



**RAVEN
RECREATION**

INTRAMURAL HANDBOOK

2024-2025

INTRAMURALS

MISSION

The mission of Raven Recreation is to foster and promote a healthy learning environment for students, alumni, faculty/staff and community members by implementing innovative and exciting opportunities that encourage intellectual, physical and social well-being. We strive to provide positive co-curricular activities and experiences designed to enrich lives, develop talents and provide an arena for discovery and self-exploration.

PURPOSE

Intramurals strives to provide comprehensive, quality programming of a variety of competitive sports and recreational activities designed to meet all students' interests and needs.

OBJECTIVES

- To stress the importance of participation, within the boundaries of good sportsmanship, as opposed to winning at all costs.
- To provide a competitive and recreational activity program which meets the needs of the students, faculty and staff.
- To give students the opportunity of decision-making, leadership roles as employees, student managers, and team captains.
- To provide wholesome social relationships through group and individual activity.
- To develop desirable attitudes, good sportsmanship, and a high standard of cooperation among students.

INTRAMURAL ACTIVITIES

NOTES:

Other events may be added throughout the year. If you have any suggestions, please feel free to contact us and let us know what you're thinking. All events are subject to change.

LEAGUE PLAY EXAMPLES

FALL

Softball
Kickball
Indoor soccer
Beach Volleyball
Volleyball
5v5 Basketball

SPRING

5v5 Basketball
Indoor Soccer
Ice/roller hockey tourney outside
Billiards/Darts/Table Tennis
Wiffle Ball
Pickleball

SPECIAL EVENTS EXAMPLES

Mini Golf Tournament
All Star Tournament
Winter Ping Pong Tournament

GENERAL INFORMATION

A. North Fields Activity Center Hours of Operation (During Academic Year)

Monday - Thursday	6:30am - 10:00pm
Friday	6:30am- 7:00pm
Saturday	9:00am - 7:00pm
Sunday	9:00pm -10:00pm

University Break Schedule

Monday- Friday	6:30am --8:00pm
Saturday & Sunday	9:00am--8:00pm

B. Assumption of Risk

Individuals are encouraged to have a physical examination and obtain adequate health and accident insurance PRIOR TO PARTICIPATION in Raven Recreation activities. Individuals who participate in Raven Recreation activities will be doing so at their own risk. Franklin Pierce University and Raven Recreation are not responsible for any injury that may

occur to individuals participating in any Raven Recreation Activity. Participation in any Raven Recreation activity is on a voluntary basis and with a signed waiver.

C. Event Types

Intramurals offer different types of events; brief descriptions of the various event types are outlined below:

Leagues

Major team sports such as Volleyball, 3v3 and 5v5 Basketball, Softball, Indoor Soccer, and Wiffle Ball, will last approximately six weeks to eight weeks. All team sports utilize a round robin or pool type of regular season. At the end of regulation play a single elimination tournament will be set (see League Playoffs for details).

Individual/Dual Sports

All individual and dual sports will be held as blind draw tournaments.

Special Events

Special events are not always a single event but a collaboration of many different activities. These events are sometimes co-sponsored by other departments on campus to provide students with various events.

D. League Playoffs

1. General playoff information

a) To be eligible for participation in playoff games an individual must meet all the following requirements:

1) Participant name must be on the official team roster, and he/she must have played for only that team in at least two games.

2) Player must not have been ejected from two regular season games or one playoff game.

2. Playoff qualifications

a. Only teams with satisfactory sportsmanship ratings are eligible for the playoffs.

b. Playoff brackets are seeded according to the team rankings. Team rankings are decided by regular season record, and sportsmanship ratings.

c. In case of a tie, sportsmanship will be the first-tier tiebreaker and goal differentials the second tier.

E. Sportsmanship

One purpose of the Intramural Sports Program is to provide participants with positive recreational sports activities in a safe and supportive environment. Each participant is encouraged to play the best of their ability to achieve success. A "win-at-all-cost" attitude, however, is strongly discouraged. The emphasis in intramural sports is placed on playing the game within the spirit of the rules and with respect for those participating.

Team Ratings

A team is responsible for the actions of the individual team members and spectators related to their team.

