joins a team on DSE they will sign the waiver online and will not need to sign it at the field. Players not on the roster will need to sign the digital waiver before play at the play site. *Teams are permitted to add eligible members throughout the league season and playoff tournament.* (See # 3 below)
3. **Playing on More Than One Team:** Intramural participants may play on one Women's team in each league, one Coed team in each league, and one Open team in each league, when offered. For instance, a male participant could play on one Coed team and one Open team. Participants may not participate on multiple teams within the same league. For instance, a female participant cannot participate on two women's softball teams nor can she participate on two Coed softball teams. If found playing on two teams, the team that first had the person in question play on their team will not be punished. The second team that player participates on can have all previous games with the ineligible player forfeited.
 - a. Once you have played for a team, you may not switch to another team without the sport coordinator's approval.
 - b. Exemption: If a team does not meet the minimum number of players to compete, they may use a sub for that game. The sub is not added to the roster and can be on a different team for the regular season. (Please see player substitution policy section)

4. **Signing In:** Each player must be listed (first and last name) on the scoresheet prior to their participation in an Intramural contest. ALL names checked on a scoresheet shall be considered as participating in that contest.
5. **ID Policy:** All intramural participants must furnish proof of ID prior to playing in every intramural contest. If a participant is already on the DSE roster, they may show any form of government issued photo ID, or picture of the ID. If an individual is not on the current team roster, they must have their school issued Cougar Card in order to play. This helps to ensure a player is eligible to participate. After the player is on the roster they can use any other form of government ID, or picture of one.
6. **Policy for players not on roster:** A participant that is not on a team's roster may use a one time pass once per semester. Once that participant has signed the digital waiver, they will need to be on the DSE roster for any remaining competitions in all sports to be eligible. In addition, players who are not on a roster will need to have a physical copy of their Cougar Card in order to be added to a team on DSE and buy a sports pass.
7. **Assumed Name:** People who participate using an assumed name are ineligible. A team that uses a player who is using an assumed name will forfeit all games when that player participated.
8. **Varsity Award Winners:** Students who have received a varsity award (letter) at WSU or an institution of comparable athletic stature are not eligible to compete in that intramural sport or related sport until they have been out of that varsity sport for one full varsity season/semester and one full "off" season/semester.
9. **Intercollegiate Squad Members:** Any individual who is or has been a member of a varsity, junior varsity, red shirt squad or on an athletic scholarship at WSU, or other institution of comparable athletic stature, is not eligible to compete in that intramural sport or related sport until they have been out of that varsity sport for one full varsity season/semester and one "off" season/semester. Membership shall include persons practicing or working out with the team whether they play or not. Students who try out for a varsity squad and are cut or quit are ineligible until they petition for approval to compete in that intramural activity and/or related activity.
10. **Varsity Limits:** Each team will be limited to two players who have been out of their varsity sport for one full varsity season/semester and one full "off" season/semester. These two players may be former varsity lettermen; former intercollegiate squad members, or individuals who have been or are currently coaching at WSU in the same sport. This limit also applies to related sports.
11. **Varsity Athletes in Related Sports:** Current varsity athletes may participate in other intramural activities outside of their varsity sport. However, they may not participate in that sport or its related activity, (i.e., football/flag football, 4 on 4 football; baseball/softball, wiffleball, or home-run derby; volleyball/4-on-4 volleyball; soccer/5 on 5 soccer, indoor soccer; basketball/5-on-5 or 3-on-3, HORSE, or free throw/3-point contest; golf/any golf event; tennis/tennis league, indoor tennis tournament).
12. **Professional Athlete:** People who, for any form of compensation/income, compete or have competed in their sport or related intramural sport are ineligible. They may petition their eligibility as provided in Section VII.
13. **WSU Club Sports Members:** Any WSU student who is currently a member of a sport club or coach of a sport club may participate in the intramural program (in their sport or related sport), under the following conditions:
 - a. They are properly listed as a member of the intramural team following regular eligibility guidelines.
 - b. No more than two club members and/or coaches per team may be on one intramural team's roster in Ultimate Disc, 6 person volleyball, 9v9 soccer, 8v8 soccer, or softball. There is a limit of one club member per intramural team in 5 on 5 soccer, 4-on-4 volleyball, and tennis doubles. Any player checked off on the scoresheet is considered to have participated (See sport rules).
 - c. For soccer and volleyball, men's and women's club members are counted equally as part of the one or two allotted club members, not separately. (i.e. a 9v9 soccer team could not have two women's soccer club members and two male soccer club members. They could only have two total.). For softball, baseball and softball club members are counted equally.

- d. Any person who competes in scheduled contests, practices with the team, coaches or assists in coaching and/or has been on the club roster kept with the Sports Club Federation as a dues paying member within that academic year is considered a member of the club. Club members removed from a roster must get approval from coordinator to compete in intramural contests as a non-club member.

14. **Eligibility of Opponents:** When questioning the eligibility of an opponent it is mandatory for the protesting player(s)/team(s)/official(s) to "announce" those questions to the opposing designated captain AND game official(s) before the game is completed. The official(s), to indicate the contest is under protest, will display a blue card. If warranted, player(s)/team(s)/official(s) need to follow up with a written protest within 24 hours after a league contest and within one hour after a tournament contest. (Section XV). The Intramural Sports Program also reserves the right to handle eligibility violations without formal protest.

IM TEAM MANAGERS / CAPTAINS AND RESPONSIBILITIES

Team managers/captains serve as a contact between Intramural Sports and their team(s). Matters affecting the team are communicated to each team manager in most cases, and in turn they are responsible for conveying the information to the team(s) members. Whether you are a manager for a living group/organization, or for one team, visit the Intramural office frequently and become acquainted with the staff and the organization of the program.

