

# INTRAMURAL PARTICIPANT HANDBOOK



**NEW CONTENT IN YELLOW:**

- [Captain's Training Due Date](#)
- [Intramural Pass](#)
- [Rosters](#)
- [ONE Forfeit Fee](#)

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## Section 1: INTRODUCTION

### Article 1: Purpose

The purpose of the Participant Handbook is to ensure an equitable and enjoyable experience for all participants.

### Article 2: Campus Recreation Mission

Intramural Sports are an extension of UNK Campus Recreation. Our mission is to serve the entire campus community by promoting an active & healthy lifestyle through quality programs and services that inspire participation and engagement.

### Article 3: Student Affairs Mission

UNK Campus Recreation is a department within the Division of Student Affairs. Our mission is to *ENGAGE, EDUCATE, EMPOWER*.

*Engage* students early in their college experience to connect them to the university.

*Educate* through programming that is student-centered, with an emphasis on personal growth, achievement, and leadership development.

*Empower* students to become life-long learners and confident leaders who are prepared for their future endeavors beyond UNK.

### Article 4: Intramural Contact

All inquiries regarding intramural competitions (scheduling, rescheduling, rosters, etc.) should be directed to [unkintramurals@unk.edu](mailto:unkintramurals@unk.edu) or (308)865-8676.

### Article 5: Professional Staff Contact

Name	Position	Phone	Email
Jack Scrimger	Sport Programs Coordinator	(308)865-8676	<a href="mailto:scrimgerj2@unk.edu">scrimgerj2@unk.edu</a>
Ivie Shelton	Sport Programs GA	(308)865-8676	<a href="mailto:sheltoni@lopers.unk.edu">sheltoni@lopers.unk.edu</a>

## Section 2: CAPTAIN'S RESPONSIBILITIES

### Article 1: Captain's Role

Captains will serve as the liaison between Intramural Sports and their team.

“Team representatives” are defined as the following but are not limited to: a player, non-player, captain, coach, manager, spectator or anyone representing a team. **The captain of each team is responsible for these representatives at all times.** Team Representatives can affect the team's sportsmanship standing, playoff eligibility and can also be ejected or asked to leave the premises and any other acts the Intramural Sports staff deems eligible. These actions and disciplinary steps can happen at any time, before, during or after any intramural sports event.

### Article 2: Captain's Duties

The captain has the following responsibilities regarding their team's participation in intramural activities:

- Create the team online via [recwell.unk.edu](http://recwell.unk.edu) --> IMLeagues
- Select a proper and appropriate team name.
  - Any team names deemed inappropriate must be changed immediately. Examples of inappropriate team names include but are not limited to: names including foul language or a play on curse words, sexual innuendos, political statements, or discrimination of any kind.
- Ensure your team has the minimum number of players required to participate in that sport before the end of registration
- Check eligibility of each player before and during the regular season as well as prior to the playoffs
  - This includes club sport and varsity athletics eligibility
- Educate team members about sport specific rules and regulations set forth in this handbook and the rulebooks of each sport the team participates in
- **Complete the Captain's Training before the second week of the season**
- Notify intramural staff of absences in a timely manner
- Review emails from the [unkintramurals@unk.edu](mailto:unkintramurals@unk.edu) email account regarding forfeits, inclement weather, season information and playoff updates
- Confirm that all team representatives comply with all rules, policies and procedures
- **Add all participants to the roster before the second week of the season**
- If a captain's team forfeits, the captain will be suspended from all intramurals if the forfeit fee is not paid at least 48 hours before the next scheduled game for that team. Any member of the team may pay the forfeit fee to prevent suspension of the captain.

### Article 3: Captain's Training

The captain's training is a required training for team captains offered over Bridge. The captain's training provides an overview of season expectations and equips captains with information to help their team succeed. Information regarding the captain's meeting will be sent out once registration for sports closes. **The Spring Session 1 Captain's Training will be sent out to captains on Thursday, January 30<sup>th</sup> and must be completed by Friday, February 7<sup>th</sup> to be eligible for the rest of the season. The Spring Session 2 Captain's Training will be sent out to captains on Thursday, March 27<sup>th</sup> and must be completed by Friday, April 4<sup>th</sup> to be eligible for the rest of the season.**

1. Check your email for an email from Bridge.
2. Go directly to [Bridge](#)
3. Go to [unk.edu](http://unk.edu) > click "IT Services" at the bottom > Select "Administrative and Business" > Select "NU Learning and Development Service – Bridge" > Select "Bridge"

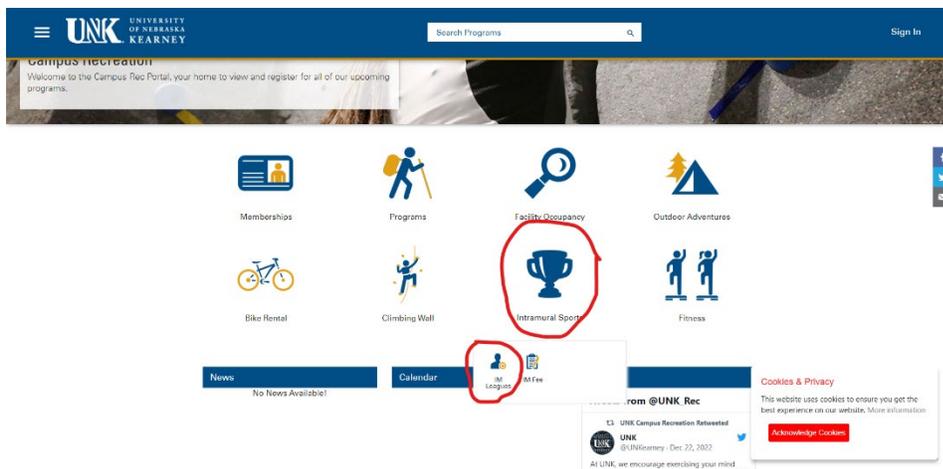
If you are a team captain and do not have access to the captain's training after the above dates and have tried all three methods of accessing it, please contact [unkintramurals@unk.edu](mailto:unkintramurals@unk.edu) for assistance. Please note that UNMC and CCC students will not be able to take the training. If a UNMC or CCC student is a team captain, another member of the team who is a UNK student will be asked to complete the training.

### Section 3: REGISTRATION AND FEES

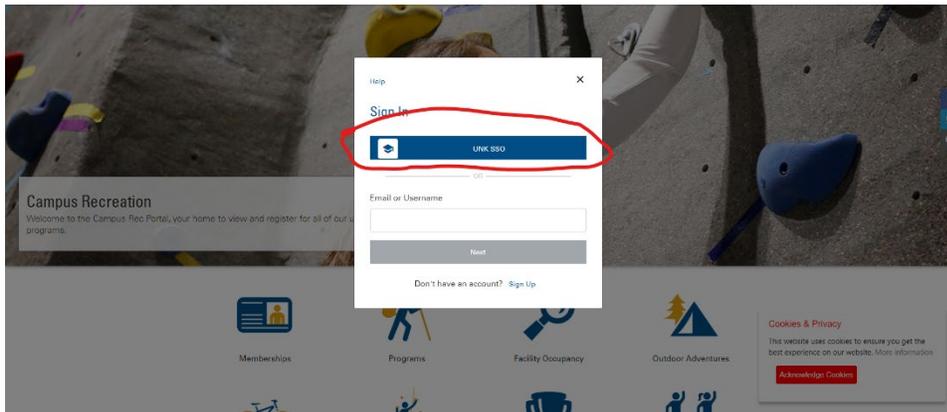
Intramural participants must register prior to participation. Additionally, any fees associated with that sport must be paid prior to participation.

