

UNH Campus Recreation Intramurals Policy Handbook



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Participation Eligibility Policy

Responsibility for Eligibility - The Campus Recreation Staff does not assume responsibility for checking on the eligibility of participants but any cases called to its attention are dealt with according to the rules. Sports managers and team captains are responsible for checking the eligibility of their own players and should check that of their opponents.

Exceptions to Competition - All matriculating students may compete in the Intramural programs at the University except in the following cases:

- a) Members of a particular Varsity Intercollegiate team may not compete in a corresponding sport under the Intramural program: i.e., a basketball member cannot play Intramural basketball or any basketball related activities. The active Varsity Intercollegiate roster after the final cut or at the time of the first competition in a sport is used to determine Intramural eligibility for that academic year. (Any student who works with a team and / or retains his / her equipment on or after the first date of the first competition shall be declared a member of said team.) In short, varsity team members may not participate in like Intramural Sports during the same academic year in which they were a team member.
- b) Current or former members of Varsity Intercollegiate teams with UNH or other institutions are not eligible for participation in the sport or similar sport (i.e. ice hockey and floor hockey) in which they competed in for one calendar year from the end of the varsity sport season. Former Varsity athletes will be eligible to play like Intramural Sports one calendar year after their participation with that varsity sport ends. It will be the Intramural Director's final decision.
- c) Any Intramural team may consist of no more than two sport club players of that sport or similar sport (i.e. ice hockey and floor hockey).
- d) Any person who has been declared a professional in any sport shall be ineligible for Intramural competition in that sport only.
- e) In round robin league play, players may be added to a team's roster until the roster is declared "frozen", which is to be determined during league play by the Intramural Staff. Participants may be added by playing in a game with a team, or being added to the roster online. It is important that the individual has not played for any other team in that specific sport division.
- f) For Intramural sports in which there are only elimination tournaments, players may be added to a team's roster until the roster is declared "frozen", which is to be determined during tournament play by the Intramural Staff. Participants may be added by playing in a game with a team, or being added to the roster online.

- g) An individual may represent only one team in any given sport division, regardless of division. After entering a contest, a player may not transfer to another team during the course of that sport season. The first team that a player represents in any given sport is the only team on which he/she is eligible to play. Any other team using this individual will forfeit all games in which this individual was involved and the player will be suspended for one game and be reassigned to his / her original team.

EXCEPTION I: If a team disbands, its members are then eligible to join another team providing the disbanding team has not competed in two games. Forfeited games count as participation for the winner and no participation for the loser.

EXCEPTION II: A player may participate on their gender-specific team in a sport and one co-rec team in that same sport.

Transgender Statement

Divisions of competition for UNH Campus Recreation are men's and women's and co-recreation.

When an activity makes a gender designation, individuals must declare their gender at the start of a game. Once an individual participates with a men's or women's team, they must play in their chosen league for the entirety of the sport season.

ID Policy

Every participant must present their validated UNH student ID to the Campus Recreation Staff before being allowed to participate. If a participant does not have their ID on them, they will NOT be allowed to play. NO exceptions to this rule. You MUST bring your ID to every game.

Equipment Policy

Since jewelry presents possible safety concerns, no jewelry is allowed in any Intramural sport. Only Medical Alert jewelry is permitted.

All teams are required to bring two matching shirts of different colors to every Intramural game. One color shirt must be a dark color and the other must be white / grey.

All Participants are required to wear athletic shoes such as sneakers or nonmetal cleats. If a participant is wearing unacceptable attire (i.e. boat shoes / boots / sandals) they will be unable to participate.

Forfeit Policy

The captain of a team will be charged a fee of \$20 if all of the following conditions are met:

1. A team representative fails to attend the mandatory captain's meeting for the sport and/or playoffs
2. The team still wants to compete and be added into a league or playoff
3. The team fails to have the minimum number of participants and forfeits their first game.

*Teams who are added late to a league/playoff and make their first game but forfeit a subsequent game will NOT be charged.

Playoff Eligibility Policy

Any team that wishes to be eligible for playoffs must not forfeit any games during the regular season.

If a team informs the Intramural Staff Office at least 24 hours prior to their game time that they cannot field a team to play, the game will be "canceled", and the team will not be removed from the league; however, the team will be still be eligible for playoffs.

If a team informs the Intramural Staff Office less than 24 hours prior, but still before game time, that they cannot field a team to play, the team will not be removed from the league; however, the team will not be eligible for playoffs.

If a team neglects to inform the Intramural Staff Office that they cannot field a team to play, and no one shows up at the game, the team will be removed from the league and ineligible for playoffs.

Game Change Policy

Regular Season: None. All games must be played as scheduled or cancelled.