Responsibilities are divided into general duties that ensure proper steps are taken to enter a specific activity and to provide the information needed to enjoy participation, as well as on site responsibilities in the designation of a game captain. *Teams are required to designate ONE individual playing in their contest to serve as the liaison between members of your team/spectators and the Intramural official(s)/staff member(s).* The designated game captain does not need to serve as the general manager/captain and can be a different person each contest. However, it is necessary for this person to have a thorough knowledge and understanding of game rules and program policies and procedures.

1. General Manager/Captain responsibilities include:

- a. Inform members of your team or organization about activities available to foster and promote participation.
- b. Enter the team in the desired sport before or on the announced deadline date. Registrations will be accepted on-line.
- c. Represent, or see that the team is represented, at all intramural meetings for managers, sportsmanship/disciplinary matters and/or protests. Participant in all on-line managers' s training modules for that sport. Cooperate fully with all intramural employees while performing their duties.
- d. See that all players sign the ASSUMPTION OF RISK AND RELEASE OF LIABILITY form BEFORE they participate in intramural competition. This can be completed by adding all members of your team to the roster on DSE. Please have all members on the roster prior to the first team contest. *Teams are permitted to add eligible players throughout the league season and playoff tournament.* Once a player has played for one team he or she may not switch to another team. Additions to rosters will be made on the field/court at game time.
- e. Be sure that all players on your team have knowledge of, and meet the eligibility regulations. If in doubt about a player's eligibility, have that person complete an eligibility petition form prior to participation.
- f. Inform and notify each participant that they must present a government issued ID card before they can participate in the scheduled contest.
- g. Study procedures governing participation in the program and the rules of each sport. Be sure that your players are also aware of these rules. Inform and educate all players and spectators affiliated with your team about the sportsmanship rating system. (Section XVII)
- h. Notify all team members of the date, place, time and color of jersey of each contest the individual and/or team plays. (Teams are responsible for checking the playoff tournament schedules online). Brackets are posted on the Intramural website at urec.wsu.edu/programs-classes/intramurals. (Section XVII) *Only the brackets posted on the Intramural website will be considered official.*

- i. If a conflict arises with your scheduled league or playoff contest, notify the Intramural Program if you choose to default or reschedule. All arrangements must be completed and approved by the Intramural Program. The Intramural Program will not accept verbal agreements between opponents. (Section XIII) ii. Not all reschedule requests will be accommodated. Admin will work to reschedule what they can, but if it is an untimely request or both teams cannot agree on a time, the contest will stay as scheduled.
- i. Appoint a responsible member of your team to serve as the designated team captain if electing not to yourself.
- j. Assist the Intramural Sports Program with the recruitment of individuals interested in sports officiating.

2. Designated Game Captain responsibilities include:

- a. Check in with the official(s) on site before your scheduled game and update your roster. Verify that all are eligible to participate.
- b. Cooperate fully with officials/student & administrative staff regarding enforcement of policies and procedures.
- c. Provide extra personnel, such as scorekeepers when required.
- d. Maintain control of your team and spectator behavior in terms of conduct, safety and sportsmanship before, during and after your intramural game. You will be held responsible and shall not allow team members to participate if they have been consuming alcohol and/or drugs prior to your contest.
- e. In the event a player and/or spectator are ejected from the game assume immediate responsibility for ensuring the player(s)/spectator(s) cooperate and leave the vicinity within the allotted *three (3) minutes*. IM employees will not be responsible for communicating or directing the individual(s) to leave. The game will not resume until the player has left. *Failure to comply completely with removal of the individual(s) from the vicinity within three (3) minutes will result in forfeiting your contest.*
- f. Notify the IM Staff of any safety hazards/injuries/concerns regarding equipment, facilities, etc. Please share with your team the intramural policy regarding first aid supplies and the need to prepare yourselves to play.
- g. "Announce" to both the opposing designated game captain and the official(s) when protesting at the time of the infraction when the interpretation of the rule is at fault, the official applies the incorrect rule, or imposes wrong penalty and/or before the completion of the contest for player eligibility. Team(s)/player(s)/official(s) must submit a completed protest form to the IM Office within 24 hours after a league contest and within one hour after a post-season tournament contest. (Section XV)
- h. At the conclusion of your game, sign the scoresheet to verify the result and score.
- i. If the team wins a division championship, individual tournament, or Sportsmanship Award, contact the Intramural Office for t-shirts/awards and pictures.

If the designated game captain is unable to finish their responsibilities for any reason (injury, illness, receives any yellow or red card not associated with spectators, etc.) the team must appoint a playing member to take over their duties for the remainder of the game. A contest may not continue without a designated captain. Intramural employees reserve the right to require teams to reappoint a team captain when deemed necessary.

ENTERING AN INTRAMURAL EVENT

Entrance into an intramural league or event can be done by registering online at urec.wsu.edu/programs-classes/intramurals. Online registration for each league sport and tournament remains open until the Wednesday before the league begins. Registration is done on a first come, first serve basis. Registration fees vary depending upon the event and refunds will not be issued after a person participates in an intramural event.

PLAYERS WITHOUT A TEAM

If you wish to participate in a team sport and either do not know enough people to form your own team or do not live in a campus housing unit that has a team, you may register your name and email address on the sport's free agent list on the DSE website (urec.wsu.edu/programs-classes/intramurals). You can also email captains to see if they are looking for extra players to join their team. A free agent can also purchase an intramural pass without a team and play as a substitute player for teams that do not meet the minimum number of players required to start a game.

SUBSTITUTE PLAYER POLICY

Teams that do not have the minimum number of players to start a game can add any player that has an IM Sports Pass for the current session to their team, for that game. Teams can add as many players as needed to reach the minimum required to play. Substitute players will not be added to the official team roster, and can be a substitute player for a team in the same division/league as their own team.

