

Intramural Sports and Student Activity Participation Manual

2021-2022

Important Phone Numbers

Whitney Cliff, Director of Intramurals & Student Activities, 864-838-9912 (c), 864-488-4374 (o)

Wcliff@limestone.edu

Lance Olsen, Graduate Assistant, 864-488-4374 (o)

Lolson0407@limestone.edu

Public Safety, 864-761-6598

Resident Director, 864-488-4570

Students will not call the Intramural and Student Activity staff after 5pm unless it is an emergency. Please see a front desk associate during hours or contact Public Safety or the Resident Director on duty in an event of an emergency. If there is a night event, the supervisor working may be contacted until the event is over.

Timken Hours of Operations

**Subject to change based on athletics/Covid-19 schedule*

Monday-Thursday: 11am-10pm

Friday: 11am-5pm

Saturday: CLOSED

Sunday: 2-6pm

Intramural Sign-up Database: <https://linktr.ee/LimestoneActivities>

SECTION 1: LIABILITY AND INJURIES

Injuries/Liability

All participants must sign a liability waiver prior to competing or participating in any and all Intramural and on or off-campus student activity events.

1. Participation in the Intramural and Student Activities programs at Limestone University is purely a voluntary activity, and individuals participate at their own risk. Participants should be aware of the responsibilities for bodily, mental and emotional injury and should understand that they are responsible for any and all costs arising out of injury or property damage sustained through participation.
2. Information regarding the student insurance should be obtained from the Health Center: 864-488-8348, 864-488-4051
3. To use the Timken Facility, all students, faculty and staff members must check in with the front desk associate and present their Limestone ID card

SECTION 2: ELIGIBILITY

All Limestone University students are eligible to participate in Intramural and Student Activities. Intramural sports participants are to be knowledgeable of the eligibility rules that govern their specific activity. The Intramural Sports Department holds the right to investigate any eligibility concerns and act on them accordingly.

Undergraduate Students

All students enrolled in 1 or more credit hours at Limestone University are eligible to participate in Intramurals and Student Activities.

Graduate Students

All students enrolled in 1 or more credit hours at Limestone University are eligible to participate in Intramurals and Student Activities.

Faculty, Staff and Spouses

Faculty, staff and spouses are allowed to participate in Intramurals, when extended an invitation, and are allowed to participate in on campus student activities and may even be asked to chaperone an off-campus activity. Waivers will need to be completed prior to engagement.

Varsity Sports

Varsity athletes are defined as being on a collegiate varsity, junior varsity, or freshman roster. Varsity athletes may participate in Intramurals or Student Activities with their coach's consent.

Team Rosters

Players must be on the team's roster on the Google Form prior to participating in their game. Participants can be added to a team at any point prior to play-off cut-off. There will be no addition of teams after the sign-up date cut-off. Players will play with the gender they identify with.

SECTION THREE: CAPTAIN'S RESPONSIBILITY

It is the responsibility of participants to form their own team and register in the Intramural Sports office and on Google Forms during the registration period and before the deadlines provided by the Intramural Sports department. When registering, a captain must be listed, and the captain is responsible to be the liaison between the team and the Intramural Sports office. The captain is also the person whom communication/correspondence will be directed. Specific responsibilities of the captain include:

Before the Season Starts

1. Registering your team in the Intramural Sports office and on Google Forms
2. Staying in contact with the Intramurals Director
3. Choosing a team color for events
4. Ensuring all teammates have signed a waiver and are on the roster prior to the cut-off date
5. Ensuring all teammates comply with current health and safety measures, i.e.; masks and social distancing

During the Season

1. Notifying team members of rules, playing schedules and changes, eligibility policies and ensuring that the team complies
2. Ensuring all teammates have signed the waiver
3. Representing the team in the case of a protest
4. Promoting good sportsmanship and fair play before, during and after games for all team members and spectators
5. Informing all members of his/her team of the proper process if a team member is ejected from an Intramural Sports activity

SECTION 4: PARTICIPATION RESPONSIBILITIES

All participants are encouraged to assist their team's captain with the organization of their Intramural Sports team. Intramural sports are only fun if both teams show up to their scheduled game with enough players to compete. Every participant can do their part to prevent forfeits. Teams can be disqualified for poor sportsmanship, not having enough players, and not following rules set by the University or Intramurals Director.

