SPORTSMANSHIP

A. Spirit of Competition
Modern team sport activities find their origin in the basic human need for play. Winning and losing are mere outcomes of this play spirit. The use of abusive language, poor attitude, and manipulation of the rules to further winning are not "just part of the game." What is part of the game are the simple satisfaction of playing and the interdependence of teamwork, improving fitness, and enhancing friendships. Without your opponent, you have no game, no contest, and absolutely no fun. You are indebted to them as they are to you. In a fundamental way, then, competing against an opponent is based on cooperation. Upholding high standards of integrity and fair play acknowledges this idea of cooperative competition. An intentional violation of the rules, no matter how small, is considered cheating and a direct offense against these principles. The goal of the SDSU Intramural Sports Program is to promote lifetime skills through the venue of sports that offers meaning beyond that of a win or a loss, the memory of which fades quickly. All players are expected to play within the context of the SDSU Intramural Sports Program’s Spirit of Competition.

B. Team Sportsmanship Rating System
The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. The sportsmanship rating system is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior, during and after an intramural sport contest is included in the rating. The team manager is responsible for educating and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and/or supervisors shall make decisions whether to warn, penalize, or eject persons and/or teams for poor sportsmanship.’

Team ratings are: Acceptable Unacceptable Season Ending

A team is responsible for the actions of the individual team members and spectators related to it. The team manager’s efforts in assisting officials/staff to
calm difficult situations and to restrain troubled teammates are the key to controlling team conduct. Intramural sports officials and/or staff assistants shall determine acceptable and unacceptable team ratings. Appeals for unacceptable ratings are not accepted. The Coordinator of Recreation Programs, Student Administrative Assistant and the Intramural Council will determine season ending ratings. Any team receiving an unacceptable rating will be required to talk with the Recreation Programs Coordinator before being allowed to participate in the next game. After receiving a second unacceptable rating, the team will be brought up to the Intramural Council for further review. The Intramural Sports Program staff also reserve the right to review any rating given to a team. Regardless of the division or league, teams displaying good sportsmanship and receiving an acceptable rating throughout the league and playoff season will be eligible for complimentary awards.

A team will receive an unacceptable Sportsmanship Rating as a result of the following:

1. Any player that is ejected for unsportsmanlike conduct.
2. Any technical fouls for unsportsmanlike conduct and or multiple unsportsmanlike penalties given.
3. Participants/ spectators who continually complain about officials’ decisions and display dissension. Complaints include both verbal and/or non-verbal behavior. Excessive arguing between opposing teams/spectators may also lead to an unacceptable rating.
4. Team captain (Spokesperson) exhibited little control over his/her team and spectators conversed in a dissenting manner with officials about rule interpretations/calls and did not cooperate. Did not provide information requested by any intramural sports official/staff while performing their duties.
5. Team members did not meet eligibility requirements for participation in the SDSU Intramural Sports Program. See Intramural Eligibility Rules located on the Intramural Sports website or call the Intramural Office at 688-4724.
6. Team members played with participants who are currently suspended from participating in intramural sports (i.e., on the Outstanding Ejection List) or the Intramural Sports Program.
7. Public indecency, vulgarity, or obscenity.
8. Individuals/teams played after the consumption of alcohol/drugs. If the contest has begun when discovered, the player(s) will be ejected and immediately removed from the facility, and the contest will be forfeited to the opponent. An incident form and unacceptable sportsmanship form must be completed.

9. Physical abuse by participants (s)/spectator(s) in the form of fighting and/or wrestling with an opponent and/or teammate which occurred before, during, or after an intramural sports contest.

10. Any threatening behavior (verbal and/or non-verbal) to any intramural sports employee, participant, or spectator, which occurred before, during, or after an intramural sports contest.

11. Damage to or destruction of any Campus Recreation facilities and equipment.


C. Team Identification Check-In
All teams and individual players of teams will be required to check in before each night at the supervisor’s table. Each player intending on playing for that evening will be required to show proof of student identification with a validated SDSU Student ID card. Team rosters will be checked for the name of the person having the SDSU ID card and when their name is found on the roster will be issued a colored wrist band to wear during the night’s competition. Any player not wearing a colored wrist band during competition will be ejected from the contest for not checking in with the IM Supervisors. Teams with players found ineligible will be given an unacceptable rating and will have to talk to the Intramural Coordinator and/or the Intramural Council before they will be allowed to continue competition. If a team does not have the minimum amount of eligible players needed they will take a forfeit.