- Example: A men's team that has 5 players can add any two male players that have a sports pass for that game, even if those players are on another men's team.

Substitute players can only be used during the regular season. Participants must be on the roster for a team for the playoffs and can still only play on one team per league. Participants may not switch teams in the playoffs, even after their team has been eliminated. Any players that are not on the roster must have their cougar card in order to check in before the game.

ENTRY FEES AND REFUNDS

All WSU Pullman students who wish to play Intramural Sports must purchase a semester or annual IM Pass. IM passes can be purchased at: <https://wsu.dserec.com/online/memberships/categories/6>

An additional entry or team fee is required to register for some intramural activities and must be paid at the time of registration or joining a team. Please see the tournament or league info available on the Intramural Sports website for more information. The entry fee will only be refunded if the Intramural Program does not place a team in a league or the team drops out before schedules have been made available for that activity. For tournament activities, the entry fee will only be refunded prior to the posting of the tournament bracket. Failure to field a complete team, show up, failure of opponents to show up or otherwise dropping out of the program are not acceptable reasons for a refund. Unfortunately, the IM Program cannot guarantee the number of games teams will receive and does not refund money to teams who receive byes due to the original schedule or changes during the season because of teams dropping out, the loss of games to weather, etc.

WSU faculty, staff and spouses/partners are eligible to play Intramural Sports. All WSU faculty, staff and spouses/partners who wish to play can purchase an IM Pass for \$65 per semester to be eligible to participate. Faculty/Staff/Spouse/Partner registration is available online at: <https://wsu.dserec.com/online/memberships/categories/6>. Refunds for the intramural pass will only be given if a participant does not participate in any activity during the semester. IM passes do not provide access to the SRC – those that do not hold SRC memberships will be required to purchase an SRC day pass in order to utilize the facility for games.

RESCHEDULING OF GAMES

In those instances, when a team cannot play one of their regularly scheduled games, the Intramural Program provides some opportunity to reschedule the game. Space & time are limited but the Intramural Program will try to accommodate requests whenever possible. A rescheduling form must be completed and then approved by the opposing manager and the IM Program. Link: https://wsu.co1.qualtrics.com/jfe/form/SV_8csVwvW2GNPaIAZ. The reschedule process must be completed at least one working day before the originally scheduled contest by 11pm. Rescheduling requests for Saturday & Sunday games must be completed by 3:00 PM of Friday. Teams are encouraged to reschedule games as soon as a conflict is discovered.

Regular Season

1. By 11pm the day before your scheduled game (3pm Friday for Sunday games), the team captain must submit the reschedule request form, found on the intramural website. The manager will then be given the option(s) for reschedule times.
2. The IM Office will then contact the opposing team manager to arrange a time when the game may be rescheduled.

3. The opposing manager must approve the reschedule. *The reschedule is not complete until both the requesting and opposing captain have approved the reschedule.* If the opposing captain is not reached by the Intramural Sports Department by the reschedule deadline, the game will remain as originally scheduled.
4. If the opposing manager and/or the IM Program does not agree to the request, the game will be played as originally scheduled.
5. Both managers will be contacted by the Intramural Department to confirm the completion of the reschedule. If either manager does not receive confirmation of the reschedule they should contact the Intramural Department at (509) 335 - 8732.

Playoffs

1. During playoffs, team members may be scheduled in more than one contest at the same time. Please be sure you have enough players on your team to avoid not having the required minimum number to start a game. (Only requests due to an academic, religious or IM conflict for a *majority* of the team will be accepted.)
2. By 9am on the day of your scheduled game (3pm Friday for Sunday games), the team captain must submit the reschedule request form, found on the intramural website. The manager will then be given the option(s) for reschedule times.
3. **The opposing manager must approve the reschedule. The reschedule is not complete** until both the requesting and opposing captain have approved the reschedule. If the opposing captain is not reached by the Intramural Sports Department by the reschedule deadline, the game will remain as originally scheduled.
4. Both managers will be contacted by the Intramural Department to confirm the completion of the reschedule. If either manager does not receive confirmation of the reschedule they should contact the Intramural Department at **(509) 335 - 8732.**

***Space and time for reschedules during playoffs is extremely limited and cannot be guaranteed.**

DEFAULTS

If a team knows they cannot make a game and will not be able to show, they must fill out the default notice form by 3pm the day of your game (3pm on Friday for Sunday games). If a team elects to default, they will be charged with a loss but not assessed a forfeit.

Default Form: https://wsu.co1.qualtrics.com/jfe/form/SV_8csVwvW2GNPaIAZ

FORFEITS

Teams that do not present the minimum number of players required to start a game at least 10 minutes within the original start time will be issued a forfeit. This will result in a loss, 0 sportsmanship, and will be fined \$20. Two forfeits in a season will result in removal from the league.

Sport League	Forfeit Score
Football League (Elite, 7v7, 4v4)	W 10-0 Teams that forfeit will receive a 0 for sportsmanship
Basketball (5v5, Elite)	W 10-0 Teams that forfeit will receive a 0 for sportsmanship
Volleyball (4v4, 6v6, Sand Volleyball)	W 2-0 (Matches) Teams that forfeit will receive a 0 for sportsmanship
Tennis (Singles, Doubles,)	W 2-0 (Matches) Teams that forfeit will receive a 0 for sportsmanship
Badminton	W 2-0 (Matches) Teams that forfeit will receive a 0 for sportsmanship
Racquetball	W 2-0 (Matches) Teams that forfeit will receive a 0 for sportsmanship

Sport League	Forfeit Score
Soccer (5v5, Indoor, 9v9, Elite)	W 2-0 Teams that forfeit will receive a 0 for sportsmanship
Floor Hockey	W 1-0 Teams that forfeit will receive a 0 for sportsmanship
Softball	W 4-0 Teams that forfeit will receive a 0 for sportsmanship
Ultimate Disc	W 2-0 Teams that forfeit will receive a 0 for sportsmanship

If neither team has the minimum number ready to start at game time, a double forfeit is declared.