### Article 1: UNK Student Registration

UNK students can register for intramurals by visiting [recwell.unk.edu](http://recwell.unk.edu). Follow the below steps to create an account:

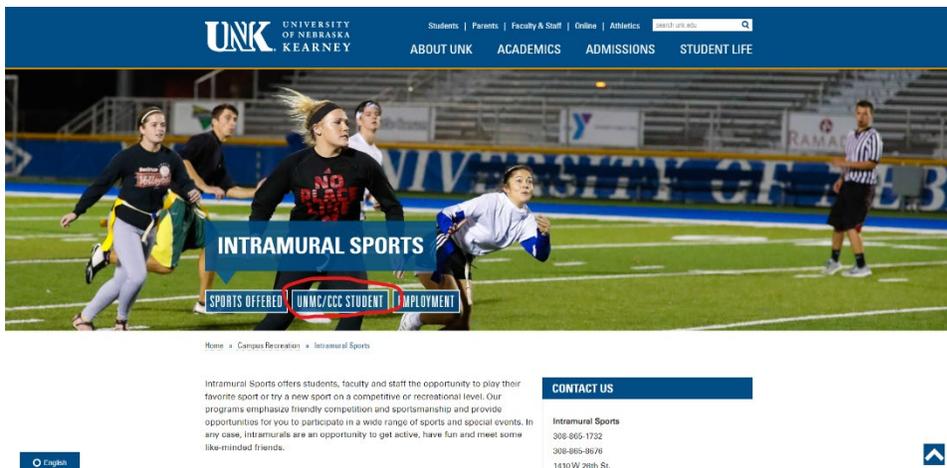


Login with Loper email:



## Article 2: CCC & UNMC Student Registration

CCC and UNMC students will be unable to register using the above process. CCC and UNMC students can register by filling out this brief form: [UNMC/CCC IM Leagues Access](#). You will receive an email from [unkintramural@unk.edu](mailto:unkintramural@unk.edu) within 48 business hours of completing the form. This email will include your password and login for IM Leagues. This process should be completed at least 2-3 business days before your first game.



### **Article 3: Intramural Pass**

Participants in IMs must purchase an intramural pass prior to the second week of games in that sport. An intramural pass is required by all participants and must be purchased before the second game. Participants may choose from the following intramural pass options:

1. The **\$30 Spring IM Pass** covers ALL sports and leagues for the entire Fall Semester. Sports included are M&W Basketball, CoRec Court Volleyball, Broomball, Dodgeball, Session 1 Pickleball, CoRec Flag Football, CoRec Slow-Pitch Softball, M&W Court Volleyball, M&W Soccer, CoRec Ultimate Frisbee, Open Spikeball and Session 2 Pickleball.
2. The **\$20 Spring Session 1 IM Pass** is intended for participants who can only play during the first half of the fall semester (2/2-3/13). The Spring Session 1 Pass covers payment for M&W Basketball, CoRec Court Volleyball, Broomball, Dodgeball and Session 1 Pickleball.
3. The **\$20 Spring Session 2 IM Pass** is intended for participants who can only play during the second half of the fall semester (3/30-5/8). The Spring Session 2 Pass covers payment for CoRec Flag Football, CoRec Slow-Pitch Softball, M&W Court Volleyball, M&W Soccer, CoRec Ultimate Frisbee, Open Spikeball and Session 2 Pickleball.

Purchase a pass online at [THIS LINK](#) or in-person at the Wellness Center during normal operating hours.

### **Article 4: Broomball Fee**

Participants who take part in a broomball league must pay an additional \$10 Broomball Ice Fee. This fee is required by all broomball participants and must be paid before the second week of the season. This can be paid online at [THIS LINK](#) or in-person at the Wellness Center during normal operating hours.

### **Article 6: Refunds**

UNK Intramurals only offers refunds in extenuating circumstances on a case-by-case basis. There are NO refunds for forfeits, inclement weather or ineligibility.

### **Section 4: ELIGIBILITY**

The Intramural Sports staff reserves the right to investigate the eligibility of all participants. UNK, UNMC & CCC ID cards will be required during all intramural activities. Any individual the Intramural Sports staff deems to be ineligible will not be allowed to participate. It is the responsibility of the captain to know the eligibility of all members on a team before competing.

**Article 1: UNK Students**

All undergraduate and graduate students enrolled in 1 or more credit hours at UNK are eligible for participation in Intramural Sports activities.

**Article 2: UNK Faculty and Staff**

All full-time and part-time faculty and staff members at UNK are eligible to participate in Intramural Sports activities.

**Article 3: CCC and UNMC Students**

All students enrolled in 1 or more credit hours at CCC and UNMC are eligible to participate in Intramural Sports activities.

**Article 4: Varsity Athletes**

Varsity athletes are eligible to participate in Intramural Sport activities. However, varsity athletes must be one year removed from when they last practiced or competed collegiately in order to participate in the same sport at an intramural level.

- For example, A UNK volleyball player could not participate in intramural volleyball.
- For example, A former UNK volleyball player who last played collegiately in Fall 2023 could participate in intramural basketball during the Fall 2024 season.

**Article 5: Club Sports Athletes**

Club Sports athletes are eligible to participate in Intramural Sports activities. However, the maximum number of club sport players on a team's roster must not exceed 50% of the number of players required to play a sport at full strength for their corresponding sport. A club member may participate in a singles event. A club sport member is defined as any student who pays dues to a club sport team. The status of a club sport member exists for the entire academic year.

- For 6v6 Court Volleyball: Only 3 club volleyball members could be on the same team
- For 4v4 Sand Volleyball: Only 2 club volleyball members could be on the same team
- For 7v7 Soccer: Only 3 club soccer members could be on the same team

## Article 6: Participant Identification

All participants must show an Intramural Sports staff member a valid UNK, CCC, or UNMC ID prior to participation. If either the name or picture is not legible by the staff member, a second form of identification will be required. If neither the name nor the picture is legible on the second form of identification, the UNK, CCC, or UNMC ID will not be accepted, and that participant will not be eligible to participate.

The Intramural Sports program **DOES NOT** accept MyBlue or a picture of an ID as a valid form of identification. If a participant legitimately lost their school ID and is yet to receive their new one, they may show a driver's license at the discretion of the supervisor.

**NOTE:** Graduating students in their final year at are still required to present a valid UNK, CCC or UNMC ID at intramural events. UNK and UNMC students may pay a \$10 fee for replacing a lost or stolen ID by visiting this link: [HOW TO REPLACE YOUR UNK ID](#)

## Article 7: Misuse of Identification

Transferring, lending, borrowing, or altering university-issued identification is a violation of the Student Code of Conduct and will result in ineligibility for that game and possible referral to the Division of Student Affairs. In the event that an ID does not match the participant using it, the Intramural Sports staff may confiscate the ID and the participant referred to the Division of Student Affairs.

## Article 8: Participation

Any participant who has checked in for an Intramural Sports activity at the game site is considered to have participated. If an opponent no-call-no-show forfeits, any participant who checked in at the game site is still considered to have participated.

## Section 5: ROSTERS

Team captains are responsible for adding players to their roster while team participants are responsible for accepting invitations to the roster. Any roster changes should occur **before 3pm the day of the game** to prevent delay and confusion at the intramural competition. **All players are REQUIRED to be on the online IM Leagues roster before participating.** No player shall be added to a roster during the playoffs.

**Article 1: Roster Additions**

A participant who fulfills the individual eligibility criteria and has purchased an intramural pass is eligible to be written on a roster at the discretion of an intramural supervisor. A roster addition is defined as a participant who is written on a roster and is NOT on another team in the same sport. It is the captain’s responsibility to add additions to their roster before the next intramural event. Roster additions are not permitted during playoffs. Roster additions must still purchase an intramural pass even if they will only play in one game.

EXAMPLE: A volleyball team wants to add a player to the roster who is not already on the printed scoresheet during a regular season contest. The player is not on another team in the same league, fulfills the individual eligibility requirements, shows a valid ID and has purchased an intramural pass.

