

**NSU INTRAMURAL
HANDBOOK
2018-2019**

Our Mission:

Our mission is to offer recreational opportunities to a diverse student population while promoting sportsmanship, a sense of campus community, and a competitive sports environment. We strive to provide an all-inclusive program in which students are encouraged to participate in on-campus activities to enhance their overall college experience.

About Intramural Sports:

In providing Intramural Sports, Recreation and Wellness, a division of Student Affairs, provides the University community with various sports opportunities to accommodate participation at all skill levels. Games, leagues and tournaments are offered in various formats (competitive, recreational, and co-recreational leagues) for both men and women. This Handbook has been designed to provide information for individuals and teams participating in Intramural Sports. The policies and procedures discussed in detail throughout this Handbook are essential to understanding what it means to successfully participate in Intramural Sports at Nova Southeastern University. Campus Recreation is committed to upholding an environment that is free of discriminatory activities based on race, religion, sex, age, marital status, and physical or mental abilities.

Eligibility:

Currently enrolled NSU undergraduate and graduate students, full time Faculty/Staff who have current Rec Well memberships, and NSU regional campus student with a membership are eligible to participate in any Intramural leagues and tournaments.

The following are NOT eligible for Intramural Sports:

- Rec Well Members who are not Students, Faculty or Staff
- Temporary employees of NSU
- Adjunct professors of NSU
- NSU Alumni
- Sponsored Rec Well members

- **Current Varsity Team Members:**

Nova Southeastern University varsity athletes are ineligible to compete in their sport or any related sports (i.e. current baseball players may not play softball). Any member of a varsity team who suits up for a contest or whose name appears on a team roster is ineligible for the remainder of the school year (2017-2018) in that sport or related sport. Non-scholarship practice players and players who participated in try-outs are not considered current varsity players.

- **Ex-Varsity Athletes:**

Prior to competing in any Intramural sport or related sport, varsity athletes from any college or university must sit out for a minimum of 365 days following their final game.

- **Professional Athletes:**

Anyone who has competed in a sport at a semi-professional, professional or international level shall be ineligible for Intramural competition in that sport or its related sport.

Intramural Format:

- **Team Sports:** A round robin or pool play structure will be used during the regular season in each division per league. Playoff tournament structure will be single elimination. Tournament structures will vary depending on special circumstances such as number of teams and facility availability.

- **Individual/Dual Tournaments:** Tournaments will typically be single elimination, but may vary depending on special circumstances and the number of entries. Tournament seeding will be drawn at random.

- **League Organization:**

There are two divisions of competition offered: Open and Co-Recreational. * League organization may be subject to change depending on the number of teams signed up for each league.*

- **Co-Recreational:** All NSU male and female undergraduate and graduate students, as well as male and female faculty/staff who have a Rec Well membership are eligible to participate in this division. This division has gender roster requirements and no gender modified rules.
- **Open:** All NSU undergraduate and graduate students, as well as faculty/staff who have a Rec Well membership are eligible to participate in this division. This division has no gender roster requirements or gender modified rules.

- **Levels of Play:**

Three different levels of play may be available for captains to register teams. It is up to each individual team to choose which level they prefer.

- Competitive: Highest skill and most competitive
- Recreational: Less skilled and competitive
- Open: Open to all skill levels

Note: The Intramural office may combine the leagues into one depending on the number of teams that register for each level of play.

A participant may only participate for one open, and one co-recreational team per season, regardless of the level of play.

- **Tie-Breaking Procedures:**

In determining playoff seedings, the following system will be used when teams finish the regular season with identical win/loss records:

1. Head to head
2. Sportsmanship
3. Coin Flip

Registering a Team:

All teams must be registered and accepted through IMLeagues during the proper league or tournament registration period. Registering teams must meet the following requirements:

1. Captains must complete the Captains' quiz (when applicable)
2. Captains may have the opportunity to preselect the times during the week that they prefer to play (Note: not all requests may be met)
3. Participants are required to pay a one-time \$12 fee to participate in league play. Payments are made when registering for a team on IMLeagues.
 - There are no participant fees for tournaments.
4. In order to be scheduled into a league, teams have until the end of the registration period to meet the minimum roster requirement (if applicable).

5. Teams registering later than the registration deadline or without meeting the minimum roster requirement will be added to the league waitlist, and will be offered entry into the league if a spot becomes available.