If both teams are ready to play at the designated start time, but due to a previous game running long or the court/field is not ready for play, the starting time will be adjusted so that the teams receive a full allotment of time. Game time begins as soon as the field/court is available for play.

Forfeit Fee

If your team does not come to a scheduled game, and also does not fill out the default notice form by 3pm on the day of your game, you will be declared as a forfeit. If you forfeit, your team will owe \$20 to the intramural sports program. This can be paid at the front desk of the student recreation center, or on DSE. If you forfeit a second time in one season, you will pay another \$20, and will be removed from the league. If you play in a league that has double-headers (two games in one night), you will be charged once per night.

If a team cannot fulfill their commitment to complete their schedule, they are encouraged to notify the IM Sports Program of their wish to be dropped from the schedule. Regardless of the reason(s), after a team forfeits two of their scheduled league contests, they are IMMEDIATELY DROPPED FROM ANY FURTHER COMPETITION.

Teams will receive a "0" sportsmanship rating for a forfeited contest, which will count towards the season rating used to determine playoff eligibility. Teams that show up to a contest that is forfeited by their opponent will receive an "4" sportsmanship rating.

PROTESTS

Protests are permitted in Intramural Sports in order to ensure fairness to a player or a team. Protests are divided into two categories; Game Protest or Player Eligibility Protest. To file a protest, the appropriate form must be filled out and submitted by a team representative to the Intramural Office (Smith 101 or SRC 250). During league play the form must be received within 24 hours of the contest. During tournament play, a written protest form must be filed in the IM Office within one hour following the completion of the contest. The money will be returned if the protest is valid and accepted, or placed into the Intramural Program operating budget if denied. Game Protest forms and Player Eligibility Protest forms are available in the Intramural Offices.

The supervisor or official(s) will indicate that the contest is under protest.

1. GAME PROTEST: The only acceptable reasons for a game protest are;
 - a. Misinterpretation of a playing rule,
 - b. Failure of an official to apply the correct rule to a given situation, or
 - c. Failure of an official to impose the correct penalty for a given violation.

To be a valid game protest, it must also actually affect the final result of the game. The game protest must be "announced" to the opposing designated captain and official(s) at the time of the infraction when the interpretation of the rule is at fault, the official applies the incorrect rule, or imposes wrong penalty. Game Protests WILL NOT be considered if they

are based on a decision involving the accuracy of judgment on the part of an official or does not follow the procedural guidelines.

2. **PLAYER ELIGIBILITY PROTEST:** A protest concerning player(s) eligibility must be announced prior to the completion of the contest. A team in violation of any eligibility rule will cause the contest to be automatically forfeited.

PROTEST SOLUTION

Game Protests will be checked for validity (one of the three acceptable reasons, shown to directly affect the final outcome & meets the procedural guidelines established). If deemed valid, an automatic roster check of both teams will take place. Player Eligibility Protests will lead to a review of eligibility of both teams involved in the contest.

Decisions to accept/deny and the solution implemented by the Intramural Program shall be final with no appeal process. The Sport Coordinator(s) will review protests. Individuals may be asked to provide additional information. During tournament play, protests will be reviewed before the next scheduled contest, generally the next day.

PLAYOFFS - POST SEASON TOURNAMENT

League sports play a regular season followed by a post-season single elimination playoff tournament to determine the champions. The following guidelines will apply:

1. All teams, which do not forfeit two of their league contests (regardless of the reason), are eligible for the post-season tournament. All teams will make a playoff bracket.
2. Teams must participate during the league season to be eligible for post-season play.
3. Games cancelled due to inclement weather shall be rescheduled whenever possible.
4. Tournament brackets will be posted on DSE. Check your league schedules for the specific date on which brackets will be posted. Teams are responsible for checking the brackets.
5. Once play begins for any Intramural activity initial brackets and pairings will be final.
6. *Teams will play on different nights during playoffs than during the regular season, including Sundays. If the majority of players on a team will have an academic or religious scheduling conflict with a night during playoffs, the team manager must contact the Intramural office by the last day of league play. Intramural Sports will try to accommodate requests. Team members may be scheduled in more than one contest at the same time. Please be sure you have enough players on your team to avoid not having the required minimum number to start a game. During playoffs, only requests due to an academic or conflict with another Intramural event for a majority of the team will be accepted. This does not guarantee a game will be rescheduled.*
7. At the sport coordinators discretion, the division may be split further into an upper and lower bracket according to league winloss record and a champion determined in each.

PLAYER & TEAM CONDUCT

A. TEAM SPORTSMANSHIP RATING SYSTEM BY OFFICIALS & STAFF

The development of team and individual sportsmanship is of fundamental importance in all intramural activities. The sportsmanship rating system is intended to provide an objective scale in which teams are judged on attitude and behavior throughout the intramural league and playoff season. Behavior before, during and after an intramural contest will be included in the rating. The team manager is responsible for educating and informing all players and spectators affiliated with their team about the system. In order to encourage acceptable conduct before, during, and after an intramural contest officials and/or supervisors shall make decisions whether to warn, penalize, or eject individuals/teams/spectators/organizations for poor sportsmanship. A yellow/red card will be displayed during contests to warn and/or eject individuals/teams/spectators/organizations. However, a yellow card is not required before a red card is displayed; and a red card is not required for a suspension to occur.