**Article 2: Nomad**

If a team does not have enough participants to play at the minimum required amount of players, the captain may recruit a “nomad” for that intramural event. A “nomad” is defined as a participant who fulfills the individual eligibility criteria and has purchased an intramural pass but plays on another team in the same league. “Nomads” are not added to the roster and are only permitted when a team does not have the minimum number of players required to play. Teams have unlimited “nomads” during the regular season but are not permitted during playoffs. “Nomads” must still purchase an intramural pass even if they will only play in one game. Status of “nomads” must be verified by presence on an active roster in that same sport and season

EXAMPLE: A basketball team only has 2 players from the original roster for a regular season contest. The team may add an eligible player as a nomad from another team to get to 3 players.

**Article 3: Pink Slips**

A pink slip will be required for participation in the following situations:

1. A participant does not have valid identification
2. A participant is not listed on the printed roster and needs to be added to the roster
3. A participant is not listed on the printed roster and is a nomad

In any of the above situations, the check-in official will direct the participant to the on-site supervisor who will provide the pink slip and assist in filling it out. Once completed, the participant must bring the pink slip back to the check-in official to participate.

**INTRAMURAL PINK SLIP**

name: Louie The Loper NUID: 123456789

UNK  UNMC  CCC Sport: Flag Football Team Name: Lopers

name: Ivic Date: 8/6/24

Initial:  Nomad? (Y/N)  Added to Roster? (Y/N)  Team Captain/Rep Initial:

**Article 3: Special Roster Situations**

UNK Intramurals reserves the right to make roster determinations according to the policies outlined in this handbook and at the discretion of intramural staff at any time.

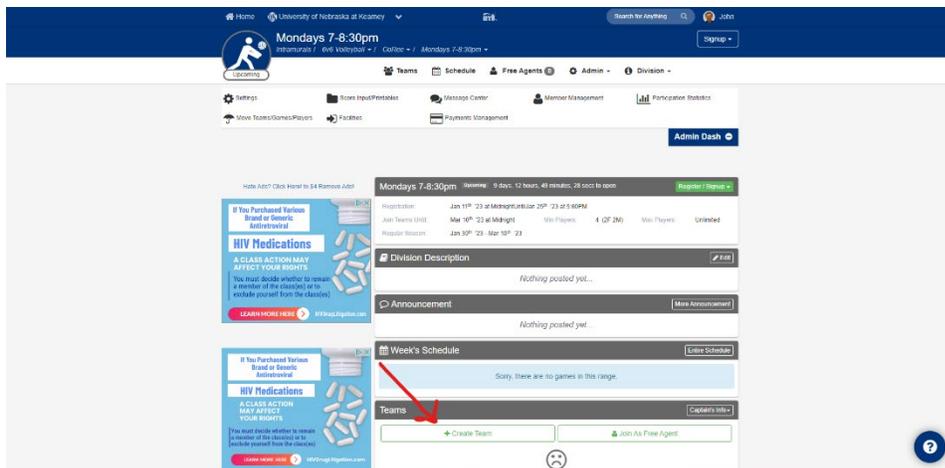
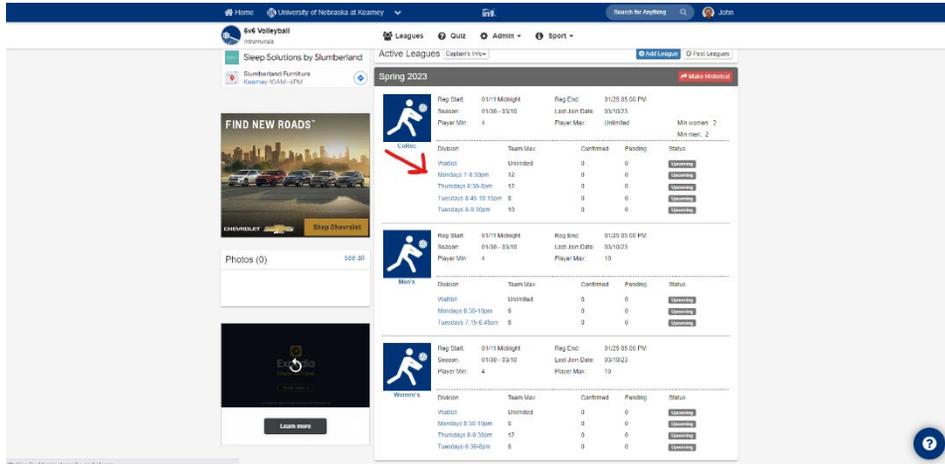
**Section 6: LEAGUES**

Participants may only participate on one CoRec and one Men's/Women's team for a single sport. Students may participate in any and all sports for the semester. Below are the league offerings for the Spring 2025 season:

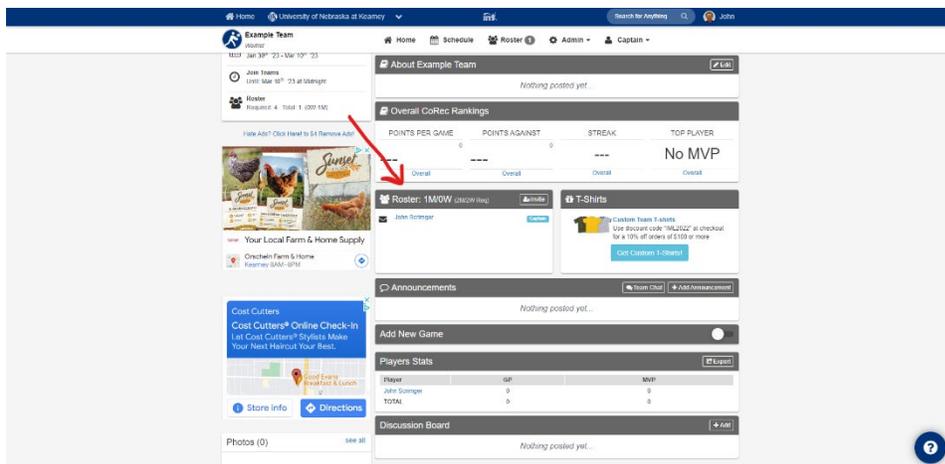
<b>Leagues</b>	<b>Registration Deadline</b>	<b>Start Date</b>
Pickleball	Jan 29	Feb 2
Dodgeball	Jan 29	Feb 2
Broomball	Jan 29	Feb 3
5v5 Basketball	Jan 29	Feb 3
Court Volleyball	Jan 29	Feb 4
Pickleball	Mar 27	Mar 30
Slow Pitch Softball	Mar 27	Mar 31
Flag Football	Mar 27	Mar 31
Spikeball	Mar 27	Mar 31
Soccer	Mar 27	Apr 1
Ultimate Frisbee	Mar 27	Apr 1
Court Volleyball	Mar 27	Apr 2

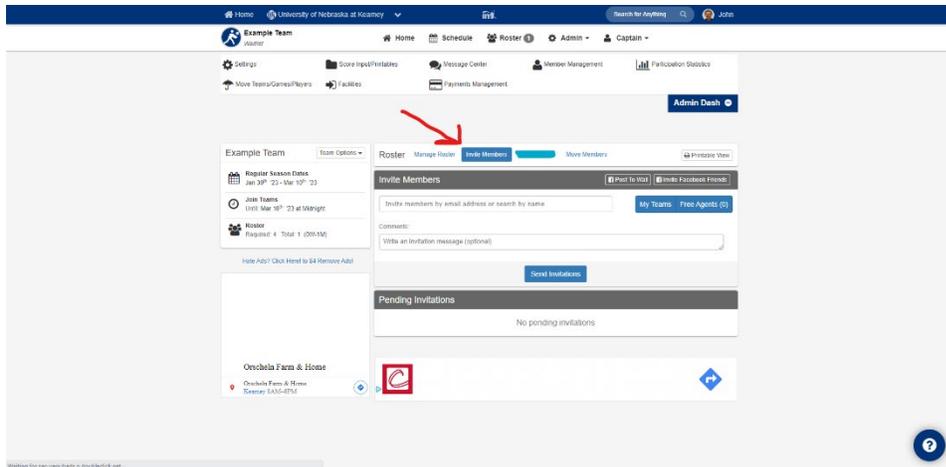
## Article 1: Creating a Team

Create a team by visiting [recwell.unk.edu](http://recwell.unk.edu) --> Intramural Sports --> IM Leagues. Once you're signed in, click the desired sport and league --> Within each league are divisions that play at different times. Select your desired time and create a team.