Registering Players to a Team:

Teams will be allowed to add players to the team throughout the duration of the season including the playoff tournament. All roster additions must be completed through IMLeagues. For a player to be eligible to participate in a day's game they must have signed the participation release of liability waiver.

Release of Liability Waiver:

In order to participate in any Intramural sport, each participant must have read and signed a Waiver and Release of Liability Form prior to participating. This form is can be read and signed on IMLeagues during the process of creating an account.

Captains' Meeting & Quiz

Beginning this year, team captains will be required to review a "Captains Meeting" informational packet at the start of each season of sports leagues. After reviewing that packet and any additional rule packets, all team Captains must complete a mandatory Captains' quiz prior to registering a team. This quiz is to demonstrate a full understanding of Intramural policies and procedures, as well as specific rules for that sport or event.

Valid NSU ID Required to Play:

To participate in any Intramural sport or event, each participant must present their valid NSU ID to the Intramural staff prior to each contest.

Team Jerseys:

Teams are required to wear color-matching jerseys with visible numbers on the back or front (no taped-on or pinned-on numbers will be permitted). Pinnies will be provided for players to use during Intramural contests, however teams are encouraged to provide their own color-matching jerseys.

Scheduling:

Team Captains will have the ability to request preferred game times and playing dates for certain leagues on IMLeagues. Since team Captains are encouraged to input their team's availability prior to the season, game rescheduling will be limited. Teams may not postpone or cancel games by agreement. The Intramural Office reserves the right to reschedule games when necessary. All changes will be posted on the IMLeagues website.

Inclement Weather:

Cancellations occur when the weather or other uncontrollable factors make postponing contests necessary. In the event of a postponement or cancellation, teams will be notified through IMLeagues. Teams may not always be directly contacted. There is no guarantee that all cancelled games will be rescheduled later in the season.

Forfeit and Default Policy:

Forfeits are detrimental to the entire program and are an injustice to participants who want to play. To limit forfeits, **all participants on the roster of a team that does not show up for a game or contest will be required to pay a \$6 forfeit re-entry fee into the Intramural Sports program.** This fee must be paid prior to participating in any other Intramural sport, tournament, or event. The team will remain

suspended from the league until it is confirmed that they have enough players to continue in the league. If the team chooses not to re-enter into the league, the individuals that remain eligible will be permitted to join another team in the league. In addition to the re-entry fee, teams that forfeit will receive a 0.0 (F) sportsmanship for the forfeited game.

As a Captain, if you know that your team will be unable to make a scheduled contest, you may contact the Intramural Office (954-262-7305) no later than 2:00PM on the day of the game. This will be considered a default loss, and an automatic win for the opponent. Any notification past this deadline will not provide enough time to notify opponents and staff, and will count as a forfeit.

- A default loss is not considered a forfeit loss, and no forfeit fee will be charged.
- Teams showing to game sites with 2 or more players, but less than the minimum required players to participate will be charged with a default loss. No forfeit fee will be charged.
- Each team receives one courtesy default loss. After the first default, any thereafter will result in a meeting with the team captain regarding continuing in the league. If the team chooses to remain in the league and defaults for a third time, the team will be ejected from the league.

Note: As long as the forfeit fee is paid, teams will remain eligible for playoffs based on W/L record and sportsmanship rating. Forfeits and defaults count as losses towards a teams' record.

Safety and Attire:

Proper attire must be worn for each activity. Religious medallions and medical identifications must be removed from chains and taped or sewn under the uniform or taped down to the body. Taping must be approved by Intramural staff, however the Intramural staff will not provide tape for use in any instance of jewelry taping. The use of orthopedic devices essential to protect an injury must receive approval from the Assistant Director of Intramural and Club Sports prior to participation.

Unapproved Apparel:

- Street/dress clothes (i.e. jeans or khakis)
- Bare feet, sandals, work boots, or five-fingered shoes. Sneakers ONLY permitted
- Metal cleats of any kind
- Exposed jewelry of any kind (including but not limited to: rings, earrings, nose rings, bracelets, necklaces). Taping of jewelry is not permitted

Medical Procedures:

NSU Recreation assumes no responsibility for injuries sustained during Intramural sports, tournaments, or other recreational activities. It is strongly recommended that all participants have a physical examination prior to participating and carry a medical or health insurance card. Any injuries or accidents occurring during Intramural or recreational activities should immediately be reported to on-site personnel. Anyone bleeding or having blood on their clothing will be prohibited from participation.