The four different team ratings are: **Outstanding** **Very Good** **Acceptable** **Needs Improvement** **Unacceptable**

The rating system is designed to rate teams, not individual conduct. The intramural program uses a sportsmanship rating of (0) equating to a forfeit to (5) outstanding sportsmanship. (see above). A team must have a minimum of 2.5 sportsmanship rating in order to qualify for playoffs. A team is responsible for the actions of the individual team members and spectators related to their team. The designated game captain is responsible to calm difficult situations and to restrain troubled teammates. IM officials and/or supervisors shall determine acceptable and unacceptable team ratings. Appeals for unacceptable ratings will not be accepted. The Intramural Administrative Staff will determine whether a rating will become season ending. They also reserve the right to review any rating given to a team.

Outstanding Sportsmanship Rating (5)

1. Team members demonstrate above and beyond attitude and sportsmanlike atmosphere.
2. Helpful to supervisors and officials.
3. All team members show control over their own actions and omissions. All team members uphold their responsibility to contribute to an atmosphere of sportsmanlike competition.
4. Team members follow all game rules in both spirit and intent.
5. Any fouls committed by the team are not to intimidate or gain advantage.
6. No unsportsmanlike penalties or yellow or red cards are assessed.

Very Good Sportsmanship Rating (4)

1. Team members demonstrate a willingness to contribute to sportsmanlike atmosphere.
2. All team members show control over their own actions and omissions.
3. Team members follow all game rules in both spirit and intent.
4. Any fouls committed by the team are not to intimidate or gain advantage.
5. No unsportsmanlike penalties or yellow or red cards are assessed.

Acceptable Sportsmanship Rating (3)

1. Team members cooperate with and demonstrate good sportsmanship toward members of teams, spectators and all Intramural officials and/or staff.
2. The designated game captain exhibits control over their team and spectators, converses reasonably and rationally with officials about rule interpretations/calls and cooperate by providing any information requested by any intramural official/staff.
3. Team members participate in the spirit and intent of the intramural game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
4. No red or yellow cards issued and/or no player/spectator ejections occur before, during or after the intramural contest. A team (players/spectators) does not receive three yellow cards.
5. Respect shown for intramural facilities/equipment.

Needs Improvement Rating (2)

1. Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty.
2. Captain exhibits minor control over themselves and their teammates and spectators.
3. Teams receiving multiple warnings or a yellow card should receive no higher than a needs improvement rating.
4. No red card issued and/or no player/spectator ejections occur before, during or after the intramural contest. A team (players/spectators) does not receive three yellow cards.
5. Multiple needs improvement ratings may lead to a meeting with intramural administrative staff to discuss proper sportsmanship during intramural contests.

Unacceptable Sportsmanship Rating (1)

Any one of the following will lead to an unacceptable rating:

1. Three or more yellow cards in any one contest towards one team (players/spectators).
2. A red card issued and/or player/spectator ejection(s) occur before, during or after the intramural contest.

- a. Technical fouls for unsportsmanlike conduct, multiple unsportsmanlike penalties given and/or any excessive celebration.
- b. Participants/spectators complain about official's decisions and/or show dissension. Complaints may be voiced verbally or "non-verbally". Arguing between opposing teams/spectators may also lead to an unacceptable rating.
- c. The designated game captain does not control their team and spectators; converses in a dissenting manner with officials about rule interpretations/calls and does not cooperate or provide information requested by any intramural official/staff while performing their duties.
- d. Team members do not meet eligibility requirements for participation within the program because of club sport, former varsity/varsity and/or professional status within same/related sport.
- e. Team members are playing with participant(s) who are currently suspended from participating on their IM team and/or Intramural Program.
- f. Any participant who plays under an assumed name.
- g. Public indecency or obscenity. This includes but is not limited to urination in public.
- h. Individuals/teams playing after the consumption or suspicion of consumption of alcohol/drugs. If the contest has begun, player(s) will immediately be removed from the contest. (Refer to Alcohol/Drugs, p. 11)
- i. Verbal or physical abuse and/or the threat of, by participant(s)/spectator(s) in the form of fighting, baiting and/or wrestling with an opponent and/or teammate before, during or after an intramural contest.
- j. Any threatening behavior (verbal and/or non-verbal) towards any intramural employee before, during or after an intramural contest.
- k. Damage/destruction of facilities/equipment.
- l. Any violation of WSU policies and procedures governing the conduct of students.

Forfeits- Automatic (0)

- a. failure to notify intramural sports staff that you will not attend competition.
- b. Failure to communicate that you will not attend in a timely manner.

Consequences for Unacceptable Rating

1. Team is suspended until manager/captain meets with coordinator of that sport. Manager/captain shall be held responsible to initiate the meeting in a timely manner to ensure availability of coordinator (preferably several days before team is scheduled). Teams will forfeit any games scheduled on subsequent days prior to the meeting. During the meeting the manager/captain will be notified of the suspended status of their player(s).
2. Regardless of the length of the league season, two unacceptable ratings will equal a season ending rating and the team will automatically be dropped from any further competition.
3. The eligibility of players from both teams will be reviewed. (*Violation of any eligibility rule will cause a contest to be automatically forfeited.*)

Season Ending Sportsmanship

Any one of the following may lead to a season ending rating;

1. Team is uncooperative and out of control before, during or after an intramural contest.
2. The designated game captain exhibits poor control over themselves, their team and/or their spectators.
3. Multiple red cards are given and/or multiple ejections occur.
4. Failure of ejected participant(s) and/or spectator(s) to leave the vicinity within the allotted *three (3)* minutes or returning to the vicinity during or after the game.
5. Participants and/or spectators constantly complain to officials/supervisors. There is excessive argument with teammates/opposing team, officials/supervisors. Communication is verbally abusive.
6. Verbal or physical abuse and/or the threat of, by participant(s)/spectator(s) in the form of fighting, baiting and/or wrestling with an opponent and/or teammate before, during or after an intramural contest.
7. Any threatening behavior (verbal and/or non-verbal) towards any intramural employee before, during or after an intramural contest.
8. Any physical contact with any intramural employee.
9. Team fails to cooperate/comply with intramural administrative staff/university officials while performing their duties; false ly represents or withholds any information requested.
10. A teams season sportsmanship rating is too low for playoffs. At the discretion of the sport coordinator.