Once you've created a team, you can add players by going to your roster --> Invite Players:





When you invite someone to your team, they must accept the invite sent to their email address to join the team's roster. This should be done by 3pm the day of your game.

## Article 2: Scheduling

Once the registration deadline has passed, UNK IMs staff will begin creating the regular season schedule. Teams that do not meet the minimum number requirements will not be added to the schedule until the requirements are met.

Signing up for a division means that your team may get scheduled to play at any time within the timeslot. For example, a team is signed up for the Monday 7-8:30pm volleyball division. Volleyball games last 45 minutes, so games may take place at 7pm and 7:45pm.

## Article 3: Rescheduling

The office is well aware that the scheduling of intramural events can create a number of unforeseen conflicts for teams or individuals. Whenever this occurs, the department is willing to work out viable conflicts with both parties involved as long as the following criteria are adhered to:

1. Requests to alter game times must be submitted no later than 12pm Friday, the week before the game is scheduled to be played. Requests made after this time frame may be considered under unique and extenuating circumstances. Intramural staff reserves the right to determine these on a case by case basis.
2. A representative from each team involved with the game in question will be contacted to find the available dates and times to reschedule the game.
3. When a scheduling conflict involves one team or individual, the opposing team or individual may decide whether or not to reschedule the contest.
4. If the opposing player or team does not elect to reschedule the contest, the game will be played at the date and time it was originally scheduled.

5. If both teams agree to a rescheduled time, it must be in accordance and agreement with the Intramural Sports Program Staff and dependent upon availability of existing facility space and personnel.
6. This reschedule process must be completed at least 24 hours prior to the original time the game was scheduled.
7. If the Intramural staff becomes aware of a defaulted game in advance, effort could be made to alter remaining games scheduled that night that best fits all parties.

## Section 7: FREE AGENTS

Individuals who do not have a full team or do not know of any teams to join for a sport and are interested in participating are considered a “Free Agent”. There are multiple ways to improve a Free Agent’s chances of participating in the current Intramural Sports season. However, as much as we want every UNK Student to have an opportunity to play, there will be times when the connection just doesn’t work out.

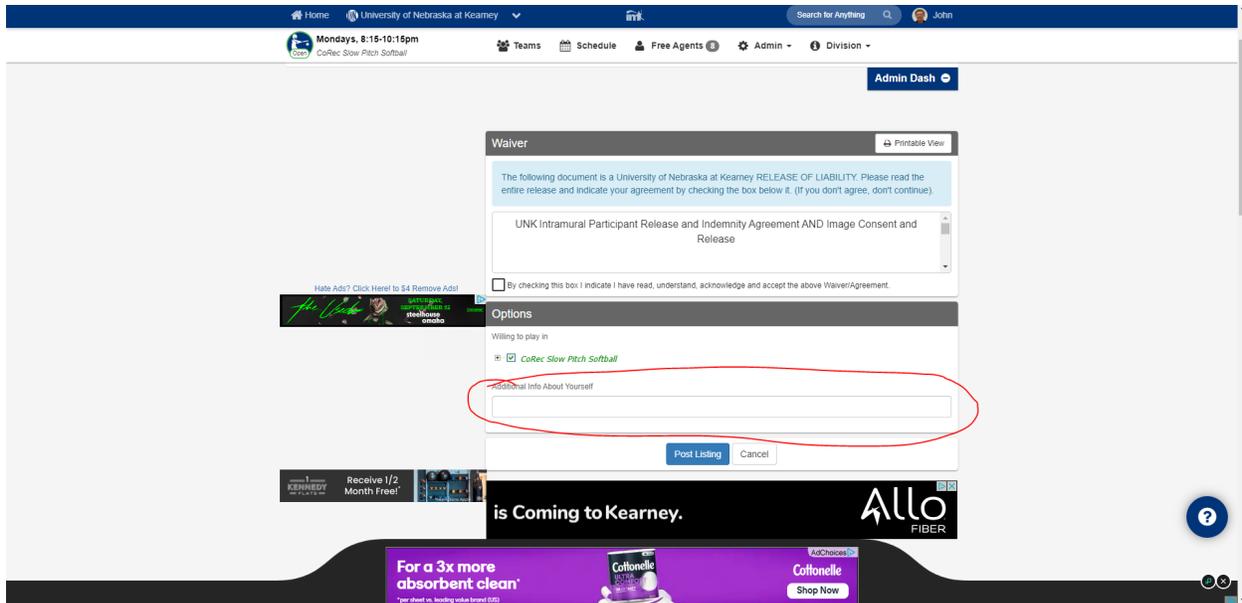
### Article 1: Registering as a Free Agent

To register as a free agent, visit [recwell.unk.edu](http://recwell.unk.edu) --> Intramural Sports --> IM Leagues. Once you’re signed in, click the desired sport and the “Join As Free Agent” button. Provide a brief description of your experience in that sport as a way to market yourself to other captains.

The screenshot shows the UNK RecWell website interface for the 'CoRec Slow Pitch Softball' league. The page includes a navigation bar with 'Home', 'University of Nebraska at Kearney', and a search bar. The main content area is divided into several sections:

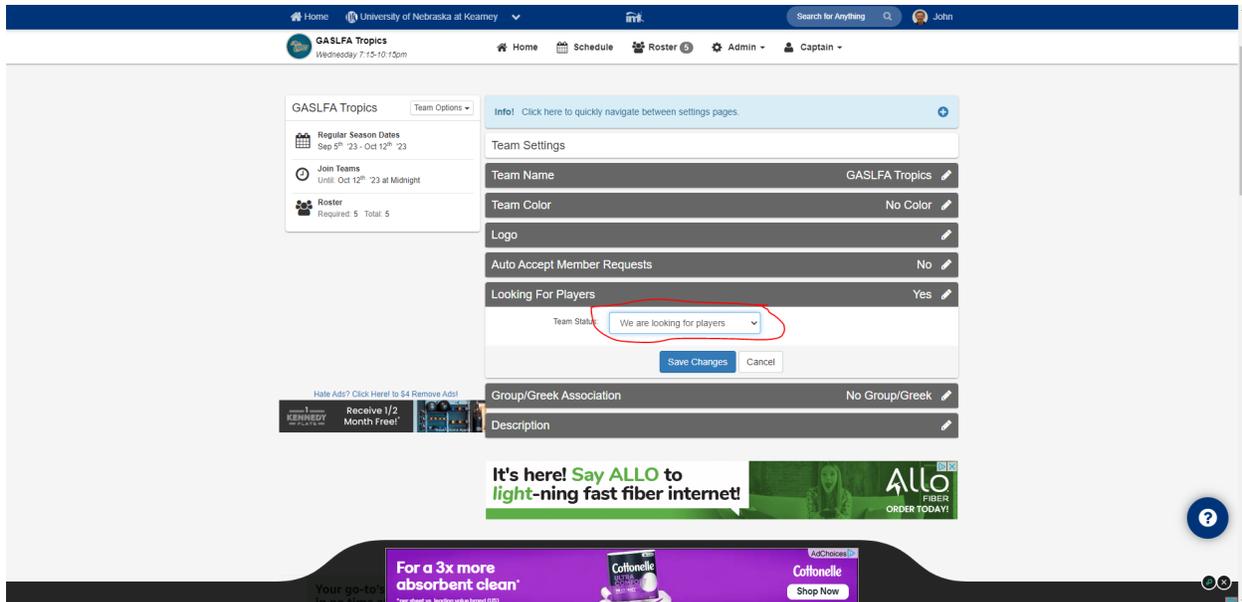
- Join Teams:** A sidebar on the left with options for 'Join Teams' (until Oct 9th '23), 'Players' (min 8, max 14), and 'Waitlist Registration' (start Aug 19th '23, end Sep 6th '23).
- Rules and Regulations:** A central section detailing team composition (8 players, no gender outnumbers), gender requirements for pitcher/catcher and fielders, batting/balancing line-ups, and accepted rosters (SM/5F, SM/3F, SM/4F, 4F/4M, 5F/3M, 5F/4M).
- Announcements:** A section with the message 'Nothing posted yet...'.
- Captains Info:** A section with 'Export / Print' and 'Add Division' options.
- League Schedule:** A section for 'Mondays, 8:15-10:15pm' with 7 of 8 teams unlocked. It features a 'Create Team' button and a 'Join As Free Agent' button, the latter of which is circled in red.
- Team List:** A table listing teams with their rosters, status, and whether they want free agents.

