

# CSU

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Campus Recreation Services

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**Intramural Sports  
Participants Handbook  
2021-2022**

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All policies have been established to provide the best conditions for CSU students, faculty, and staff. It is the responsibility of every intramural participant to be familiar with these policies and adhere to them throughout competition. Captains will be held responsible for knowing and enforcing all policies and procedures.

## Health & Safety

Health and safety of all Intramural participants are of the highest priority and therefore may take precedence over normal rules, regulations, and procedures. It may become necessary for the Recreation Services Department to close facilities, modify rules, or even to declare forfeits or cancel games. Such drastic measures would occur when the well-being of one or more players is at stake and the continuation of the game would further endanger the participants.

### Assumption of Risk

- The possibility of injury exists in all sports. The Intramural Sports staff, Campus Recreation Services, Cleveland State University, nor the agents thereof will not assume any responsibility for injuries or damage to personal property resulting from participation in intramural sports. Participation is at the individual's own risk.
- There are inherent risks with all sports, and all participants acknowledge an assumption of risk by their voluntary participation in an Intramural Sport.
- All participants in Cleveland State University Intramural Sports Program must acknowledge the online waiver through IMLeagues before they may participate in any intramural activity. There shall be no exceptions to this rule.

### Insurance

Campus Recreation Services does not provide individual insurance coverage. Participants not adequately insured should secure an adequate individual health and accident insurance.

### Alcohol, Drugs, and Tobacco

The use of tobacco products has severe health consequences which conflict with the primary mission of the Campus Recreation Services Department. The use of tobacco products is prohibited at all Intramural Sport activities.

In order to maintain a safe environment the participation in Intramural Sports while under the influence is strictly prohibited. If any participant and/or spectator is suspected to be under the influence of drugs or alcohol by the sports official or supervisor on duty, then that person or team will be removed from the activity. In the event that drugs/alcohol are present at an activity Campus Police will be notified to take necessary action. Participants and/or spectators that bring these substances or play under the influence may be subject to penalties at the discretion of the Coordinator of Competitive Sports and Camps and Judicial Affairs.

### Covid-19 Policies

In accordance with CSU Covid-19 Safety Protocols and in line with CDC guidelines CSU intramurals will be following the standard set by the University:

“Effective August 9, 2021, properly worn masks are required indoors in CSU facilities for all students, faculty, staff and visitors. This applies to everyone, regardless of their vaccination status. Unvaccinated

individuals are also strongly encouraged to wear masks outdoors when they cannot practice physical distancing.

These new requirements are recommended by our County Public Health officials and consistent with CDC guidelines given the rising number of infections from the more contagious and deadly Delta variant of the virus in our community. Wearing your mask when indoors and wearing it correctly to cover your nose and mouth, will help us keep our CSU family safe and healthy.”

## Fighting

Fighting during an intramural competition will not be tolerated. Fighting will result in an immediate ejection, a suspension from intramurals, the recreation center, and the incident will be forwarded to Judicial Affairs.

## Suspensions

Suspensions from any area of Campus Recreation Services will be applied to Intramural Sports as well.

## Blood Policy

If an Intramural Sports staff member observes that a participant is bleeding, has an open wound, or has blood on his or her clothing, the participant will be asked to leave the game. The injured participant shall not return until the bleeding has stopped, the open wound is sufficiently covered, and the article of clothing with blood is changed. The Intramural Supervisor may help the person clean the blood but the intramural game may be resumed without the injured player to prevent delays.

## Lightning

If lightning is observed before or during outdoor competition, all games that day will be suspended by the Intramural Sports staff. Suspended games may or may not be rescheduled depending on available field or court time. If the contest is suspended during play, efforts will be made to reschedule and resume play from the point of postponement. If a regular season game is called after halftime, then the game will be awarded to the team which is winning. Any questions regarding game status, call the Pro Shop at 216-802-3200.

## Concussions

Any intramural participant who exhibits signs, symptoms, or behaviors consistent with a concussion will be immediately removed from play and evaluated by the Intramural Sport Supervisor. The Intramural participant may not return to play in any Intramural Sport or Sport Club activity for the remainder of the day.

## Intramural Sports

### Eligibility

- Students – All CSU students (full or part time) who are registered for classes may participate in intramural sports
- Faculty and Staff – Any faculty, staff or adjunct faculty member may participate in intramural sports if you have an active Recreation Center membership or you pay the

\$20 non-member fee. This fee must be paid no later than 5:00PM the next day following your game or your team will be subject to forfeit.

- Alumni – Any alumni are eligible to participate if they are current Recreation Center members or if they pay the \$20 non-member fee.
- **Recreation Center Members** – Any current recreation center member may participate in intramural sports
- Non-Members – Any person who is not a member has the option to play as long as they pay the \$20 non-member fee. This fee must be paid no later than 5:00PM the next day following your game or your team will be subject to forfeit.