Consequences for Season Ending Rating

1. Team will automatically be dropped from any further competition.

B. APPEAL OF A TEAM SPORTSMANSHIP RATING

Only a season ending rating can be appealed by the manager. A written appeal must be filed within 48 hours of the rating. During the appeal process, the burden of proof shifts from the Intramural Program to the manager. IT IS NOT A HEARING. The process is a review of the record of the incident(s) and reasons for the season ending behavior. Teams will remain dropped from any further competition during the appeal process. Acceptable reasons for an appeal are; new information concerning the contest becomes available, and/or the sanction is too severe for the offense. The Director, University Recreation, and/or person(s) designated by the Director, will review the appeal. *During playoffs, the Director, Assistant Director and/or Sport Coordinator(s), prior to the next scheduled contest, will hear the appeal.*

C. TEAM CONDUCT RESULTING IN A FORFEIT

In addition to the sportsmanship rating system, the following team behavior will result in a game being immediately stopped and FORFEITED (regardless of score or time remaining):

1. Three (3) separate individuals receiving any combination of warning or ejection cards and/or two (2) separate individuals receiving red card ejections.
2. Failure of ejected participant(s) and/or spectator(s) to leave the vicinity within the allotted *three (3)* minutes or returning to the vicinity during or after the game. A player cannot return for the second game when back to back games are scheduled (4 on 4 flag football).
3. The team is 'confirmed' to be using an ineligible player.
4. Any player(s) and/or spectator(s) other than the designated game captain, leaving the team area/bench to join a situation in the game. *A person's intentions are irrelevant.*
5. Failure of a captain or team to provide required information to the Intramural Program.

Any inappropriate behavior following the forfeiting of a game could lead to a season ending rating. Serious on site situations will also result in initiating the involvement of campus police and the referral to the Office of Student Conduct.

E. INDIVIDUAL PLAYER CONDUCT

The development of individual sportsmanship is of fundamental importance in all intramural activities. A yellow/red card will be displayed during contests to warn and/or eject individuals/teams/spectators/organizations. However, a yellow card is not required before a red card is displayed; and, a red card is not required for a suspension to occur. Players who have been ejected are required to leave the vicinity within *three (3)* minutes. Failure of ejected participant(s) and/or spectator(s) to leave the vicinity within the allotted *three (3)* minutes or returning to the vicinity during or after the game will result in the game being forfeited and additional individual/team sanctions.

AN EJECTION FROM ANY INTRAMURAL CONTEST FOR INAPPROPRIATE BEHAVIOR CARRIES A MINIMUM ONE GAME SUSPENSION, TO BE SERVED IN THAT TEAM'S NEXT GAME IMMEDIATELY FOLLOWING THE EJECTION.

Individual Player Code of Ethics

1. As a participant in Intramural Sports I will abide by both the word and spirit of both the playing rules and Intramural Sports Policies and Procedures.
2. As any sport competition requires two teams and officials, I will strive to ensure that teammates, opponents and officials are given every opportunity to fully enjoy Intramural Sports.
3. I will respect the decisions of game officials.
4. I will not engage in any tactic, strategy or behavior that puts a teammate, opponent or any other person at an unnecessary risk of injury.
5. I will encourage others to abide by the Participant Code of Ethics.
6. I will behave graciously regardless of the outcome of my game or match.

The following behavior results in ejection from an intramural contest & may result in referral to campus police and the Office of Compliance & Civil Rights:

1. Verbal or physical abuse and/or the threat of, by participant(s)/spectator(s) in the form of fighting, baiting and/or wrestling with an opponent and/or teammate before, during or after an intramural contest.
2. Any threatening behavior (verbal and/or non-verbal) towards any intramural employee before, during or after an intramural contest.
3. Any physical contact with any intramural employee.
4. Technical fouls for unsportsmanlike conduct, multiple unsportsmanlike penalties and/or any excessive celebration.
5. Failure to cooperate by providing information requested by an official/student staff/administrative staff.
6. Persistent infringement of the spirit and intent of the game rules.
7. Public indecency or obscenity. This includes but is not limited to urination in public.
8. Individual playing after the consumption, or suspicion of consumption of alcohol/drugs. If the contest has begun, player will immediately be removed from the contest. (Refer to Alcohol/Drugs)
9. Damage/destruction of facilities/equipment.
10. Any violation of WSU policies and procedures governing the conduct of students.
11. A player may not participate in another intramural event in the same day if he/she has been ejected from an intramural contest. Any ejected player is considered to be a suspended player for the rest of that day.
12. Any player receiving three yellow cards during the season will be suspended for a minimum of one game. **Any of the above behavior results in a minimum one game suspension.**

Actions before, during and after the game in question will be taken into account when determining sanctions. Sanctioning may range from a minimum of a one game suspension to expulsion from the program for an indefinite period of time. Incidents may be referred to a conduct administrator in the Center for Community Standards. Ejected individual(s) who are suspended for longer than two games will remain suspended from all Intramural activity until they meet with the Associate Director and/or Sport Coordinator(s) after meeting with a conduct administrator in the Office of Student Conduct and serving their sanction.

Individual(s) playing while under suspension will receive a minimum sanction of one semester and will be referred to the Office of Student Conduct.

