SPORTSMANSHIP

Every team is responsible for the conduct of its players and followers. Any conduct judged as detrimental to the participants, program, or any particular contest, may result in loss of the contest, suspension of the individual player, suspension of the entire team, or other appropriate action.

UMD students are subject to a Code of Student Conduct. Harassment (verbal or otherwise) including sexual, racial, ethnic or religious harassment that causes injury, distress, emotional or physical discomfort, is one of the offenses which may result in disciplinary action. RecWell and the Intramural Sports program will vigorously enforce all sections of the code to insure that participants feel welcome and enjoy benefits of a recreational activity.

1. **Player Conduct** (ejected player procedures):
   a. Striking, fighting or other actions meant to incite others, whether physical or verbal, may result in automatic suspension of the player(s) and may result in team suspension. Additional sanctions may be imposed pending investigation of the incident.
   b. Suspension of a long duration is possible. Individuals who have been ejected (included being red carded) from a contest will not be eligible to participate in any intramural sports program until they have met with the Intramural Sports professional staff.
   c. Physical or verbal abuse of a student employee of UMD or fellow participant may result in an automatic suspension. A team must maintain control of its members. They must also exhibit a high standard of sportsmanship for their group that is expected at an institution of higher education.

2. **Acts Relevant to Fighting**
   a. The Intramural program and the University of Maryland will not condone fighting or any actions that may encourage violence. Such acts include, but are not limited to, taunting, trash talking, verbal harassment, physical harassment, fighting or attempting to fight.
   b. Any individual that is involved in a fight will be subject to an automatic ejection from the game and could result in team suspension. Individuals involved will be ineligible to compete in any further intramural activities and must make an appointment to meet with a member of the Intramural Sports professional staff.
c. Any bench personnel (to include spectators) that enter the field/court during a
    fight or potential conflict will receive an automatic ejection from the program.
    These individuals will follow the same guidelines as stated above.

d. Even though the Intramural Sports program has policies and procedures for
    handling fighting and harassment Campus Police may be called to assist when and
    if necessary.

3. Any participant or organization suspended from Intramural activities due to violations of
   Intramural Guidelines or sport rules will have the opportunity to participate in due
   process to ensure protection of rights. The intramural professional staff will hear
   information from all involved parties and make an appropriate decision based on that
   information.

4. Each team will be given a **sportsmanship rating for each game** by that game’s officials.
   The rating will be given on a point scale. Teams must have a 3.0 average (on a 4.0 scale)
   to be eligible to participate in the playoff tournament. Teams must maintain a “3.0”
   average during the playoff tournament or face possible elimination.

5. The following **sportsmanship rating system** will be used for all intramural league
   sports:

   - **4.0 Good Conduct and Sportsmanship** = Players cooperate fully with the officials
     and other team members. Players are under control and not excessively fouling or
     contacting one another. No verbal warnings issued to the players by the officials.
     The captain calmly converses with officials about rule interpretations and calls. The
     captain also has full control of his/her teammates. 4.0’s are given when no
     comments are made, and a team displays total cooperation with the officials.

   - **3.0 Acceptable Conduct and Sportsmanship** = Team members verbally complain
     about some decisions made by the officials and/or show minor dissension which may
     or may not merit a technical foul or yellow card. A team that receives one or two
     technical fouls (for unsportsmanlike behavior) or one yellow card, cannot receive
     higher than a 3.0. 3.0’s are given to teams when some unsportsmanlike conduct is
     displayed and some complaints of officials’ judgments are made.

   - **2.0 Below Expectations for Conduct and Sportsmanship** = Teams that show verbal
     dissent towards officials and/or opposing team or teammates which merit technical
     foul(s), yellow card(s), multiple penalties or an ejection (due to unsportsmanlike
     conduct). A 2.0 rating must be given to a team when there is at least two yellow
     cards and/or at least one unsportsmanlike conduct ejection.

   - **1.0 Poor Conduct and Sportsmanship** = Teams constantly comment to the officials
     and/or opposing team from the playing surface or sidelines. At least one
     unsportsmanlike conduct ejection has taken place and multiple unsportsmanlike
     conduct fouls, technical fouls, and/or yellow cards given. The team captain exhibits
     little or no control over teammates or himself/herself. A “1” rating is given to a team
     when members persist in arguing with an official, profane language is used, and the
     captain does not control the actions of his/her team, fans, and/or spectators. Teams
that receive a “1 “ Rating MUST meet with the Intramural Sports Director prior to their next game or be disqualified.

- **0 Unacceptable Conduct and Sportsmanship** = Team is completely uncooperative. Captain has no control over teammates and/or himself/herself. Any team causing a game to be stopped, or forfeited other than by not showing, or receives multiple ejections/red cards shall receive a 0. A 0” is given when multiple “unsportsmanlike penalties” are issued to a team, two or more ejections are issued, a team fails to assist in removing an ejected player from the playing area, warnings by the officials of unsportsmanlike play are ignored, there is a fight or attempted fight, or if a player(s) make unnecessary contact with an official. Teams that receive a 0 Rating MUST meet with the Intramural Sports Director prior to their next game or be disqualified.

6. **Supervisor’s Authority.** The supervisor has the authority to rule on any situation not specially covered in the rules, to issue a yellow card, issue a red card, and/or stop the game (this list is not meant to be inclusive), deemed necessary to ensure the safety and wellbeing of the participants and the IM Program.

7. **Spectator Policy:** Spectators are welcome at all games and activities. However, team captains are responsible for their spectator's behavior. Fans are expected to follow the sportsmanship policy explained within the Intramural Guidelines. Team captains are responsible for educating their spectators on these guidelines.
   a. **TO THE SPECTATOR:** Our goal and responsibility is to provide and create a healthy atmosphere for all participants, officials, scorekeepers, supervisors, and spectators. We ask for your cooperation as spectators to help develop a positive atmosphere. It is the responsibility of each spectator to do everything possible to ensure that the game atmosphere is friendly and good-natured.