Team	Roster	Status	Free Agents Wanted	Action
Ram Ranch Jackson Kinast	10 5M - 5W	Approved	No	Join Team
Pitches be crazy (9:15pm) Lauren Baber	10 5M - 5W	Approved	No	Join Team
Brokebat Mountain Connor Wethel	6 2M - 4W	Unapproved	No	Join Team
Hall of Shamers	...10...	Approved	No	Join Team



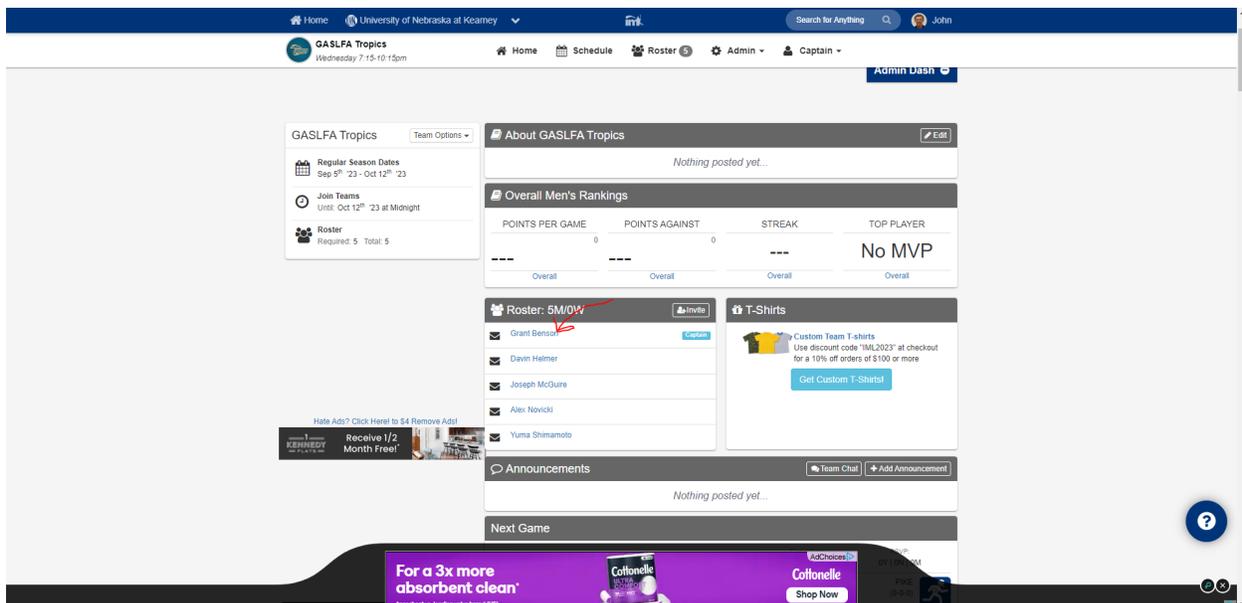
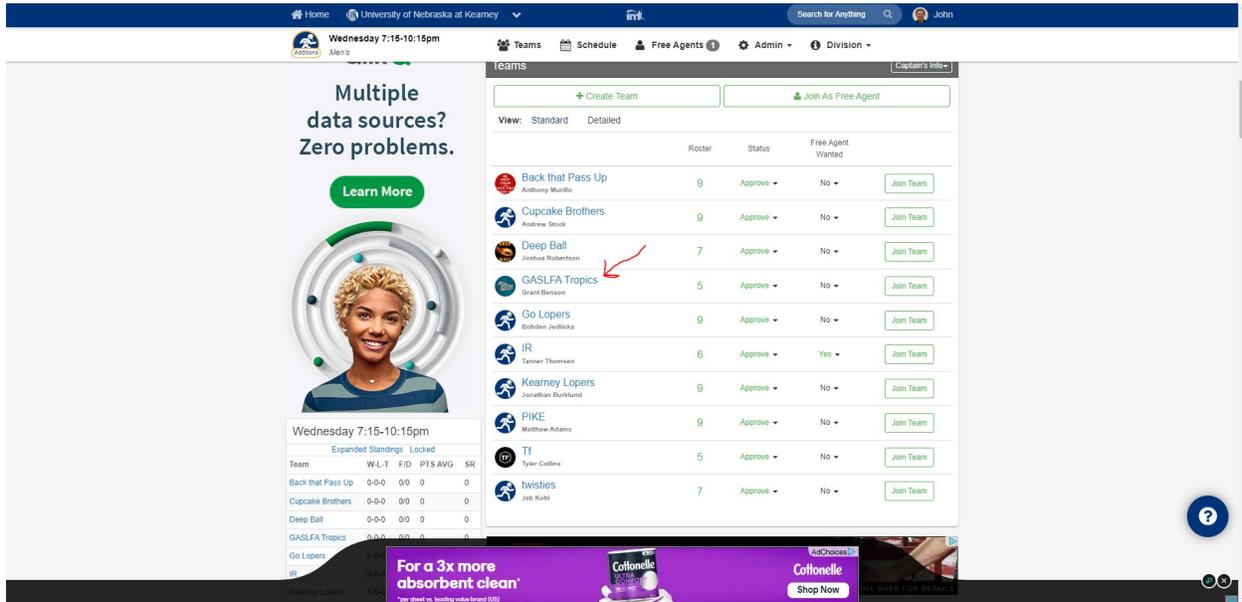
## Article 2: Accepting Free Agents