Team Managers will be notified of the suspended status of their players during their meeting to discuss the team's unacceptable rating. (See Consequences for Unacceptable Rating).

The Sport Coordinator(s) reserve the right to suspend any participant or team from intramural competition for conduct, behavior, or attitude that they perceive as interfering with the orderly conduct of activities and/or safety of the individuals participating in the intramural program.

F. APPEAL FOR INDIVIDUAL SANCTIONS

The individual can appeal only sanctions of more than two games. A written appeal must be filed within 48 hours of the sanction. This forum is not a hearing. The process is a review of the record of the incident(s) and reasons for the excessive behavior. Individuals will remain suspended during the appeal process. The decision by the Intramural Program to refer individual(s)/team(s) to the Office of Student Conduct may not be appealed. Acceptable reasons for an appeal are; new information concerning the contest becomes available and/or the sanction is too severe for the offense. The Assistant Director, University Recreation and/or person(s) designated by the Assistant Director, will review the appeal.

G. ALCOHOL / DRUGS /TOBACCO

The use of tobacco products by participants, spectators and staff at Intramural events is prohibited. The use, possession, sale and/or consumption of alcohol/drugs at any intramural activity are strictly prohibited and in violation of WSU conduct regulations for faculty, staff and students. In addition, players or spectators who have consumed and/or are under the influence of alcohol/drugs are a safety concern both to themselves and others at the contest. Individual(s)/team(s) will not be allowed to play after consuming or are under the suspicion of consuming alcohol/drugs. If the contest has begun, player(s) will immediately be removed from the contest. Individual(s)/team(s)/managers who fail to cooperate/control the situation WILL cause the contest to be stopped and possible suspension from further intramural participation. *Individuals may be referred to the WSU Police and/or to a University Conduct Administrator.*

H. SELF- OFFICIATED LEAGUES

Individual and team sportsmanship is of paramount importance in all self-officiated activities. The responsibility to ensure fairness in all contests is shared by the teams involved. If Intramural staff are needed to intercede and remove/eject player(s)/spectator(s) for any inappropriate conduct the situation will be handled very seriously. Minimum sanctions will likely remove the player involved for the remainder of the sport season. Although no formal rating takes place, teams will be held to a very high code of conduct.

J. Intramural Sports and Sport Clubs Participation

WSU students, faculty/staff and spouse/partners of students, faculty/staff shall be permitted to participate in Intramural Sports and Sport Club programs in accordance with the individual's consistently asserted gender identity. Participation in competitive Sport Club or Extramural athletic activities will be resolved on a case by case basis based on applicable National Governing Body.

K. Sportsmanship Requirements for Playoffs

Sportsmanship ratings for games are based on a 5 point scale with the officials sportsmanship rating accounting for all 5 points and the opposing team rating counting for up to 2 points. In order to be eligible for the playoffs, a team must have an average sportsmanship rating of 2.5 or more. Any teams with a sportsmanship rating of below 2.5 will be ineligible for playoffs with no exceptions.

FACILITIES

A map with field/court locations for the activities is available in back of this handbook. With the high use and traffic in all facilities, participants are asked to be responsible for their own garbage/trash. Your cooperation and help is also needed with keeping bicycles and other hazards away from all playing areas. Please notify IM staff of any safety hazards regarding the equipment or facility.

Please observe the following non-comprehensive list of facility rules (a comprehensive list of facility rules are available on the University Recreation website):

- No pets allowed
- No sunflower seeds
- No smoking or chewing tobacco anywhere on campus
- No metal cleats. Legal footwear: soft pliable cleats, tennis shoes/runners or turf shoes. Cleats are STRONGLY RECOMMENDED when participating in on playfields.

Specific rules for using Valley Road/Grimes Playfields: no pets, no food or drink (except for water), no sunflower seeds, no smoking or chewing tobacco allowed in the facility. Soft pliable cleats are STRONGLY RECOMMENDED when participating at Valley Road and/or Grimes Playfields.

PETS

Pets are not permitted in university buildings, facilities, or on fields.

EQUIPMENT

FOOTWEAR

In all sports players must wear athletic type shoes that cover the foot completely. Sandals, boots and open toe shoes are NOT allowed. For outside sports cleats are limited to studs or projections that do not exceed ½ inch in length and are made with

nonabrasive rubber or rubber-type synthetic material that does not chip or develop a cutting edge. Cleats are STRONGLY RECOMMENDED when participating in Gesa Stadium, Valley Road and Grimes Playfields.

EQUIPMENT CHECK OUT

Although most participants have their own equipment or purchase equipment as a team/organization, a limited amount of equipment specific to the intramural sport in progress is available for checkout. Checkout is for the duration of your intramural game or one hour. Users shall be responsible for payment for loss and/or any and all damages/repairs to equipment items (other than normal wear & tear). Completion of the check-out form and a current WSU ID is needed to check out any of the following items: face masks, softball bats, gloves, softballs, volleyballs, outdoor soccer balls, basketballs, eye guards, tennis balls, and footballs. A participant may check out basketball jerseys for their team with a current WSU Photo ID card.

Equipment checkout begins at approximately 4:30 PM in Smith 101, Monday through Thursday. Sunday hours vary on sport season. Equipment can also be checked out at the Valley Road Playfield, and the South Fairway Playfield for the sport that is currently in progress, (i.e., flag football, softball, etc.).

Individuals/groups conducting their own special event(s) must request equipment from UREC Scheduling by emailing urec.scheduling@wsu.edu. Reservations for equipment should be made well in advance of the event(s).

PROPOSAL FOR NEW ACTIVITY / EVENT

Students are given the opportunity to introduce new activities to be included in the Intramural Calendar of Events for the upcoming academic year. Approval will be based upon philosophy of program; facility/facilities required, student interest, safety, cost of equipment, personnel needs, etc. If you are interested in proposing a new activity please contact the intramural sports department at urec@wsu.edu.

