



SWOSU Intramurals

General Rules

Section 1: Sportsmanship

1. SWOSU Intramurals will promote a fun and safe playing environment.
2. Participants and spectators are expected to be civil towards one another and staff.
3. Any conduct judged by an intramural staff member to be detrimental to the participants, spectators, or any intramural activity will result in corrective action which could include removal from the premises and/or disciplinary action from SWOSU.

Section 2A: Student Eligibility

1. All student players must be currently enrolled at SWOSU and have a valid student ID card. (Pictures of Student ID will NOT be accepted.) This will be confirmed prior to season starting.
2. A roster must be printed on the Intramural Department Official Roster/Waiver form. The roster must include the player's name, (no nicknames) and Student ID Number.
3. Players can only play on one team in the league, and each player must officially be on the team's roster. Players cannot be added to the official roster after the deadline.
4. Players must bring the **physical copy** of their student ID to every game to participate in each game. (Photos of student ID will NOT be accepted.)
5. All players must sign the Liability and Conduct Sportsmanship form prior to playing the first game.

Section 2B: SWOSU Employee Participation

1. SWOSU employees are permitted to participate in Intramurals.
 - a. They can participate on an 'Employee Only' team. (No students on their team and no employee on student teams.)
 - b. There must be an equal or greater number of student teams to employee teams.
 - c. Employee teams will be entered on a first come first serve basis (as to maintain the previous rule).
 - d. Employee teams will NOT be allowed to participate in the play-offs / championships of any intramural event. These are saved for our students.

Section 3: The Officials

When Officials and Scorekeepers are provided: One of the calculated risks that players must accept is that the coach, players, or the officials may make mistakes during course of the game. We are all human beings and subject to human errors. Once the officials are on the court/field, the players will show their respect and give them full support.

It will be the policy that all protests will be acted upon immediately before the next play. **Judgment calls will not be disputed!!!** Protests may only occur over a rule interpretation and can **only** be made by the team captain/manager to the game officials.

Section 4: Forfeiture of Games

1. If a team (including bench, personnel, and spectators) receive 3 'unsportsmanlike' calls in one game, the game shall be ended, and the opponent awarded the win by forfeit.

Examples of unsportsmanlike calls include (but not limited to):

- a. Disrespectfully addressing officials and staff
 - b. Using profanity, vulgarity, or obscene gestures; taunting, baiting, or ridiculing another player on the bench, or personnel
 - c. Delaying the game by preventing the ball from being promptly made live or by preventing continuous play
2. Game time is forfeit time. Each team must have the minimum number of players, as designated by the individual sport, from their roster at the scheduled start time. If they do not have those numbers, the game will be forfeited.
 3. If the sport is designated as 'Co-Ed' and there are a required number of Male/Female team members, each team must start and finish a game with the minimum numbers specified. If injury or other events cause them to fall below those numbers, the game will be forfeited.
 4. A team that forfeits due to lack of enough players, two consecutive games or three games overall, will be dropped from the league. If a team refuses to play, a forfeit will be declared by the official.
 5. Scheduled games will not be changed to another date due to a team not having enough players to play- **NO EXCEPTIONS.**

Section 5: Player Conduct

1. Officials have the authority to banish, from the game (out of sight and sound), any player or coach who in their opinion is interfering with the safe and peaceful conduct of the game. Spectators are also included and will be asked to leave the facility/fields. Spectators must remain in the stands
2. Any player ejected from the game must leave the facility/fields (out of sight and sound) within two minutes or the game is forfeited.
3. Any player or coach ejected from a game will be ineligible to participate in the remainder of the current game as well as the following game.
4. Any player ejected from two games will be removed from the team's roster and ineligible to attend any league games for the remainder of the season.
5. Anyone responsible for fighting will be suspended from all intramural programs for a period of at least one year, with probation. Depending on the circumstances, additional conduct may be given by SWOSU.
6. If any player or coach bumps/ assaults/ touches an official in ANY way that is deemed aggressive, his/her entire team will forfeit all remaining games.
7. Profanity, vulgar, and disorderly conduct before, during, and after league games could result in disqualification from future games.
8. Any player or coach under the influence of alcoholic beverages or drugs will not be allowed to participate in that game, and additional sanctions may be enforced.
9. The captains of each team are the only individuals allowed to speak to the officials throughout the course of the game.
10. Playful banter is fine as long as both teams remain overall cordial with one another. If it escalates and becomes racial, religious, or otherwise highly offensive, the offending player/s will be ejected immediately. The single player ejection is the warning to the rest of the team. If it happens again from another player of that same team, that entire team will forfeit the game and be subject to season long bans. You are adults and are expected to conduct yourself as such.