



## **The Sportsmanship Rating System**

At the conclusion of each contest, the officials and scorekeeper will assign a score to each team based on the behavior, actions, and attitudes exhibited during the course of play. In all cases, Intramural Sports Supervisors and the Intramural Sports staff may provide input which could raise or lower an assigned rating. A team's Sportsmanship rating will be posted along with their standing in the league inside the Recreation Center. Behavior before, during, and after an intramural contest will be factored into each team's rating. It is the responsibility of the team captain to inform his/her teammates and spectators about the rating system. Ratings will be given in whole numbers on a scale of 0-4. **Teams must maintain a minimum 3.0 rating in order to qualify for post-season competition.** Teams must also maintain this rating during playoffs in order to advance.

## **Sportsmanship Rating Criteria**

The Sportsmanship Rating System is based on, but not limited to, the following criteria:

### **(4.0) Four: Excellent Conduct and Sportsmanship**

- A. Team members cooperate with and demonstrate good sportsmanship toward teammates, opponents, and all members of the Intramural Sports staff.
- B. Team captain exhibits control over his/her teammates and spectators; he/she converses calmly and rationally with officials regarding the interpretation of calls.
- C. Team members demonstrate proper respect for all equipment and the facility.
- D. Team members honor the spirit and intent of the intramural sport game rules and/or program policies.
- E. Team members accept judgment decisions made by the officials during the contest.
- F. The minimum number of team members needed to start the contest is present, checked in, and ready to play prior to game time. Teams who do not meet this standard are ineligible to receive a 4.0 rating.

### **(3.0) Three: Good Conduct and Sportsmanship (Teams Begin At This Level)**

- A. **Teams begin at this level, and if no positive or negative actions occur, the team will receive this score.**
- B. Team members exhibit good conduct and sportsmanship for the majority of the contest.
- C. Team members verbally complain about some decisions made by officials and/or show minor dissension which does not merit a technical foul/unsportsmanlike conduct penalty.
- D. Teams who receive one technical foul/unsportsmanlike penalty may not receive higher than a 3.0 rating.
- E. Team members do not show aggressive dissent toward the Intramural Sports staff or the opposing team.

### **(2.0) Two: Below Average Conduct and Sportsmanship**

- A. Team shows verbal dissent toward officials and/or the opposing team which may or may not result in a technical foul/unsportsmanlike conduct penalty.
- B. Teams who receive multiple technical fouls/unsportsmanlike conduct penalties may not receive higher than a 2.0 rating.
- C. Team captain demonstrates minor control over teammates/spectators and/or does not actively promote good sportsmanship.
- D. Team members occasionally use profanity, although it is not directed toward staff/opponents.
- E. At game time, the team is not able to produce the minimum number of participants, resulting in a forfeit. The opposing team will automatically receive a 3.0 rating in this situation.

### **(1.0) One: Poor Conduct and Sportsmanship**

- A. Team members continuously show dissent toward staff/opponents or use abusive/inappropriate language toward staff/opponents.
- B. Team members are continuously "trash talking" opponents and/or intimidating staff/opponents or playing dangerously/maliciously.
- C. Team captain is unresponsive and uncooperative in helping staff members to control teammates.
- D. Teams that have a player ejected may not receive higher than a 1.0 rating.

### **(0.0) Zero: Disqualifying Conduct and Sportsmanship**

- A. Threatening/making physical contact in an aggressive manner toward staff/opponents.
- B. Team members are out of control, intoxicated/under the influence of alcohol and/or drugs, or show a complete disregard for authority.
- C. Team captain shows no control over the actions of his/her teammates.
- D. Multiple players are ejected from the contest.
- E. A team member misrepresents him/herself by using another student's ID card.
- F. Team members damage/attempt to damage equipment or the facility.
- G. Any team whose member(s) take part in a fight, instigates a fight, or throws a punch (whether connected or not) will receive a 0.0 and those individual players will be indefinitely suspended from all Intramural Sports events. Those members must meet with the Intramural Sports Coordinator before they will be allowed to resume participation in any intramural sports event. Any team that receives 0.0 is subject to disqualification from participation for the remainder of that sport and possibly the semester or academic year. All players on a team receiving a 0.0 may be put on probation or suspended indefinitely and may be subject to further sanctions through Judicial Affairs.
- A. An ineligible player participates in the game.

## **Special Notes:**

- Any team that receives a rating of 1.0 more than once at any point in the season must have their captain schedule a meeting with the Intramural Sports Coordinator before their next scheduled game.
- Teams that receive a 0.0 rating during playoffs will not be allowed to advance.

**Team Name:**\_\_\_\_\_ **Date:**\_\_\_\_\_

**Sportsmanship Rating:**\_\_\_\_\_

**Game Official Signature:**\_\_\_\_\_

**IM Staff  
Signature:**\_\_\_\_\_

**Notes & Follow-up:**  
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**Team Name:**\_\_\_\_\_ **Date:**\_\_\_\_\_

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Signature:**\_\_\_\_\_

**Notes & Follow-up:**  
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