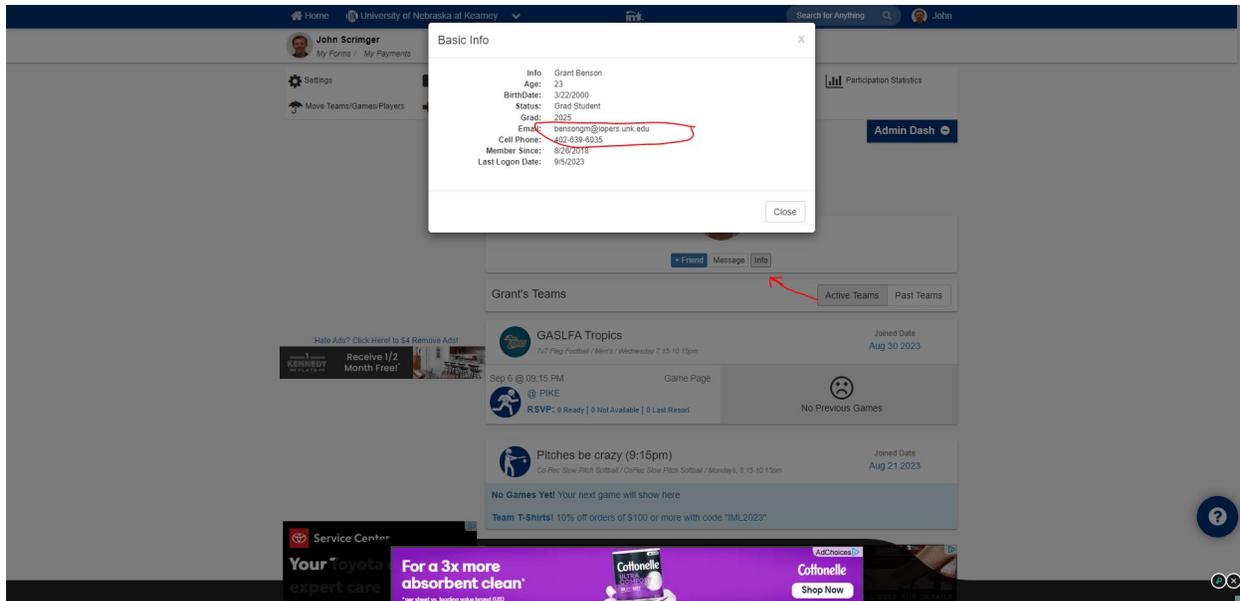
If you created a team and are looking to add free agents to your roster, go to your team settings and under team status, select “we are looking for players” instead of “We are not looking for players”. This will notify free agents that you are looking for more players.



### Article 3: Contacting Captains

To give yourself a better chance of being added to a roster as a free agent, we recommend reaching out to captains individually. You can access the contact information for team captains by selecting a team in the sport you are a free agent and clicking on the name of the captain. Select “Info” and their contact information will be available. You may also contact captains directly through imleagues.





## Section 8: PLAYOFFS

At the conclusion of the regular season, teams will be seeded and select a spot in the bracket or be placed in a bracket based on their seed.

### Article 1: Picking a Spot

Some sports will have a date and time designated for the playoff draft. The date and time will be communicated with team captains via email prior to the date of the draft. When it comes time to select a spot in the bracket, the team captain may select a time from the remaining available times. Playoff brackets and schedule will be available on IMLeagues at the conclusion of the regular season. **It is best to pick your spot in the bracket on a computer!**

**NOTE:** During playoffs, teams may play on days and times different from the regular season.

### Article 2: Team Eligibility

A team must average a sportsmanship rating of 3.0 or higher during the regular season to be eligible for playoffs. Once in playoffs, a team must maintain a minimum average sportsmanship rating of 3.0 to remain eligible. This average is for both regular season and playoffs. A team whose average sportsmanship rating drops below 3.0 during playoffs will be disqualified.

### **Article 3: Individual Eligibility**

All eligibility requirements during the regular season are still in effect during playoffs. In order to be eligible for playoffs, players must have played in at least one regular season game. There are no nomads and/or roster additions allowed during playoffs. Only players on the roster before the first playoff game will be eligible for participation.

### **Section 9: FORFEITS AND DEFAULTS**

Intramural Sports staff understand that scheduling conflicts, unforeseen circumstances or the trials and tribulations of being a student may lead to teams missing intramural activities. However, nothing is worse than showing up to an intramural activity and the other team never shows up. Forfeits are detrimental to the experience of participants and puts undue stress on intramural resources. To avoid fees or other consequences, notify intramural staff by 3pm if you cannot make a scheduled game by calling at (308)865-8676 or by emailing [unkintramurals@unk.edu](mailto:unkintramurals@unk.edu).

#### **Article 1: Forfeit Definitions**

A forfeit can be classified based on the following:

No-call-no-show: Team fails to show for their game without notification to IM Staff. This results in a sportsmanship rating of 1.

Minimum Numbers: Team does not meet the minimum player requirement at the scheduled game time. This results in a sportsmanship rating of 2.0. Teams can avoid a Minimum Numbers forfeit by utilizing nomads.

Late Notice: Team notifies Intramural staff of missing a game after the 3pm deadline. Late Notice forfeits will receive the same sportsmanship rating as a No-show forfeit.

Eligibility: Game is declared a forfeit due to the ineligibility of one or more players according to the eligibility requirements outlined in Sections 4 and 7. This results in the deduction of one sportsmanship point from the original rating.

Sportsmanship: Game is ended by Intramural Sports staff for sportsmanship-related reasons. This includes, but is not limited to player ejections and/or player conduct. Sportsmanship points will be deducted and awarded on a case-by-case basis.

#### **Article 2: Defaults**

In order for a contest to be considered a “Default” and not a “Forfeit”, a team member who is on the official team roster must contact the Intramural Sports staff via email or phone before 3:00pm on the day of the contest.

### Article 3: League Removal

Teams will be removed from a league or competition in the following scenarios:

1. Two forfeits on different days in a season
2. Two defaults on different days in a season
3. One forfeit and one default on different days in a season

### Article 4: Grace Period

A team that does not have the minimum numbers to participate by the scheduled game time will be granted a 5-minute grace period. This grace period is intended to allow additional time for a team to reach the minimum number of participants required to play. The grace period is only granted if a team has at least one player present by the scheduled game time. The official game time will still begin at the originally scheduled time.

### Article 5: Forfeit Fee

Forfeits are detrimental to the student experience and the entire UNK Intramural Program. Forfeits put unneeded stress on staffing resources and are disappointing for students who look forward to playing. In addition to numerous forfeit reduction efforts, a forfeit fee was introduced in Fall 2024.

Teams that commit any of the following forfeits will be responsible for a forfeit fee:

1. No-call-no-show Forfeit
2. Minimum Numbers Forfeit
3. Late Notice Forfeit

The forfeit fee is \$15 for all sports. This fee must be paid 48 hours before the next game to continue participation in the league. Teams that do not pay the forfeit fee before the deadline will be removed from competition and the team captain will be suspended from all intramurals until the fee is paid. This fee may be paid in-person at the Wellness Center during normal operating hours or online at the following link: [FORFEIT FEE](#). This fee may be paid by any member of the team.

Team captains that pay the forfeit fee after the deadline and after 3pm on the day of a game in another sport that they are currently suspended, they MUST bring the physical receipt or show the email receipt in order to participate.

If a team pays the forfeit fee and is reinstated to the league but forfeits a second game in the same sport and season, the team will be removed from competition and will still be responsible for paying the forfeit fee. If a team does not pay the forfeit fee for a second forfeit, the team captain will be suspended from all other intramurals until the fee is paid.

**Article 6: Forfeit Fee Refunds**

There are NO REFUNDS for the forfeit fee.

**Article 7: Avoiding the Forfeit Fee**

The UNK Intramurals Program intends the forfeit fee as a deterrent and will help teams avoid forfeiting within reason. The easiest way to avoid a forfeit is by notifying the Intramural Office by 3pm the day of a game if the team will not have enough to play. Notifying the Intramural Office by the above times is called a default and will not be punished with a fee. However, two defaults in a season will still result in removal from the league.

Teams may also utilize nomads to avoid forfeiting.

**Article 8: Forfeit Fee Appeal Process**

Teams have the option to appeal the forfeit fee in any case of extenuating circumstances. IM Staff retain the right to determine if a circumstance is extenuating. Examples of extenuating circumstances are listed below:

- Significant injury or health issue
- Family/Friend death
- Any other circumstance deemed extenuating by IM Staff

Teams must appeal by filling out an application at the link below within 48 hours of receiving the forfeit email: [Forfeit Fee Appeal Application](#)

**Section 10: SPORTSMANSHIP GUIDELINES****Article 1: Sporting Behavior System**

The Sporting Behavior System is intended to be an objective scale by which teams' attitude and behavior may be assessed throughout the intramural sports season and playoffs. Behavior before, during and after an intramural contest is factored in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.