Disciplinary Procedures:

In order to preserve the spirit of the game and fair play, it is essential that all individuals adhere to the rules and conduct themselves properly whether they are participating in or spectating any Intramural contest or event. Any ejection also carries with it a suspension from Intramural Sports. Any Intramural official or staff member reserves the right to eject or remove an individual displaying unsportsmanlike conduct or behavior that does not adhere to the spirit of the game, including but not limited to:

Major Infractions:

- **Unsporting Behavior:** (minimum suspension: 2 contests)

Any individual disqualified from a contest or found to be addressing an official, another participant or spectator, or other program personnel in an unsportsmanlike manner.

- **Flagrant Unsporting Behavior:** (minimum suspension: 365 days)

Any individual flagrantly offending another individual, including participants, spectators or any program personnel verbally, physically, or in writing.

- **Endangering:** (minimum suspensions: 1 contest)

Any individual ejected, disqualified or found to be endangering the safety or welfare of another participant.

- **Flagrant Endangering:** (minimum suspension: remainder of season)

Any individual flagrantly endangering the safety or welfare of others will be suspended from competition for the remainder of the season, semester, 365 days, or indefinitely.

- **Fighting:** (minimum suspension: 365 days)

Anyone that is involved in a fight will be removed immediately.

Cheating:

Any individual who is responsible for cheating will be suspended from competition according to the following guidelines:

- Violating eligibility rules:

The individual(s) will receive a minimum suspension for the remainder of the season in the sport in which the violation occurred. The individual may remain eligible to participate in other Intramural events during that time.

- Playing while under suspension:

The individual will receive an additional 365 day suspension from Intramural sports and tournaments.

- Using another person's identification, ID, playing under a false name, allowing someone to use another person's identification or ID.

Disciplinary Policies and Procedures:

- Any team involving an ineligible player who participated in a contest, will receive a forfeit loss for each game in which the ineligible participant signed in. A forfeit fee will be charged just one time to the team, no matter how many games in which the ineligible participant signed in, to remain in the league and eligible for playoffs.

- Suspensions will be served in the sport in which the infraction occurred. While under suspension, individuals are not eligible to participate in other leagues or tournaments.

In cases occurring late in the sport season or the academic year, suspensions may carry over into the next sport or school year. It is the responsibility of the suspended individual to inform the Intramural Office of which league and team the remainder of the suspension will be served in the case a suspension carries over.

- After reinstatement, anyone receiving a second infraction within a one-year period of the date of reinstatement, will be suspended from all Intramural sports, tournaments and special events for 365 days.

In addition to the infractions listed in this handbook, all individuals are required to adhere to the Nova Southeastern University Student Handbook and Student Code of Conduct. Cases of severe violation of NSU Intramural policies and infractions, as well as all violations of the Student Handbook may be sent to the Office of Student Conduct for review.

- All suspended players will be required to meet with the Assistant Director of Intramural and Club Sports to discuss their cases. All suspensions will be handled on a case-by-case basis and reviewed by the Intramural Sports Council.
- NSU Recreation and Wellness reserves the right to rule on matters not covered in this handbook. The spirit of the rules and fairness will be considered when reviewing all situations.

Protest Procedures:

Teams or team captains may file a protest concerning the misapplication of game rules, policies or eligibility. Matters involving an official's judgement are not a basis for protest.

At the time the protest is noted, the team captain must notify the game officials in charge, and play will be halted. In certain instances, the on-site Intramural supervisor, Intramural Graduate Assistant or Assistant Director may make a final ruling, and play shall resume. In the instance a ruling cannot be made on site, play shall be resumed, however the current game situation (period, time, score, etc.) will be documented and a written statement by the protesting team's captain will be made. In the case the protest is upheld after further review, the game shall be replayed from that point, at a later date.

Alcohol and Drug Policy:

Individuals, teams, and spectators who arrive intoxicated, in possession of, or suspected of consumption or under the influence of alcohol, tobacco products or other illegal substances will not be permitted to play, and will be asked to leave the facility or visual confines of the playing area. Any individual that is removed from an Intramural contest for violating the drug and alcohol policy will be suspended from all Intramural sports and tournaments for 365 days. Additionally, this violation of the NSU Student Code of Conduct will be reported to the Office of Student Conduct.