SECTION 5: CANCELLATIONS

Ways to find out the latest Intramurals and Student Activity weather or activity updates include:

1. Text
2. Email
3. Remind App

It is the team captain's responsibility to update their team members on a cancellation.

Games do not have to be made up. Makeups are at the discrepancy of the Intramural Director.

If the weather falls below 25 degrees Fahrenheit or the heat index rises above 105 degrees Fahrenheit or rains, Limestone University may cancel outdoor programs to ensure the safety and health of participants. All cancellations will be made by the onsite staff member. If an event or game is cancelled, notifications will be sent as described above.

SECTION 6: PROTESTS

At no time, will with Intramurals Director be emailed, texted, or called after an event at anytime for any reason for a ruling on disqualifications, cancellations, or complaints. However, in-person office visits may be allowed to discussion the decision-making process.

Rule Interpretations

1. No protest will be considered which concerns the judgement of a staff member
2. To be valid, a protest of a rule interpretation must be verbally registered with a supervisor at the time the incident occurs. The game clock will be stopped until a decision has been made. At no time, should a team captain or team member involve themselves in the decision-making process with Intramural staff.
3. If either captain believes the staff's ruling to be in error, they should inform the supervisor that they wish to protest. The staff member or supervisor will then work with the team captains and all staff to identify the "error" and work to find a proper decision.
4. Protests must be made during the game, and not after.

Participant Eligibility

1. Protests of alleged ineligibility should be made immediately to the Intramurals and Student Activities staff prior to any game play or activity involvement.
2. If either captain feels there is an eligibility concern during or after the game, he/she should inform the supervisor to come to a decision.

SECTION 7: EQUIPMENT/ATTIRE

For most sports and activities, equipment is provided by the Intramural and Student Activity program

1. For most of the Intramural sports programming and Student Activities, all equipment will be provided. Some sports allow participants to use their own equipment, if it is approved by the Intramurals staff and the opposing team and the Director of Student Activities
2. Please contact the Intramurals and Student Activities office for more information

Athletic attire and closed toe shoes are required for participation in most Intramural and Student Activities.

1. Shirts must be worn at all times in the weightroom, basketball courts and while participating in events on campus.

2. The decision on whether a participant's attire is appropriate for play will be made by the on-site staff member.
3. The Intramurals and Student Activities Director will send an email prior to events and games to arrange team colors or proper attire.
4. If a participant does not honor the dress code, they will become ineligible to attend an event or game.

Jewelry

The Intramurals program prohibits the wearing of jewelry for safety reasons. However, jewelry may be worn during student activities. In an event that safety is a concern, staff members may ask participants to remove their jewelry.

1. The only pieces of jewelry that will be allowed are medical alert bracelets/necklaces or jewelry with religious affiliation that are taped down. *The Intramurals and Student Activities Department and staff are not responsible for any pieces of jewelry lost or damaged during competition, or if they cause harm or injury to other participants if worn unknowingly.*

Wearable Fitness Technology

Participants can wear fitness tracking technology during Intramural games and events on campus under the following guidelines. *The Intramurals and Student Events staff are not responsible for losses or damages.*

1. Participants may wear fitness watches at their own risk.
2. Participants can also wear their fitness tracking devices in their pockets to monitor activity if desired.
3. Headphones may not be worn at any time during activity play.
4. Fitness tracking devices must be checked prior to Intramural games by a staff member

SECTION 8: CONDUCT AND SPORTSMANSHIP

The Intramurals and Student Activities Department realizes that games and events are very important to participants, but the importance should not be so great that good sportsmanship is overlooked. Our playing fields/courts/facilities are not venues for verbal and/or physical abuse towards any participant, spectators, or staff. To ensure that fair play and good sportsmanship prevail, the Intramurals and Student Activities Department staff are required to assign a sportsmanship rating to each participating team and to notify the Director if poor sportsmanship conduct is being displayed during events. The Intramurals and Student Activities Department staff reserves the right to warn, penalize, eject, or dismiss participants from participation based on conduct and sportsmanship. Each team is responsible for the actions of each member and its fans before, during and after the game. Failure of a team or individual to cooperate may cause for a suspension.

At Limestone University, each student is responsible for upholding the Gaslight handbook policies. As participants of the Intramurals and Student Activities Department events or games, it is the team's job to keep teammates and fans accountable to their actions and demonstrating respect towards opponents and other spectators.