Organizations shall be held responsible for the behavior before, during, and after the game. The team rating system is intended to provide an objective scale in which teams can be judged on attitude and behavior throughout the intramural season. The rating system will be used with rules that govern conduct in a specific sport (i.e. red/yellow cards in volleyball/soccer, and technical fouls in basketball). The rating system is designed to rate teams and individual conduct. **Team captains will be informed of the system at the mandatory captains' meetings with each sport.**

The team captain will be responsible for relaying the information to all players and spectators affiliated with their team. If a team exhibits acceptable behavior, but an individual is ejected from the contest, the intramural staff will assess the situation. The team captain's effort in assisting officials to calm difficult situations and to restrain troubled teammates will be a key determinant in the sport behavior rating assigned to the team. The rating system is a five (5) point scale from zero (0) to four (4). A team must receive a regular season average of 2.5 to advance to the playoffs.

4 Rating - Excellent

1. Demonstrates outstanding sportsmanship toward both the other team and intramural staff.
2. The teams work cooperatively for completion of the game and spectators support their teams with positive feedback and enthusiasm.
3. Players and spectators comply with rules and accept, within the spirit of the rules, judgmental decisions made by the officials during the game.
4. Players are seen shaking hands and congratulating opponents on good plays and displays of sportsmanship.

3 Rating - Good

1. Demonstrates good sportsmanship toward both the other team and intramural staff.
2. The team captain exhibits control over their team and spectators.

3. Players and spectators comply with rules and accept, within the spirit of the rules, judgmental decisions made by the officials during the game.

2 Rating - Below Average

1. Participants continue to complain about officials' decisions, after warnings. The team captain exhibits little control over their team and/or spectators.
2. Verbal or physical intimidation between teams and/or players.
3. Multiple Unsportsmanlike penalties received by team members.

1 rating - Poor

1. The team is uncooperative and antagonistic.
2. Team captain exhibits no control over themselves, their team, and/or their spectators.
3. Players and/or spectators are involved in a physical altercation.
4. Excessive and continuous complaints from players to the extent it takes away from the game itself.

0 rating - Season Ending

1. Team is out of control
2. Captain incites or contributes to verbal and/or physical intimidation/abuse of participants and/or staff.
3. Team members and/or spectators are involved in fighting.

Unsportsmanlike Conduct by Individuals

The Intramural Program will not tolerate Unsportsmanlike conduct directed toward sports officials, supervisors, staff members, players, spectators, and/or the program. To encourage proper conduct during the game, officials and supervisors should make decisions on whether to warn, penalize or eject players and/or teams for poor sportsmanship. These decisions shall be final. The following shall be grounds for immediate action:

1. Ejection from an intramural contest for unsportsmanlike conduct will result in an automatic one game suspension from further intramural participation. An ejected individual shall remain suspended from all intramural activities until meeting with the Assistant Director of Raven Recreation.
2. Any participant or spectator who physically contacts an opponent or staff member during a display of anger in an intramural contest will be automatically suspended from any further intramural competition. Additional restrictions may be imposed.

E. Officials

1. Paid student officials are provided by Raven Recreation for most team sport activities. Students interested in officiating should look online at eRaven student jobs.
2. Officials are always informed about administrative policies and procedures pertaining to intramural activities. Team captains/individuals should contact the Intramurals Supervisor or Assistant Director of Raven Recreation, if there are questions.

F. Intramural Awards

1. Awards in the form of Intramural Champion T-shirts will be provided for the members of teams that finish first in their respective events and for participants who place first in special events, individual and dual sports.

ELIGIBILITY RULES

A. General Eligibility

1. All students, graduate and undergraduate, who are currently enrolled in the University and paying student fees are automatically eligible to participate in all intramural activities and shall retain that status until they withdraw from the University or fail to comply with the intramural rules and regulations.
2. Faculty and Staff are eligible to create teams or participate in any intramural event.
3. Intramurals Staff do not assume the responsibility for checking the eligibility of participants unless specifically requested to do so by an intramural captain. However, the Intramural Staff reserves the right to investigate the eligibility of a member or members of a team.
4. When a student has participated for a particular team, they become a permanent member of that team throughout that activity and may not change teams at any point during said activity, unless a formal request is made to the Intramurals Supervisor.
5. Individuals who wish to play in a team sport and do not have enough participants to form a team may sign up as 'free agents' by emailing the Intramurals Supervisor/Intramural email. The Intramurals Supervisor may find a team in a league

for them to play on or create a team among the free agents. However, no guarantees can be made for placement on a team.

6. Any team who needs players may contact the Intramurals Supervisor for the 'free agents' list to contact those individuals to participate on their team.