## Identification

CSU ID cards and State Issued ID cards will be checked before every intramural contest and are required for entry into the Campus Recreation Center.

- Students, Faculty, and Staff – Must present a valid CSU ID to participate in Intramural Sports Programs. No other types of ID will be accepted.
- Recreation Center members – Must present a valid state issued photo ID and your recreation center membership card.
- Non-Members- Must present a valid state issued photo ID.

At any time during play an Intramural Supervisor may ask for identification

- **Signing in:** A valid ID must be presented when signing in prior to any intramural event
- **CSU ID Number:** The CSU ID number on the card must be the same CSU ID number on the team roster

Anyone not presenting a valid ID will not be permitted to participate in the event. Anyone caught using a fake ID or assumed name may be barred from intramural sports for one year and referred to Judicial Affairs or to the Associate Director of Programs.

## Participant Limitations

- Current Varsity Athletes – A person who receives athletic financial aid, is a red-shirt, or participates at the varsity level anytime up to and including one calendar year before the start of the sport in which participation is desired, may not compete in that sport or a related sport at the intramural level. Being listed on the roster qualifies as being a varsity athlete for that season.
- Past Varsity Athletes – Past varsity athletes from a two- or four-year school may not compete in that sport or a related sport until the expiration of a six-month waiting period.
- Professional Athlete – A person who has received professional playing status in a particular sport may not compete in that sport or related sport until the expiration of a five year waiting period.
- Sport Club Member – Unless the league is open, Intramural teams may only have the following number of Sport Club members as part of their roster. This is also the total number allowed on co-rec teams.

- **Basketball:** 2 Sport Club members
- **Outdoor Soccer:** 4 Sport Club members
- **Indoor Soccer:** 2 Sport Club members
- **Volleyball:** 3 Sport Club members
- **Ultimate Frisbee:** 3 Sport Club members
- **Wallyball:** 2 Sport Club members
- Multiple Teams – An individual may only play for one (1) team in a sport of the same league. An individual may play on one men's/women's team, a fraternity/sorority league, and a co-rec team. After playing in a team's first game, a player may not transfer to another team. If a player is on a roster and has not played, he or she can shift to another team.

### Ineligible Player

Any team caught using an ineligible player will forfeit all games or matches in which the ineligible player participated. If a player is caught playing on 2 teams, that player will be ineligible to play within that specific league for the remainder of the season. The teams with the ineligible player will receive a forfeit for all contest participated in. The Coordinator of Competitive Sports and Camps will make a ruling on all ineligibly sanctions.

## Teams

### Registering for Intramural Sports

- Team captains and free agents should sign up online through IMLeagues on the designated deadline date.
- Before a team is scheduled to play for their designated Intramural Sport, the minimum required players must be registered on IMLeagues.

### Rosters

- Each team participating in an intramural sport shall submit a roster of players online through IMLeagues for that sport before the deadline.
- The minimum number of players needed for each league shall be the number of players needed to compete plus one additional player.
- The maximum number of players on a roster is 15 players for all sports.
- Roster changes can be made until the last game or match of the regular season as long as the players have not played in a game for that team.
- On the completion of every event, the Coordinator shall validate all students' eligibility. Any students found to be ineligible will not be allowed to play intramural sports. All rosters will be frozen before the playoffs. If a team is found using an ineligible player, all games in which he or she participated in shall be forfeited.
- Players may only play on one team per league.
- A player must be listed on the roster in the regular season in order to be eligible for the playoffs for that team. Once the final regular season game ends, the roster will become frozen. The player must not have played on any other team within that league.

## Playoff Seeding/Format

Seeds are created based off of the information that is given on IMLeagues.com

## Playoff Eligibility

- Teams must have at least an average sportsmanship rating of a B in order to be eligible for the playoffs. *Please see "Sportsmanship" below for detailed information on rating criteria.*

## Rules and Regulations

### Equipment

- **Shoes:** Players must wear shoes, either soft soled soccer/football cleats, tennis, or Astroturf shoes. No bare feet, sandals, boots, or metal/sharp plastic cleats will be allowed. No screw in or detachable cleats will be allowed. Shoes will be checked for illegal cleats before each game.
- **Supports, Braces, Gloves & Pads:** No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it with at least ½ inch of padding. Players may also wear gloves, which consist of soft, pliable non-abrasive material. Kneepads of a soft pliable nature will be allowed below the waist. Any player wearing illegal or dangerous equipment shall not be permitted to play. All equipment shall be subject to the approval of the Intramural Sports Staff and their directions shall be final.
- **Headwear:** Players may wear a one-piece elastic headband made of a soft pliable material. They may also wear knit stocking caps in cold weather. Rubber or elastic cloth bands may be used to control hair. No other headwear will be allowed. No baseball caps, bandannas (including "Do-rags") or helmets.
- **Jewelry:** Jewelry or hard hair control devices will not be allowed. This includes but is not limited to necklaces, earrings, newly pierced earrings, facial piercing, rings, bracelets & watches. Individuals will not be allowed to tape over any jewelry item that had a pointed edge. Bandages may be used on ear gauges on official's judgment. If you cannot remove the item you cannot play.
  - a. **Smart Watches are considered jewelry and must be removed.**

