



Recreational Athletics Intramural Sports



SPORTSMANSHIP POLICY

Sportsmanship is the core of the intramural sports program, as it is our goal to serve as a student development opportunity via participation in recreational sports. We aim to promote leadership development in team captains and in student staff. In addition, we aim to provide a safe, fun environment conducive for cooperative & competitive play. Such an environment allows for participants to derive physical, mental and social benefits.

- a. **Good Sportsmanship** can be described as treating opponents and staff with respect, acknowledging a job well done, exhibiting grace under fire, sharing your success with others, keeping your accomplishments in perspective and playing as hard as you can within the rules.
- b. **Poor sportsmanship** can be described as any instance in which a person/team acts in an unruly manner. This includes hurting-physically or verbally- an opponent, game staff or official, delaying a contest in an effort to express individual frustration, berating an official and or opponent or jeopardizing the competitiveness, fairness and safety of the contest.
- c. **Rating Scale.** After each contest, the sport supervisor, in consultation with officials, game staff & captains, will provide a sportsmanship rating for each team.
The rating scale is as follows:
1= Below Standard
2= Standard
3= Above Standard

Each team must maintain a “2” average throughout the season to be eligible for the playoffs.

A team must receive at least a “2” in each playoff game in order to advance.

Ratings are noted on game score sheet. Captains will be informed on-site of their rating.

Any questions/concerns must be communicated directly to the Intramural Coordinator the next business day. Any rating below a two will be addressed to the Intramural Coordinator with the respective team captain the next day in an effort to avoid future problems & to ensure the team is made aware of necessary rating to remain eligible.

- d. If warranted, an incident of poor sportsmanship may result in an official Incident Report Form to be addressed appropriately- Drexel Security or Judicial Affairs.
- e. All intramural events are subject to University policies and will be addressed accordingly. Any detrimental behavior may result in immediate expulsion/suspension of an individual and / or team from intramural play.
- f. Due to the importance of the sportsmanship rating to the success of the intramural sports program, on site staff will attempt to prevent problems or concerns from escalating by communicating (or warn when feasible) with team captains on site when behavior appears inappropriate to avert a poor rating and have a positive conclusion to a contest.
- g. Team leaders & captains should address problem teammates. If a certain individual behaves in an unruly manner, the captain should remove the individual from the roster - if person is not removed the team ultimately will be penalized.
- h. Teams will be responsible for individual behavior. Individuals who are penalized within a game (technical foul, etc) affect team rating.
- i. Teams will be responsible for individual behavior. Individuals who are penalized within a game (technical foul, etc) affect team rating.

- j. Teams will be responsible for **behavior of spectators/fans** in the judgment of the site supervisor. Again, communication (unless unwarranted) will be used on site to defuse any potential problem but captains must take the lead and remove necessary individuals.
- k. **Fighting** will result in immediate termination of a game/contest. Both teams will be subject to poor rating.
- l. **Team/Individual Expulsion.** The Coordinator of Intramurals reserves the right to make a decision on individual and/or team's eligibility throughout the duration of league play at any time. The Coordinator of Intramurals has the authority to expel an individual and/or a team from league play at any time if this person or team members jeopardize the safety of players or staff on the playing field or whose behavior has been found to be flagrant in violation of sportsmanship policy or spirit of the intramural program. Individual and/or team may be suspended or prohibited from the entire intramural program for a period of time based on nature of any incident.

m. Summary of Individual/Team Penalties in league play:

Below is outline of penalties for unsportsmanlike violations, however, an individual or team may be expelled for any occurrence of detrimental behavior.

An automatic "1" rating for a team will be assessed for any two violations in one game or any occurrence of detrimental behavior as appropriate. An example of detrimental behavior is a flagrant foul in basketball, a tackle in flag football, etc.

1. Flag Football:

Player ejection after 2nd violation; player expulsion from the league after 3rd violation. Team will be expelled from league if two players are ejected in course of season.

2. Soccer:

Player ejected after receiving red card -two yellows in one game equal a red card. Accumulation of four yellows results in individual expulsion from league. Team expelled if two players (or 2 red cards issued) are ejected in course of season.

3. Basketball:

Player ejected after 2nd technical foul;
Player ejected from league after third technical foul.
Team is expelled upon 4th technical foul issued to team.

4. Softball:

Player ejected after 2nd violation.
Player expelled from league after 3rd violation.
Team expelled upon 4th violation.

5. Floor Hockey:

Player ejected after 2nd violation.
Player expelled from league after 3rd violation.
Team expelled upon 4th violation.

6. Volleyball:

Player ejected after 2nd violation. 3rd violation= individual expulsion.
Team expelled upon 4th violation.

** Game officials reserve right to make automatic ejection based on violation.*

** IM coordinator reserves right to make any team/individual eligibility decision based on nature of violation(s)*

n.) A player that is ejected must sit out the following game.

p.) Examples of unsportsmanlike violations:

Roughing; audible profanity; verbal fighting w/opponents or teammates; physical fighting or attempting to throw a punch; verbal abuse of or intimidation of an official, staff, or opponent; unsafe or reckless play; participation under the influence of alcohol or illegal substance; failure to protest in a sportsmanship manner (i.e. "gang" mentality when the whole team disputes a call as opposed to the captain); any other behavior that affects negatively the atmosphere or friendly competition and fair play as determined by the site supervisor.