

By signing, all players agree to the following.

- **All players agree to abide by the sportsmanship guidelines set forth by the Department of Student Activities.**

Sportsmanship is essential to the conduct of every Intramural contest and activity. In order to encourage proper conduct during intramural activities, officials, administrative personnel and supervisors will make decisions as to warn, penalize or eject players or teams for unsportsmanlike conduct. At the end of every intramural contest, teams will receive sportsmanship grades based upon their performance during the contest. These decisions are FINAL. Failure to maintain a score of 3.0 or higher during the regular season games will result in the team not being eligible to be part of the final tournament.

Some things that may be considered unsportsmanlike conduct include (but not limited to):

- Profanity
- Striking an opponent
- Actions intended to injure and opponent or official
- Arguing with an official
- Derogatory and abusive remarks toward an opponent, official, fans or supervisors
- Touching an official or supervisor
- Unnecessary delay of play
- Fighting
- Consumption of alcohol or drugs prior to participating
- Actions which may potentially cause equipment or facility damage
- Sideline misbehavior by participants or fans

Sportsmanship scores will be based on the following:

- 5.0 – Excellent Conduct and Sportsmanship – the team cooperates fully with the officials and other teammates. The captain calmly converses with officials about rule interpretation and calls. The captain also has full control of his/her teammates.
- 4.0 – Good Conduct and Sportsmanship – The team verbally complains about decisions made by the officials and/or shows minor dissension.
- 3.0 – Average Conduct and Sportsmanship – The team shows verbal dissent towards the officials and/or the opposing team.
- 2.0 – Below Average Conduct and Sportsmanship – The team constantly makes comments to the officials and/or opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates and/or himself/herself.
- 1.0 – Poor Conduct and Sportsmanship – The team is completely uncooperative. The captain exhibits no control over teammates and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, may receive a 1.0 rating.

- **Officials or Intramural Sports Supervisors may remove or eject any player or spectator from the event at any time. All decisions are final. Formal guidelines for protesting official decisions are outlined in the individual rules for each sport.**
- **Any player ejected from a game must automatically sit out during the next game. Additional penalties may be applied at the discretion of the Intramural Sports Supervisor and the Director of Student Activities.**
- **Any player ejected from a game for fighting will be removed from the team for the season.**
- **Any team not present 5 minutes after the competition is scheduled to start will automatically forfeit that event.**
- **All players are voluntarily participating, as a student, faculty, or staff member of Averett University, in the Averett University Intramural Program. I understand that participation in competitive athletic activities can/may result in injury. All team members release Averett University, including university staff members, of any and all liability from injuries that may be sustained while participating in the Intramural program.**
- **If disputes arise during competition regarding official calls, the Intramural Sports Supervisors will be the final decision makers. Rules for protesting official calls can be found in the rules for each individual competition.**

**REGISTRATION FORM MUST BE TURNED IN TO THE
DEAN OF STUDENTS OFFICE**