Tobacco, Alcohol, and Other Drugs

1. The use of alcohol or other drugs prior to or during any Limestone University Intramural or Student Activity event by participants and spectators will not be tolerate. Any person suspected of this use will be asked to leave the premises immediately. Further actions may also be taken.
2. Use of tobacco of any kind during Limestone University Intramural or Student Activity event by participants and spectators will not be tolerated. Any person suspected of this use will be asked to discontinue use immediately. Further actions may also be taken.
3. Please refer to the Limestone University Alcohol and Drug Policy

Ejection Policy

All participants that are ejected from a Limestone University Intramural or Student Activity event will be immediately suspended from all other activities until reinstated by the Intramurals Director.

1. If ejected, participants must remove themselves from the area immediately. Failure to do so will result in a forfeit of a game or will force staff to call Public Safety.
2. Ejected participants will not be permitted back into events until reinstated
3. To be reinstated, the ejected participant must set up a meeting with the Intramural Director.
4. The Intramural Director will speak to the participant who is suspended and base length of suspension for each incident off the information obtained from the officials, supervisors and participants involved. If needed, the Director of Community Values and Public Safety may become involved.
5. Infractions that may result in ejection from Intramural and Student Activities include but are not limited to the following:
 - a. Unsportsmanlike behavior
 - b. Verbal abuse
 - c. Unnecessary physical contact
 - d. Fighting
 - e. Threatening behavior
 - f. Individual playing under the wrong name or on two teams
 - g. Individual playing without serving consumption of alcohol/drugs
 - h. Damage or destruction of facilities or equipment

Team Sportsmanship Ratings

Each team will be given an overall sportsmanship rating for each game by the Intramural Staff. The rating will be on a grade point scale of 5-1. No comments by staff members on sportsmanship ratings will be given until the end of the season. There will be an awards ceremony for sportsmanship and season winners in the spring to celebrate. If you are concerned about your team's rating, please email, or call the Director of Intramurals or the GA. Your final sportsmanship score will be released at the end of each season.

A general description of each rating and the behavior that constitutes each rating is listed below:

1. 5 Rating- Excellent Conduct and Sportsmanship
 - a. Players fully cooperate and are friendly with all staff members and other teams. The captain calmly converses with the officials about rule interpretations and calls. The captain has full control of their teammates, spectators, and sideline throughout the contest. There is no dissension shown whatsoever.
2. 4 Rating-Good conduct and Sportsmanship
 - a. Team members have minor verbal complaints about decisions made by staff and/or show minor dissension towards the other team.
 - b. Teams that receive one conduct warning will not receive higher than a "4" rating
3. 3 Rating- Average Conduct and Sportsmanship
 - a. Team members verbally complain about several decisions made by staff members and/or dissention towards their opponent, which may or may not merit an unsportsmanlike conduct penalty.
 - b. Teams that receive two conduct warnings can receive no higher than a "3" rating
4. 2 Rating- Below Average Conduct and Sportsmanship
 - a. Team members show unacceptable verbal dissent towards staff and/or opponent from the playing field or sideline. The team captain exhibits very little control over their teammates or him/herself.
 - b. Teams that receive one ejection of three conduct warnings can receive no higher than a "2" rating
 - c. The captain and participants may be asked to meet with a staff member regarding their sportsmanship rating
5. 1 Rating- Unacceptable Conduct and Sportsmanship
 - a. Team members are completely uncooperative. Team captain has no control over teammates and/or him/herself.
 - b. Teams with 2 ejections and four conduct warnings will forfeit the season and sit out the following season.
 - c. Any form of fighting or aggression towards another participant or staff member will result in a "1" rating and the game will be forfeited.

Playoffs

1. Sportsmanship will be enforced during playoffs. To continue to proceed in the playoff bracket, all teams must be respectful and display positive sportsmanship, win or lose.
2. During playoffs, teams are expected to have a 3 or higher sportsmanship rating.

- a. At anytime a team has below a 2 rating, the team will forfeit the rest of their games and be removed from the bracket.
3. During playoffs, single elimination will occur unless otherwise stated. No shows or ejections will present cause for elimination and allow the opposing team to advance without play

Sportsmanship Appeal

Teams that wish to appeal their rating must set up a meeting with the Intramural Director or GA. No appeals will be made during the playoff season.

Feedback

Any and all feedback will be collected at the end of the year via an email survey by the Director of Intramurals and Student Activities.