SUMMER INTRAMURAL PROGRAM

Summer activities are available through the Summer Recreation Program. A complete Calendar of Events will be available April 1.

IM STUDENT EMPLOYMENT OPPORTUNITIES

The program could not be conducted on a successful level without the services of nearly 100 student officials, supervisors and practicum students. Previous experience as an official is desirable, but not required. Training clinics are offered at the beginning of each sport to teach the skills required. Preference will be given to students who are currently enrolled at WSU. None of these jobs will prevent participation on a team. Whether working for pay or completing requirements for a class, the program provides practical training and "hands-on" experience in the organization and administration of the overall program and its activities.

Washington State University is an equal opportunity educator and employer.

A. JOB OPPORTUNITIES

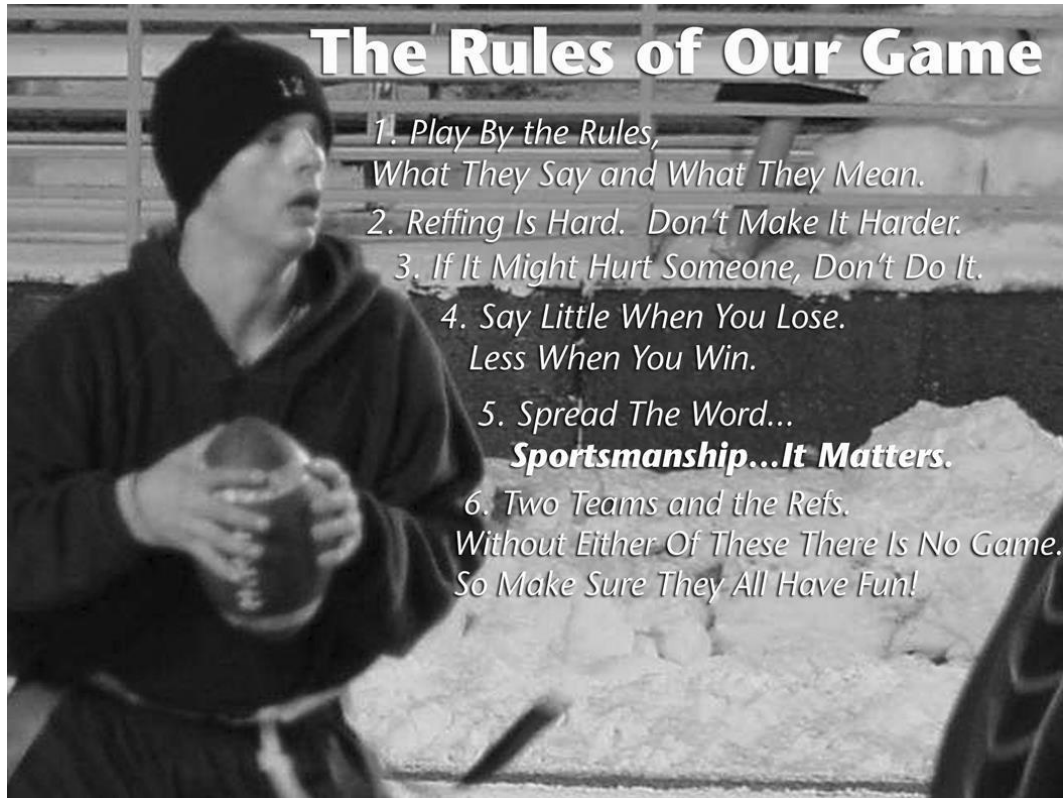
Applicants should be mature, self-motivating, possess a willingness to learn and lead, capable of making decisions/problem solving/resolving conflict in group situations, committed to promoting and valuing cultural diversity, interested in customer service and capable, of acting in a professional manner while performing their duties. Job descriptions and qualifications are available at on the University Recreation website. Workload is adjusted to accommodate class schedules and intramural participation.

PRACTICUM EXPERIENCE: Non-paying position (10 hours), paid position (45 or 90 hours). May serve as either an Office Assistant, Intramural Game Official, and/or assist in conducting special events. Other projects may be developed to meet requirements. It is recommended that those seeking practicum hours should contact the Intramural Sports Office early in the semester, as limited hours are available.

SPORT OFFICIAL: Shall represent the IM Program and officiate intramural team sport contests. Must have rule knowledge in the specific team sports as well as general knowledge of program policies. Training clinics are conducted the week prior to the activity beginning. Prior experience is desirable but not necessary.

IM SUPERVISOR: Shall represent the Intramural Program and will assist in the preparation and supervision of the activity areas and officials during Intramural team sports; assist in the coordination of special events, work at other special events, manager's meetings and team sign-ups. Must have knowledge of program policies in order to assist players and teams. Must have specific knowledge of game rules, in order to serve as an interpreter of rules to assist players and officials. Will handle on sight conflict situations including protests, discipline, etc. Will handle first aid/emergency situations when necessary. Shall represent the Intramural Program and will manage Smith 101 office during Intramural activities conducted Monday through Thursday evenings and Sundays. Will assist with special events, manager's meetings, and team sign-ups when necessary. Position promoted from sport officials.

IM OFFICE SUPERVISOR: Daily tasks include opening/closing Smith Office; recording of game results; preparation of scoresheets/equipment for contests; preparation for and check-in of officials; answering telephone and assisting participants at the counter, handling first aid/emergency situations when necessary; completion of appropriate forms when needed; distribution of promotional materials; equipment check-out/check-in for participants. Must have knowledge of program policies in order to assist players and teams.



SPORTSMANSHIP...IT MATTERS

WSU University Recreation Site Map