### Protests

- Protests may be made verbally to the Intramural Supervisor
- If the team captain disagrees with the rules interpretation from the Intramural Supervisor, he/she may request to complete a written protest. This must be done before the start of the next play following a dead ball situation.
- Judgment calls will not be accepted as a subject of protest.
- Protests involving player eligibility must be completed before the end of the game. The team captain should request the game be stopped in order to check on the eligibility status. If a decision can't be made at that time, the written protest should be completed at that time.



- The Coordinator of Competitive Sports and Camps will make all decisions regarding protests. All decisions are final.

### Forfeits

- A forfeit will be called if a team is not ready to play at the designated start time unless otherwise specified in the sport specific rules
- The present team will be given a win. The absent team will be given a loss and a "C" sportsmanship rating for that game. If neither team has players, both will be given a loss. If one team has more players than the other, the team with more players will be given the win. If they have equal numbers, a coin flip will take place.
- If a team forfeits one game, the team is considered on probation. If that team forfeits more than one game they will be expelled from the league.
- A team with the minimum amount of players present may opt to play or accept the forfeit.
  - If they play, other team members may participate upon arrival and play will dictate the final outcome of the game. If they accept the forfeit, they lose the right to play even if additional team members arrive.

### Defaults

- A default is when a team notifies the Recreation Services Department of a schedule conflict where they cannot play a scheduled game. Teams must notify the department at least 12 hours before their scheduled game. In the case of weekend games, teams must notify the department by noon on Friday.
- Any team that defaults will receive a B sportsmanship rating for that game and the winning team will earn two points towards their team standings.
- A team that defaults twice in an individual sport will be dropped from the league or tournament.
- In the case of default the following scores will be used to determine point differential

Flag Football	10 to 0
Volleyball	2 to 0
Basketball	13 to 0
Indoor Soccer	3 to 0

### Sportsmanship

All CSU students are responsible for abiding by the University Student Conduct Code, a set of rules that protects people and property within the CSU community. This code applies to all registered students and registered student organizations while they are on CSU premises or while they are attending CSU –sponsored events. A copy of the University Student Conduct Code is available in the Department of Student Life.

## Team Names and Uniforms

The Cleveland State University Intramural Sports Program reserves the right to change any team name that is deemed inappropriate including names involving profanity or of a sexually implicit nature. Please use the proper judgment when selecting names and uniform artwork. Our goal is a pleasant, fun atmosphere for everyone competing. Teams may provide their own uniforms as long as they are all the same color and have numbers on them.

## Unsportsmanlike Conduct, Ejection, Fighting, and Striking

- An ejected player must cooperate with the Intramural employees and leave the facility. If a player refuses to cooperate or leave the premises, the game may be stopped and the team may receive a forfeit. The police may also be called to help escort the player out of the building.
- An individual ejected by an official for any reason will receive at least a one game suspension and must meet with the Coordinator before reinstatement. Ejected individuals may face greater sanctions which could include permanent suspension from all Intramural Sports. All sanctions regarding suspension will be made by the Coordinator of Competitive Sports and Camps.
- An individual may receive a suspension for any unsportsmanlike conduct. It does not have to be called during a game in order for it to result in a suspension as long as it was observed by an intramural employee.
- Fighting is defined as physical contact and/or verbal abuse between two individuals and results in suspension according to the campus Recreation Policies and Procedures manual and may result in a referral to Judicial Affairs.
- Any action taken at or toward an official in a physically threatening manner including verbal threats or the striking of an official may result in a lifetime suspension from intramural participation and a referral to Judicial Affairs. The game may be ended immediately and that team will receive a forfeit for that game.
- If the fight was caused solely to disqualify a particular player on the other team, the penalty will be the immediate ejection of the player involved and the team captain and forfeiture of the game.
- The Coordinator reserves the right to refer any individual to Judicial Affairs or recreation center members to the Associate Director of Campus Recreation.