Playoffs: The captain of the team requesting a game change must contact the Intramural Staff Office as soon as a known conflict is identified. The Intramural Office recognizes and will change

game times / dates for two types of conflicts only: academic conflicts and conflicts with team members playing another Intramural sport. The Intramural Office must be contacted by 3pm on the business day before the game in order to be eligible to be moved. The conflict must affect enough people on the roster so that the team drops below the minimum number needed to play that sport. Email the Intramural Office with the names of the individuals this will affect, as well as the other team and sport that is in conflict, or a screenshot of class schedules or syllabus with exam listings and the game will be rescheduled. There will be no more game change form.

Team Name Policy

The Intramural Sports Program reserves the right to change any team name that is deemed inappropriate or offensive to participants (including but not limited to: names involving profanity or of an offensive, alcohol or drug related names or names of sexually explicit nature).

Alcohol and Drug Policy

The possession or consumption of alcohol or illegal drugs is prohibited at any Intramural Sports activity. Any individual suspected of being under the influence will be asked to leave the facility complex. Each team is responsible for enforcing this policy with team members and spectators. Violators are also subject to disciplinary action in accordance with university policy.

Violation of Policies

There are three categories of violations, which Campus Recreation employees will enforce:

1. Category One: The penalty for a Category One violation is suspension from all Intramural activities for one calendar year. Category One violations are 1) participating under an assumed name, 2) any attempt to maliciously injure an opponent, official or supervisor, 3) multiple minor offenses in a given year
2. Category Two: The penalty for a Category Two violation is suspension for an entire season or up to one calendar year. Category 2 violations are 1) any violation to the Eligibility Policy (i.e. Varsity Intercollegiate teams with UNH or other institutions participating in their sport or similar sport (i.e. ice hockey and floor hockey) within one calendar of being rostered)
3. Category Three: The penalty for a Category Three violation is suspension for one game or up

to an entire season depending on the circumstances. Category Three violations are 1) playing for more than one team in a given sport, 2) getting ejected from a game during competition

Sportsmanship Policy

The University of New Hampshire Intramural Sports Department places strong emphasis on the importance of sportsmanship in all contests. Sportsmanship policies are put in place to ensure the safety and enjoyment of all student participants, including student employees. Violators, individual or team, will be subject to suspension, loss of Intramural privileges, or the case being forwarded to the Office of Community Standards.

The development of team and individual sportsmanship is of fundamental importance to all Intramural Sport activities. The sportsmanship rating is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports season. All team captains are responsible for the behavior of their team members and should educate and inform them of proper behaviors. There will be no appeals for unacceptable sportsmanship ratings.

Playoffs: In order for a team to advance to playoffs, it must:

1. Not forfeit any regular season games. Teams may cancel one game by 3pm of the business day before the game and not be penalized.
2. Finish the regular season with a 3.0 average sportsmanship rating.

In order for a team to continue advancing through the playoffs it must maintain at least a 3.0 in each game they play in. A rating below a 3.0 will result in automatic removal from the bracket.

Sportsmanship Rating Scale

5.0 – Excellent conduct and sportsmanship. Players cooperate fully with game officials and staff. The captain has full control of teammates and fans. Minimal negative communication between the opposing teams.

4.0 – Average conduct and sportsmanship. Team members complain about some decisions by game officials and/or show minor dissent. Some negative communication between the opposing teams.

3.0 – Below average conduct and sportsmanship. Team shows verbal dissent towards game officials or opposing team which merits an unsportsmanlike penalty (technical foul, yellow card, etc.), resulting in a maximum sportsmanship rating of 3.0. Captain exhibits minor control over teammates and spectators but maintains self-control.

2.0– Poor conduct and sportsmanship. Team members and/or spectators constantly comment to officials and/or opposing team from field or sidelines. Captain has some control over team. A team that has two unsportsmanlike conduct penalties or has a player ejected from a game shall receive a maximum sportsmanship rating of 2.0.

1.0– Unacceptable conduct and sportsmanship. Captain has no self-control or control over teammates. Team is completely uncooperative. If a team has multiple ejections, they will receive a maximum sportsmanship rating of 1.0. Team captain must meet with Intramural Coordinator before team’s next game or risk removal from league.

0.0 – Out of control conduct and sportsmanship. Fighting and/or contacting Intramural staff occur. Multiple ejections and threatening behavior towards the opposing team or staff. If a match is discontinued due to a team’s poor behavior, they will automatically be given a 0.0. The team captain must meet with the Intramural Coordinator the following day to discuss the team’s status in the league.

Contact Information

Intramural Staff Office:

Please direct all questions and inquiries to: unh.intramurals@gmail.com

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