B. Current and Former Intercollegiate Athletes Eligibility

1. No more than 2 current or former Intercollegiate Athletes may compete on a team that is or is a likeness to their sport.
 - a. A squad member is a student listed on the eligibility roster on the opening day of competition or later added to the roster.
 - b. Baseball and softball are synonymous as are volleyball and beach volleyball, etc.
 - c. Requests may be made to the Intramurals Supervisor or Assistant Director of Raven Recreation but are not guaranteed.

C. Professional/Semi Pro Eligibility

Anyone who has played professional or semi-pro athletics in a sport or its counterpart shall be ineligible for those activities in the intramural program.

D. Types of Ineligibility

1. False Identity: A player competing under a false identity will be barred from intramural competition for one year. Any team using an ineligible player shall forfeit all games in which the ineligible player participated.
2. University Status: A student must be enrolled in at least 3 semester hours (online or in person) and may not be in high school to play.
3. Professional Athletes: Both current and past professional athletes are ineligible to play their sport and its counterparts.
5. Competing with two teams in one division: Players may compete with only one team per division. A player playing on two teams may be barred from future intramural competition and one or both teams he/she is playing for may be forced to forfeit the game (s) that he/she played in.
6. Not on Roster: Individuals playing in the playoffs who have not played in a regular season game and who are not on the roster are ineligible and will cause their team to forfeit.

E. Penalties for Eligibility Violations

1. Any team that knowingly uses an ineligible player or a person using a false identity faces the possibility of having all of their games forfeited in the sport in which the violation occurred, and the individual and team captain barred from intramural participation for the remainder of the school year.
2. The Intramurals Supervisor/Assistant Director of Raven Recreation will make all decisions of eligibility. Teams playing an ineligible player(s) will forfeit the game(s). All students participating in an event with the knowledge of an eligibility deception shall also be liable at the will of the Assistant Director of Raven Recreation for suspension. This applies to players in both team and individual sports. If the Assistant Director of Raven Recreation deems the violation sufficiently severe, he/she may declare the team or individual ineligible from further competition in Intramurals that semester, or until the department restores his/her/their eligibility.

ENTRY PROCEDURES, SCHEDULES, ROSTERS AND TEAM CAPTAIN RESPONSIBILITIES

A. Entry Procedures

To enter a team, please complete the JOTform found on Intramural posters, emails, and on the Raven Nation App.

1. The 'free agent' program assists in helping individuals to become participants on teams or to find doubles partners for dual sports.

B. Schedules

Schedules will be made available to all individuals. Captains will receive a link to Excel spreadsheet with schedules and standings. Schedules may be viewed during regular working hours at the Bubble. In addition, all schedules will be e-mailed to the captain when they are completed and posted on the Raven Nation App. Scheduling will be done on a weekly basis. Raven Recreation WILL NOT be responsible for sending out schedules or notifying all captains of schedule changes unless changes affect their team.

C. Team Captain Responsibilities

A team captain must represent each team. Team captains provide leadership and serve as a liaison between the intramural sports staff and the team. Responsibilities include but are not limited to:

1. Read and understand the rules and policies in this Handbook as they pertain to their team's participation.

2. Attend all meetings pertaining to his/her team's activity.
3. Enter team in competition.
4. Check schedules and notify team members of date, place and time of games.
5. Be knowledgeable of all playing rules governing the sport in which they participate and see that all members of team understand rules, policies, and regulations.
6. Enter line-up on appropriate score sheets. Print first and last name and number on scoresheets as appropriate.
7. Promote sportsmanship
8. Assist the intramural staff and officials with the enforcement of the "Code of Conduct" by assuming responsibility for the conduct of team members and spectators before, during and after all intramural contests.
9. Ensure that all individuals on their team are eligible for participation in accordance with eligibility rules.
10. Assist the intramural staff by evaluating their sport through the Raven Nation app. This will ensure progress towards the future enjoyment for all participants.

CODE OF CONDUCT

A. Policy

The following Code of Conduct represents policy for persons participating in programs administered by the Raven Recreation Department or persons using facilities managed by the Department. It applies to participants, coaches, instructors, team managers, organizations and spectators. Any organization or individual violating the policy may be restricted from participating in programs and/or use of Department facilities.