Sportsmanship and Participant Conduct:

In order to preserve a fair, fun, and safe environment free of discriminatory actions or the endangerment of others, it is imperative that all players and spectators conduct themselves properly while displaying good sportsmanship to everyone involved. Unsportsmanlike conduct before, during, and/or after a game or event will not be tolerated. The team captains are expected to assist the department staff and will assume full responsibility for the conduct of their team and associated spectators. General unsportsmanlike behavior includes, but is not limited to: disrespecting officials or opponents, misuse of equipment, taunting, use of foul language, etc. Following the completion of each contest (when applicable), each team will be given a sportsmanship rating using a 4.0 scale (A, B, C, D or F) based on the conduct of the players, fans and spectators.

Teams must finish the season with a 3.0 (B) average to be eligible for the playoff tournament. Teams will not receive a sportsmanship rating for games that are defaulted. Teams will receive a sportsmanship rating of 0.0 (F) for games that are forfeited. Games that do not get played for any other reason will not count towards a team's average sportsmanship rating. Teams in the playoff tournament must maintain a

2.0 (C) average throughout the playoffs from the start of the playoff tournament. If at any time, a team drops below a 2.0 average or receives a D or F for a sportsmanship rating in a playoff game, that team will be removed from the playoffs. In the case a winning team is removed from the playoffs due to a poor sportsmanship rating, the most recent, eligible opponent of theirs will be offered to move on to the next round, in the spirit of encouraging participation.

The sportsmanship rating system guidelines are as follows:

A (4.0) – All team members are cooperative with department staff, and display good sportsmanship with opponents and spectators.

B (3.0) – Team members occasionally disagree and complain about calls or display some poor sportsmanship towards opponents and spectators.

C (2.0) – Team members constantly display dissent with calls and game officials or display poor sportsmanship towards opponents and spectators. One player receives an unsportsmanlike conduct foul such as an unsporting technical foul or yellow card.

D (1.0) – Team members display dissent with calls and game officials to a severe degree or display extremely poor sportsmanship towards opponents, officials and/or spectators. Two players receive an unsportsmanlike conduct foul such as an unsporting technical foul or yellow card, or a player is ejected.

F (0.0) – Three unsportsmanlike conduct fouls are given, or two players are ejected, or players are involved in a fight.

- Teams are expected to arrive to game sites and be ready to play by game time. If teams are not ready with the minimum required number of players signed in to play at game time, the clock will begin running. If the team is ready to play within 5 minutes after game time, the highest sportsmanship rating they can receive for that game is a 'B'. If the team is ready to play between 5-10 minutes after game time, the highest sportsmanship rating they can receive for that game is a 'C'. If after 10 minutes the team is not ready to play, the game will be considered a forfeit or default and the corresponding sportsmanship grade or lack thereof will be assessed.

All-Campus Shark Cup Tournament:

The All-Campus Shark Cup Tournament is a year-long tournament that includes all teams that participate in any Intramural league or tournament. Points are awarded to teams for participating in a league or tournament, winning a game or contest, placing in the overall standings, etc.

For teams to keep accumulating points throughout the year, they must register for each league and tournament using the same team name. Teams may register multiple teams for leagues and tournaments. Participation points will be scored for each team that participates, however only the specific team that advances the furthest, will total points be counted for. Teams may register teams for Open and/or Co-Rec leagues to receive points for leagues and tournaments. If a team realizes after the start of the school year that they have not been using the same team name, but have been playing multiple leagues and tournaments, points can only be transferred if the teams have the same captain, and at least 50% of the roster is the same.

- **Divisions:**

Although all teams will compete in the same leagues and tournaments, for All-Campus Shark Cup standings, teams will be divided into two divisions. The divisions will be Undergraduate and Graduate. Teams will be placed into either division based on the status of the majority of the players on their teams that were involved throughout the year.

- **Points System:**

Participation in a league:	25
League game won:	5
League game tied:	1
1 st Place of regular season division:	10
1 st Place of league:	15
2 nd Place of league:	10
Regular season average 4.0 sportsmanship rating:	5
Participation in a tournament:	10
Tournament game won:	3
1 st Place of tournament:	15
2 nd Place of tournament:	10
Default:	(-)5
Forfeit:	(-)10
Regular season average sportsmanship rating below 2.0:	(-)15

- **Trophy:**

At the end of the Winter Semester, the Undergraduate and Graduate team that has earned the most points will have their name engraved on the faceplate of the Shark Cup Trophy that is kept in the Intramural glass display case in the RecPlex.



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