Each team is responsible for the actions of all individual team members and spectators related to it. The team captain's efforts in assisting officials and staff to calm difficult situations are essential to controlling team conduct.

## Article 2: Rating Method

Each team in each contest shall be rated by the officials. The authority of the officials' rankings exists before, during and after all contests to which that official is assigned. The supervisor or administrative staff present may also provide input to a team's Sporting Behavior Rating. Ratings shall be marked on the score sheet following the game. This information is not to be provided to the team immediately following the game, but may be viewed online on the following day.

A team captain may appeal a sporting behavior ranking by submitting a letter of appeal by noon of the next business day after the rating is posted (two business days after the intramural contest). The appeal must be addressed to UNK Intramurals, and may be turned in by hard copy or by email. Appeals submitted outside the stated time will not be accepted unless the ratings and scores were not displayed online the day following the game.

## Article 3: Rating Factors

The following actions and behaviors by team members, spectators, and/or team followers can have a **positive** effect on a team's sporting behavior rating:

- Team members cooperate with and demonstrate good sporting behavior toward members of both teams, spectators, officials, and all other IM staff.
- Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for UNK facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a **negative** effect on a team's sporting behavior rating:

- Participants / spectators continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsporting behavior.
- Taunting an opponent or opposing team spectator.

- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any UNK Intramural Sports or Campus Recreation employee, participant, or spectator, which occurred before, during, or after an Intramural Sports contest
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any UNK facilities.

#### **Article 4: Rating Scale**

Team sporting behavior is graded following each contest according to the following scale and criteria:

##### 5 points: Excellent Sporting Behavior

Players cooperate fully with the officials about rule interpretations and calls. The captain has full control over teammates. Team members and spectators are respectful of opponents and officials and are encouraging of each other's efforts. At no time was the team disrespectful toward participants or officials.

##### 4 points: Good Sporting Behavior

Team members display positive sporting behavior overall for the game. Team members are generally respectful toward opponents and officials, with exception of few minor incidents which may not warrant a warning from the game officials or supervisor. Team members may occasionally show dissent to officials' calls.

##### 3 points: Acceptable Sporting Behavior

Team members and spectators are generally respectful of opponents and officials, and have not been assessed any penalties for unsporting behavior. Teams are more persistent in dissent to calls or show occasional unsporting behavior toward opponents. Any team receiving a verbal warning from officials shall receive no higher than a 3.

##### 2 points: Sporting Behavior Needs Improvement

Team members or spectators are consistently disrespectful toward officials or opponents throughout contest. Captain exhibits minor control over self or teammates and spectators. Teams receiving any ejections, multiple warnings or any penalties for unsporting behavior shall receive no higher than a 2.

\*any team receiving a 2 or lower may request explanation for rating by contacting the Intramural Sports staff. Any time a team is given a rating of 2 or lower, the Intramural Staff giving the rating will document reasoning.

### 1 point: Unacceptable Sporting Behavior

Team receives multiple warnings and/or penalties for unsporting behavior. Despite warnings from staff, team shows little or no control or regards for sporting behavior. Repeated acts of unsporting behavior toward staff and/or opponents. Unsporting behavior is consistent throughout game. Ejected player(s) are uncooperative in leaving the playing area in a timely manner. Teams involved in physical altercation or threatening behavior leading to an ejection shall receive no higher than a 1.

Teams receiving a 1 will be notified by the Intramural Sports staff the business day following the contest. Teams which receive a second rating of 1 in the same sport or activity are subject to immediate removal from league or tournament play.

### 0 points: Season Ending Rating

Team is completely uncooperative and uncontrollable before, during or after contest. Team captain exhibits poor control over self, team, and/or spectators. Multiple ejections and blatant unsportsmanlike conduct that endangered participants, fans, officials or other staff members.

A team that receives a 0 sportsmanship rating risks team disqualification and individual suspensions.

## **Article 5: Special Game Situations**

- A team winning a game by default or forfeit with no game occurring shall receive a rating of 4.
- A team that wins a game by forfeit after the game has started and game play has occurred shall receive a rating based on its sporting behavior in the game up to the time of the forfeit.
- A team that defaults a game in advance shall receive a rating of 3.
- A team that forfeits a game due to not having minimum number of players with no advance notice shall receive a rating of 2.
  - In this instance, at least one team member must have showed up.
- A team that forfeits a game with no advance notice or a late notice shall receive a rating of 1.
- A team with two (2) forfeits or defaults in a season on different days or one default and one forfeit is subject to be removed from the league.
- A team that forfeits a game after play has started for any administrative reasons not involving sporting behavior shall receive a rating based on its sporting behavior in the game up to the time of the forfeit and/or based on the administrative reasons for the forfeit.

### Article 6: Playoff Eligibility

- A team must have a sporting behavior average of 3.0 or better during the regular season to be eligible for playoffs.
- Team that forfeits at least two (2) regular season games are not eligible for playoffs.
- A team must maintain a minimum sporting behavior average of 3.0 throughout the playoffs to remain eligible. The average will include regular season and playoff games.
- A losing team which receives a 0 or 1 sporting behavior rating during its final playoff game will be subject to further disciplinary action as a team or individually in subsequent sports.

### Article 7: Suspensions

UNK Staff reserve the right to suspend teams and/or players in accordance with the sportsmanship guidelines listed in this section. Any participant that receives notification of a suspension must meet with intramural staff before they are eligible for another intramural contest.

### Section 11: ONE-DAY TOURNAMENTS

Students interested in participating in a one-day event can register online at [recwell.unk.edu](http://recwell.unk.edu) or at the event. One-day tournaments are free to all students unless otherwise noted. Below is the Spring 2025 one-day tournament schedule:

One Day Events	Location	Date	Event Start Time
Snow Sculpture Comp	N/A	All of Jan & Feb	N/A
Sport Trivia	HSC 150	Jan 22	6pm
Free Throw & 3 Point Comp	HPER Gym	Jan 23	7pm
Pitch	Cushing 121	Feb 3	7pm
Mini Golf & Bowling	Big Apple	Feb 10	6pm
Wrestling	Wrestling Facility	Feb 17	7pm
Battleship	YMCA Pool	Feb 24	7:30pm
Laser Tag	Big Apple	Mar 3	6pm
March Madness Brackets	N/A	Mar 17	N/A
Golf Simulator Scramble	Birdies & Brews	Mar 24-28	10am-5pm
UNO	Cushing 121	Apr 2	7pm
Track & Field	Cush Fieldhouse	Apr 10	7pm
Disc Golf Scramble	Centennial Park	Apr 16	5pm
3v3 Basketball Tournament	Cush Fieldhouse	Apr 23	6pm
Badminton Doubles	Cush Fieldhouse	Apr 30	7pm
Bucket Golf	Campus Greens	May 7	5pm

## Section 12: PARTICIPANT SAFETY

### Article 1: Injuries and Liability

Participants are advised that participation in intramural competitions involves physical risk. Participation is strictly voluntary. Injuries and their resulting cost are the responsibility of the participant. There is a possibility that a participant may be injured during the course of normal activities. This risk of injury extends to the physical being, as well as personal belongings that the individual may bring to the activity. The University of Nebraska – Kearney and the UNK Intramurals Department are not liable for any injuries or personal items during intramural events.

### Article 2: Blood Policy

Participants that are bleeding will be removed from play immediately. If blood is found on a participant's clothing, regardless of whose blood it is, they will be removed until the contaminated clothing has been removed. Prior to any participant re-entering an activity, bleeding must be stopped, and all cuts or open wounds must be covered. Participants will not be allowed to participate in any activity until all conditions stated above are met.