B. Code of Conduct

The following Code of Conduct binds all players, coaches, instructors, team managers, organizations and spectators participating in the Raven Recreation Activities

1. The *Franklin Pierce Student Handbook* is the governing document for all students, faculty and staff. Violation of any policy could result in disciplinary sanctions by the University, including dismissal from the University.
2. A player or spectator will be ejected from a game/game facility or prevented from participating/spectating for being under the influence/consuming of alcoholic beverages/drugs/vape/tobacco at the game site or prior to the game. The decision to eject a player/spectator will be made by intramural staff. The decision will be based on judgement and will not be considered grounds for a protest. Individuals will be referred to Judicial Affairs for further action.
3. It is the responsibility of team members to cooperate with game officials in controlling spectators and team followers. A contest will be forfeited if, in the game officials' opinion, such cooperation is not evident.
4. Good sportsmanship conducted by participants towards the opposition, officials, spectators and intramural staff is mandatory. The Department Professional Staff shall have the authority to administer disciplinary action to individual players, coaches, instructors, managers, and/or spectators for unsportsmanlike conduct.
5. Good sportsmanship will be observed at all Raven Recreation Department events. Respect for players, coaches, managers, officials, intramural staff and spectators are essential for good competition and fair play.

C. Violations and Penalties

1. The following unsportsmanlike behavior shall result in ejection from an intramural contest:
 - a. Verbal abuse and/or threatening behavior to a member of the opposing team, spectator(s), intramural official, and/or staff member. Abuse may be verbal or non-verbal.
 - b. Any inappropriate physical contact with a member of the opposing team, spectator(s), intramural official, and/or staff member.
 - c. Multiple unsportsmanlike technical fouls or penalties (see individual sport's rules).
 - d. Uncooperative in providing information requested by an official or staff member.
 - e. Persistent infringement of the spirit and intent of the game rules.
 - f. Evidence of use of alcohol/drugs prior to, during, or after participation. (See B. 2.)

2. Ejection from an intramural contest for unsportsmanlike conduct will result in an automatic one game suspension from further intramural participation. An ejected individual shall remain suspended from all intramural activities until meeting with the Assistant Director of Raven Recreation.

3. Violations of the "Code of Conduct" may be penalized as follows:

a. Forfeiture: game(s) in which the violation(s) occurred may be declared a loss by forfeit.

b. Warning: formal notice of the violation, no penalties imposed. The individual/team/organization must take corrective action following the warning.

c. Probation: formal notification of the violation may result in penalties. The individual/team/organization will be placed on probation for a set time period. Further violations may result in suspension.

d. Suspension: due to serious, intentional or repeated violation, the individual/team/organization may be declared ineligible for intramural participation.

e. Expulsion: an individual/team/organization may be prohibited for participation in all Raven Recreation activities and/or from use of department facilities.

The extent and terms of disciplinary action taken by the intramural sports staff depend on the nature and severity of the violation and any history of previous violations. The penalty duration may vary from one game to up to one year or more.

4. The Assistant Director of Recreation reserves the right to suspend any participant or team from intramural competition for conduct, behavior, or attitude that he/she perceives as interfering with the orderly conduct of intramural activities and/or the safety of the participants.

5. The penalized individual/team/organization may appeal the decision to the Director of Recreation.

FORFEITS, DEFAULTS, POSTPONEMENTS and PROTESTS

A. Forfeits

1. In activities where officials are provided, teams failing to appear at the playing area with the minimum starting lineup within 10 minutes after the scheduled playing time shall forfeit the contest to their opponents. When neither team complies with this requirement, a forfeit shall be recorded for both teams. Minimum starting lineups are indicated in the rules of each activity.

2. In activities where officials are not provided, the team or individual present may, after waiting ten minutes past the scheduled game time, claim a win by reporting the forfeit to the Intramurals Supervisor.

3. Individual or dual tournament contests not completed, or the score not reported to the Intramurals Supervisor by the scheduled contest deadline will be declared a forfeit for both individuals and teams involved.

4. Individual or dual tournament individuals who find it necessary to forfeit should notify the Intramurals Supervisor as far in advance of the scheduled contest as possible to prevent the other team or individuals and officials from showing up unnecessarily and to reduce program expense.

5. Teams or individuals must appear at the site of play to claim a forfeit unless the Intramurals Supervisor, prior to the scheduled contest, has declared the forfeiture.

6. Officials and/or Supervisors are required to declare a contest forfeited when an individual or team displays flagrant poor sportsmanship ("Code of Conduct", p. 12), is involved in an altercation, or departs from the site of competition prior to the completion of the contest. In each case, that team or individual will immediately be suspended from further competition in that event. The team or individual may appeal that decision in writing to the Assistant Director of Raven Recreation. The appeal must be filed by 5:00pm on the following school day or it will not be considered. Intramural protest/appeal forms are available online.

7. Forfeited contests will not be rescheduled.

B. Postponements

Games may be postponed only by consent of the Intramurals Supervisor. Requests for a change in schedule must be made at least 24 hours prior to the scheduled contest.

