

Sportsmanship & Misconduct Policy Guidelines

1. The goal of Duke Intramural Sports is to provide recreational environments for its participants which are safe, fun, and inclusive and further promotes teamwork, communication, integrity and healthy lifestyles. While the game environment can be competitive, ensuring player safety, providing a fun atmosphere, and promoting sportsmanlike behavior for participants, spectators, and staff are the program's primary concerns and are the responsibility of its participants, spectators, and staff.
2. Participants and spectators are expected to maintain good sportsmanship throughout their participation in Duke Intramural Sports as it applies to Intramural Staff, fellow participants, team followers, and spectators.
3. The team and captain(s) are responsible for the actions of the individual team members and spectators or team followers. Coaches may be recognized for an intramural team, but **MUST** be on the team roster and also be checked off and identified by the intramural staff and its officials prior to the start of the game.
 - a. Only the recognized head team captain (1) and/or coach are permitted to speak to the officials regarding administrative matters such as protests, ejections, rule clarifications, etc. Intramural staff will only recognize these persons when communicating matters in an intramural game, and only when addressed in a civil, good-natured manner.
 - b. Furthermore, it is expected of team captains and/or coaches to assist the intramural staff and its officials to calm difficult situations, restrain troubled teammates, and assist in other administrative matters as asked by the intramural staff and its officials.
4. Team/Individual Misconduct
 - a. Profanity and/or any other forms of derogatory or abusive language towards officials, site supervisors, administrative staff, other participants, and spectators are unacceptable actions during participation in Intramural sports, events, and tournaments.
 - b. Furthermore, physical misbehavior, such as fighting, will not be tolerated when participating in Intramural sports, events, and tournaments. All participants, thus, acknowledge that they are subject to both removal from the team/league and disciplinary action from Duke University on any such occasion.
5. Sportsmanship Ratings
 - a. The Sportsmanship Rating System is designed and intended to be an objective scale by which a team's overall sportsmanship (which includes attitude and behavior) can be assessed during an intramural game and throughout a team's season, which includes playoffs. Behavior before, during and after an intramural game is included in this rating. The team captain(s) is/are responsible for informing all players and spectators associated with their team about this rating system.
 - b. Sportsmanship is vital to the conduct of every intramural game. In an effort to encourage proper conduct during games, officials, site supervisors, and administrative staff can and shall make decisions on whether to warn, penalize, eject, or suspend players and/or teams for poor sportsmanship. These decisions are final. The administrative, professional staff will rule on any further penalties as a result of unsportsmanlike conduct and actions. Intramural participants are subject to the policies and guidelines as set forth by both the Intramural Sports Program and Duke University's Student Conduct Policies as enforced by its departments, offices, organizations, recognized groups and affiliations, etc.
 - c. Each team will receive a Sportsmanship Rating following a contest's conclusion based on the discretion and perception of the officials, site supervisors, and/or administrative staff. Protests or appeals of a team's final sportsmanship rating will not be recognized.
 - d. It is important that captains, players, and coaches understand that one individual's behavior can affect the team's final Sportsmanship Rating.
 - e. Sportsmanship Rating System:
 - i. **5 – Excellent:** A NORMAL flowing game. No major issues from any team or its members. If the questioning of an official's call occurs then it is done so in a respectable manner and only based upon rule interpretation. Both teams are respectable to one another.
 - ii. **4.5 to 4 – Good:** Some questioning of the officials' calls and/or very few complaints, but with no major issues. No warnings are issued, and teams have, for the majority of the game, shown good sportsmanlike behavior to one another, and the intramural staff and officials.
 - iii. **3.5 to 3 – Moderate Difficulties:** Teams or individuals repeatedly question the official and their judgment. An individual is issued a warning in any sport (includes a yellow card in soccer, technical foul in basketball, etc.). A team or individual is unsportsmanlike to their opponent in terms of fair play or communication.
 - iv. **2.5 to 2 – Poor:** Multiple warnings are issued to a team or its players. An ejection may occur for an individual due to repeated warnings based on their sportsmanship and/or play, behavior, and interaction with staff and opposing players (a red card, two technical's, continuous unsportsmanlike behavior, etc.). Harassment towards officials or supervisors is continuous and abusive. Behavior is beyond what is acceptable in the game and the standards of the intramural program and Duke University.

- v. **1.5 to 1 – Unacceptable:** Multiple ejections occur; verbal and abusive language towards officials, supervisors and/or participants; **the game being forfeited or ended before its completion.** Behavior is beyond what is acceptable in the game and within the standards of the program and Duke University. Teams or individuals may be subject to removal from the league for the remainder of the semester, and are subject to removal from all Intramural Competition for the remainder of the year, or indefinitely. Participants are subject to a report to the Office of Student Conduct for actions conducted before, during, and after competition based on the determination from the Intramural Office.
 - vi. **0 – Fighting:** Any physical confrontations between players or teams. This also includes threatening or assaulting an official or supervisor. Teams will be subject to removal from the league, and subject to the possibility of being banned from all Intramural competitions for the remainder of the year, or indefinitely. Participants will be reported to the Office of Student Conduct for actions conducted before, during, and after competition.
- f. Team Conduct – Meeting:
- i. Any team receiving a rating of 2.0 or lower at any point must have their team captain meet with the Director of Intramurals or the Coordinator of Intramurals before the team is allowed to participate in their next scheduled contest.
 - ii. If the subject of the matter was due to an individual or multiple persons then the team captain may be asked to have those involved accompany them.
- g. Individual Conduct – Meeting:
- i. Any ejected player(s) will NOT be permitted to play in their next scheduled contest for that specific sport, and can be subject to suspension in any other sports or leagues they participate in. When requested, it will be the responsibility of any ejected player(s) to contact and arrange a meeting with an Intramural Administrative Staff Member before participating in any further Intramural contests which INCLUDES all other sports or leagues in which the individual(s) is/are involved in.
6. Playoffs & Sportsmanship Ratings
- a. At the completion of the season a team must have an average sportsmanship rating of 3.5 to be considered eligible for playoffs regardless of record or league standing.
 - b. Any team participating in the playoffs must maintain at least a 3.0 rating following the conclusion of each game. Regardless of the outcome a team's sportsmanship rating could and will determine their advancement to the next round. If the winning team is removed from the playoffs based on their sportsmanship then their opponent will advance, but only in the case that the opposing team's sportsmanship rating was not below a 3.0, as well. If in any case both teams are rated below a 3.0 following the conclusion of the match then neither team will advance.
7. Special Considerations and Circumstances
- a. Cancelled Games due to weather or other unforeseen circumstances - both teams will receive a rating of 5.0 in the event that the game cannot be rescheduled. In this situation both teams will be given a 0-0 tie for the contest.
 - b. Forfeits & Defaults (pre-game) – a team winning by forfeit or default prior to the game will receive a rating of 5.0.
 - i. Any team that Defaults (loss by default) to their opponent will receive a rating of 4.0.
 - ii. Any team that Forfeits (loss by forfeit) to their opponent will receive a rating of 3.0.
 - iii. Please review the Forfeits & Defaults Guidelines for further information.
 - c. Ejected Players: For any team where a player is ejected for unsportsmanlike behavior, that team will receive no more than a 2.0 rating regardless of remaining player's/team's good conduct.
 - d. In-game Forfeits: A team winning by forfeit due to any issues with sportsmanship from the opposing team will receive a rating based on their actions up to that point. The team forfeiting as a result of their sportsmanship will receive a rating of no more than a 2.0 rating.