### Article 3: Concussion Policy

Participants that are suspected of suffering a concussion during an intramural event may be disqualified from play for the remainder of the night at the discretion of a supervisor. Participants suspected of suffering a concussion will not be prevented from participating in future intramural events but it is recommend to receive evaluation from a professional and rest for 2-4 weeks. Students may receive a free concussion assessment at [UNK's Open Injury and Rehabilitation Clinic](#). Open hours will take place in Cushing 166 (Athletic Training Lab) on Mondays and Thursdays from 6-8pm.

## Section 13: EQUIPMENT

UNK Intramurals is not responsible for any lost, stolen, damaged or unclaimed items. The department highly recommends all participants refrain from bringing valuables to Intramural competitions.

### Article 1: Lost and Found

In the event that an item is lost or misplaced at an intramural event, intramural staff will return items to the Wellness Center lost and found. If a theft is reported, an incident report will be filed with UNK Intramurals. UNK PD or KPD may also be called upon request.

## **Article 2: Equipment During Competition**

Intramural staff have the authority to disallow participants from wearing any equipment, jewelry, or apparel that is deemed dangerous, disadvantageous, or discriminatory to other participants. This includes, but is not limited to: hooped earrings, watches, bracelets, fitness trackers, sweatshirts.

## **Section 14: ALCOHOL AND DRUG USE POLICY**

There is a zero-tolerance policy for drugs and alcohol at UNK intramural events. Students should adhere to the [University's Drug and Alcohol Policy](#) while on campus and taking part in on-campus events. Any individual(s) that violate this policy will be removed from competition immediately and suspended for the season. The violating individual's team also risks being removed from competition for the remainder of the season and playoffs.

## **Section 15: AWARDS**

### **Article 1: IM Champ Shirts**

Participants who win their playoff bracket may pick up an intramural champ shirt from the Wellness Center Office the day following your championship. Shirts will only be given to those who have participated in at least one regular season game and purchased an intramural pass. Participants can also win a Champion Long-Sleeve in the following ways:

- Win two playoff championships OR
- Win one playoff championship and a one-day tournament OR
- Win two one-day tournaments

Participants who want a Champion Long-Sleeve must defer two champ t-shirts.

### **Article 2: IM Champ Photos**

Teams that win a playoff championship will have their photos taken and posted on the UNK Intramurals Instagram and Facebook. Participants should refrain from any hand gestures other than "Number One" or "Throwing the Lopes" if they would like to be featured on UNK Intramurals social media accounts.

### Article 3: Organization Points

Participants that are in a fraternity or sorority or live in a residence hall are eligible to compete for the Greek Life IM Trophy and Res Life Trophy. In order to compete, students should put their fraternity, sorority, or res hall in the below section on IMLeagues when making an IMLeagues account:

Organization points are earned individually the following ways:

- One Days:
  - 2 points for just participating
  - 5 points for runner up (7 total)
  - 10 points for winning (12 total)
- Leagues:
  - A Bracket: 30 points for each person on a winning team, 20 for runner up
  - B Bracket: 15 points for each person on a winning team, 10 for runner up
  - C Bracket and lower: 8 points for each person on a winning team, 5 for runner up

The winning fraternity, sorority and res hall will take home the trophy at the end of the spring season!

**NOTE:** Summer intramurals are not factored into the organization point standings.

### Article 4: Leland and Jean Copeland IM Participant of the Year

At the conclusion of each school year, a male and female undergraduate student will be selected as the Participant of the Year. This award goes to a participant that exhibits great sportsmanship, achieves high participation and has had overall success in intramurals.

Winners of this award receive a free semester of intramurals and a scholarship for the following school year.

## **Section 16: INCLEMENT WEATHER**

If fields are determined to be inadequate and harmful to participants, games will be cancelled immediately. If weather poses a threat or puts participants and field conditions in harmful situations, games will be cancelled.

Regular scheduled games will only be rescheduled on a case-by-case basis. Playoff games will be rescheduled for the next available time.

If lightning strikes within 5 miles of the playing area, all play will stop until 30 minutes after the last lightning strike.

Any questions regarding intramural competitions at risk of inclement weather should be directed to [unkintramurals@unk.edu](mailto:unkintramurals@unk.edu) or (308)865-8676.

## **Section 17: LOCATIONS**

Intramural Sports activities take place at locations both on campus and off campus.

### **Article 1: Cushing Fieldhouse**

Cushing Fieldhouse is located at 1410 W 26<sup>th</sup> Street. This facility features multiple basketball, volleyball, and badminton courts and is also home to the UNK track and field team. This is where a variety of intramural indoor sports are played: 6v6 volleyball, 3v3 basketball, pickleball, badminton, spikeball, cornhole and more.

### **Article 2: HYPER Gym**

Cushing HYPER Gym is located at 1410 W 26<sup>th</sup> Street. This gym features 4 basketball hoops. This is where a variety of intramural indoor sports are played: 5v5 basketball, 3v3 basketball, dodgeball, and indoor soccer.

### **Article 3: Health and Sports Center**

The Health and Sports Center (HSC) is located at 2501 15th Ave. This arena is a 5,100-seat arena that is nearly 400,000-square-feet and is one of the largest venues in the MIAA. The HSC is home to both UNK volleyball and basketball teams. This is where intramural 5v5 basketball is primarily played.

**Article 4: Foster Field**

Foster Field (Ron and Carol Cope Stadium) is located at 2708 12th Avenue. This stadium features 5,250 seats and is home of the UNK football and women's soccer teams. This is where intramural flag football, soccer, ultimate frisbee, cornhole, and spikeball are played.

**Article 5: Lot 10 Green Space**

The Lot 10 Green space is located directly east of Cushing Coliseum. This new green space will be the home of future intramural events such as grass court volleyball, ultimate frisbee, spikeball and more.

**Article 6: Big Apple Fun Center**

The Big Apple Fun Center is located at 500 W 4th St. This off-campus facility features bowling, mini golf, laser tag, and an arcade. This facility is where intramural sand volleyball is primarily played.

**Article 7: Harvey Park**

Harvey Park is located at 4205 I Avenue. This off-campus facility features 4 ball diamonds, 4 tennis courts, 4 pickleball courts and 2 soccer fields. This facility is where intramural slow-pitch softball is primarily played.

**Article 8: Viaero Center**

The Viaero Center is located at 609 Platte Rd. This 5,000-seat multi-purpose ice arena is the home of the USHL's Tri-City Storm. This facility is where intramural broomball is played.

**Article 9: Ernest Grundy Tennis Center**

Ernest Grundy is a 62,000 square foot tennis center located at 1930 University Dr. This facility is the home of UNK Tennis and Kearney Parks and Recreation as well as Intramural Tennis.

**Section 18: RULE AND POLICY CHANGES**

UNK Intramurals reserves the right to change and/or put into effect any new rules/policies without notice. This applies to this handbook, sport rulebooks and other intramural rules/policies not mentioned here.

### **Section 19: EQUITY AND INCLUSION STATEMENT**

UNK Intramurals believes that everyone deserves a chance to play and belong. The department is dedicated to creating a space that celebrates, supports, and affirms everyone from all backgrounds, abilities, and fitness levels. UNK Intramurals believes in treating everyone with respect and strives to provide recreational facilities, programs and services that are welcoming, accessible and equitable for all members of the UNK community.

### **Section 20: EMPLOYMENT OPPORTUNITIES**

Looking for a fun and flexible on-campus job? UNK Intramurals regularly hires and trains sports officials. No experience is required to obtain an interview, but it is suggested that candidates have a basic understanding of the sport they are interested in officiating or have experience as a coach, participant, or official in that sport. For more information, visit us [online](#) or in-person at the Wellness Center. You can also find regular hiring updates on our social media pages: [@unk\\_im](#) on Instagram and [UNK Intramurals](#) on Facebook. Apply online via Handshake (UNK's student job portal). You can access this site by visiting [unk.edu](http://unk.edu).