## Reinstatement Procedures for Ineligible Players

Participants who choose to follow unsportsmanlike practices and are ejected from a contest are ineligible to participate in any intramural activity pending a meeting with the Coordinator of Competitive Sports and Camps. The guidelines, which apply to reinstatement, are as follows:

- No individual will be reinstated prior to a personal meeting with the Coordinator to discuss the situation.
- It is the responsibility of the player(s) to contact the Coordinator and to resolve the situation.
- Appointments should be made with the Coordinator between the hours of 9:00am – 5:00pm. (216.523.7369)

- The period of suspension shall be determined from the result of the meeting with the player(s) and the Coordinator. The minimum suspension for an unsportsmanlike ejection shall be one intramural event.
- Meetings will be held with the individual involved in the incident only. If multiple people were involved, only 1 person will be met with at a time.

## Sportsmanship Ratings

Sportsmanship ratings are given to teams after each contest by Intramural Supervisors and Officials. These ratings reflect behavior before, during, and after each contest.

- A team must have at least a 2.5 or better sportsmanship rating during the regular season to be eligible for the playoffs.
- Once playoffs have begun, each team must be graded with a B or higher to continue through playoffs. If they do not receive that grade, then they will forfeit the game.
- Any player receiving 4 technical fouls or 4 unsportsmanlike conducts on 1 team will be removed from the league and must meet with the Coordinator before participating in any upcoming Intramural Sports.
- Special game situations:
  - A team winning a game by forfeit or default will receive an "A" Rating
  - A team losing a game by forfeit will receive a "C" rating
  - A team notifying the Coordinator about a forfeit at least 12 hours before their scheduled game or by noon on Friday for weekend games will receive a "B" rating.

"A": Excellent Conduct and Sportsmanship = 4.0

- Players cooperate fully with the officials and other team members. The captain calmly converses with the officials about rule interpretations and calls. The captain also has full control of his/her team

"B": Good Conduct and Sportsmanship = 3.0

- Team members verbally complain about some decisions made by the officials and/or show minor dissension

"C": Average Conduct and Sportsmanship = 2.0

- Team shows verbal dissension toward officials and/or the opposing team. The captain exhibits minor control over his/her team, but is in control of their own actions

"D": Below Average Conduct and Sportsmanship = 1.0

- Teams constantly make negative comments to the officials and/or opposing team from the field and/or sidelines. The team captain exhibits little control over teammates or their actions

*\*Any team earning a "D" rating will be placed on probation.*

"F": Poor conduct and Sportsmanship = 0.0

- Any team earning an "F" rating will be ineligible for the playoffs and may be dropped from the league. A team which receives an "F" rating must have their captain meet with

the Coordinator or the team will be ineligible for future contest until this requirement is met.

## Captain Responsibilities

The following responsibilities list the expectations of team captains. Captains will be held accountable for all things listed below:

- Captains are responsible for checking their email and voicemail on a daily basis.
- Playoff schedules for each sport will generally be available two business days after the final regular season game.
- You must know your roster, if you use an ineligible player, the contest will be forfeited.
- You are responsible to make sure your team is ready to play at the designated time.
- You are the only spokesperson for the team to officials, scorekeepers, and supervisors. The Intramural Staff will only honor requests from the captain. If you are respectful and courteous you can expect to also be treated that way.
- The captain is expected to relay all appropriate information to the team, including league playing times, playoff game times, weather or other cancellations, rescheduled games, etc.
- Be sure you and your team understand the rules of each sport in which you are participating, and the general rules covered in the IM Handbook. Copies are available on the website.
- The captain is the sole spokesperson for the team and as such is responsible for filing any protest. The Intramural Supervisor and Officials must be notified immediately at the time a discrepancy or rule interpretation occurs if you wish to protest a call. The only protest initiated and accepted immediately after a game will be those regarding player eligibility. However, protests involving judgment of the officials will not be accepted.
- Unsportsmanlike conduct (such as fighting or intentional striking) or verbal abuse (such as harassment or profane language) of an employee, participant, or spectator shall be cause for immediate suspension from the game; the team may forfeit and be ineligible for playoffs. Additional individual and team sanctions are listed above.
- Alcoholic beverages and drugs are not permitted on or around the intramural playing areas. In addition, players and coaches may not chew or smoke tobacco products during any intramural events and other facility restrictions may apply. The supervisors or officials assigned to each game have the authority and responsibility to make decisions based on alcohol or during use by the participants based on their actions, language and breathe odor. Individuals and/or teams will be asked to leave the intramural playing area in any of these cases. A team may also forfeit their game for unsportsmanlike conduct by their spectators, including drinking and drug/use abuse.
  - No e-cigarettes or vaping devices are allowed.
- Jewelry is not allowed in all sports, so be sure to remind your players before every game in order to avoid sport-specific penalties.

- Participation in the Intramural Program is voluntary. The university is not responsible for injuries incurred while participating in Intramural Sports. Each participant is advised to carry personal health and accident insurance.