1. A team or individual wishing to reschedule a contest must:
 - a. Contact the Intramurals Supervisor to obtain a list of available rescheduled times.
 - b. Contact the opponent. If the opponent is willing to reschedule, a mutually convenient date/time must be agreed upon.
 - c. Confirm the agreed upon rescheduled time with the Intramurals Supervisor. Both team captains must contact the Intramurals Supervisor to confirm.
2. If a postponement request is approved, the game must be played at the new time, date and site. Failure to play at the rescheduled time will result in a loss by forfeit (see Section A above) for the team, teams or individuals involved.
3. All rescheduled games must be played before the end of the last week of league competition.
4. Decisions to postpone playoff games will rest solely with the Intramurals Supervisor.

C. Protests - General Information

1. Protest **will not** be considered if they are based solely on a judgment decision of an official.
2. Protests that shall be considered regarding:
 - a. Misinterpretation of a playing rule
 - b. Player eligibility
3. All protests must be filed with the Assistant Director of Recreation by the team captain (for team sports) or individual participant (for individual and dual sports) on an official online protest form. Teams or individuals may only file protests against those teams or individuals with whom they have had direct competition. Protests must be filed within four (4) days of the incident in question.
4. Questions of eligibility may be protested throughout the intramural season or tournament. Those intending to protest possible ineligibility should state their intent before the game starts. It is the responsibility of the protesting team or individual to prove participant ineligibility.
5. Misinterpretation of playing rule protests:
 - a. Officiated game: A protest regarding possible playing rule misinterpretation must be registered verbally with the official and the game supervisor at the time of the incident and recorded on a protest form.

The game may continue, if proper rule interpretations can be agreed upon by both team captains and the official(s). The agreement must be indicated on the back of the score sheet and signed by the team captains and the official(s). Following the agreement, the game's result will be final, and neither team can file a protest on the rule misinterpretation in question.

If the interpretation cannot be clarified or agreed upon, the game will stop and be replayed.

B. Non-Officiated game: In cases where officials are not assigned to a game, the players are responsible for the conduct of the game. If an individual or team questions or protests a rule interpretation, the game should immediately be stopped, and the grievance brought to the attention of the opponent. If they cannot come to an agreement, they must contact the Intramurals Supervisor for a ruling prior to continuation of play. If the game is completed, the final score is official, and no protest will be considered.

D. Protest Hearing and Rulings

1. The Assistant Director of Raven Recreation will rule on eligibility protests, administration errors and misinterpretation protests when they are obvious and not contested by either team or by the individual(s) involved.
2. The game supervisors may rule on protests regarding rule misinterpretations at the time of the occurrence. If the interpretation cannot be clarified or agreed upon, the game will continue under protest.

3. Protests that are contested or involve situations that are **not** specifically covered by this Handbook shall be heard by the Intramural Review Board.

4. The Intramural Review Board shall consist of the Assistant Director of Raven Recreation, the Intramurals Supervisor, one Game Supervisor and one to three Team Captains. In cases where the Assistant Director of Raven Recreation or a Supervisor was involved in a protest, a professional member or the Director of Raven Recreation will replace them on the Review Board.

5. Decisions by the Assistant Director of Raven Recreation /Review Board may include, but are not limited to, the following:

a. Eligibility Protest: The penalty for ineligible participation shall be forfeiture of all games/contests in which the ineligible person participated. In addition, the team captain(s) for the team(s) will be suspended for one game plus further action the Review Board may deem appropriate. During playoffs, a team in violation will be dropped from further competition in that event.

b. Rule Misinterpretation Protest: When rule misinterpretation is involved, all officials for that game shall be required to file a written report and may be asked to attend a hearing.

c. The decision rendered on a protested game shall result in one of the following:

1) The protest is considered invalid, and the game score stands as played.

2) When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected, and the game shall be replayed.

E. Protest Appeals

If new evidence is presented that may have a bearing on a previous protest decision, following these rules may make an appeal:

1. An appeal must be made within 48 hours (about 2 days) of the next game during the regular season. A playoff contest appeal must be made within two hours after the initial protest decision has been announced.

2. An appeal must be made in writing to the Assistant Director of Raven Recreation. Protest/Appeal forms are available online.

3. Only the captain of the appealing team can file the appeal.

4. A team involved in a protest shall be represented by the team captain and the individuals involved.

5. If eligibility is involved in the appeal, those in question may not participate until a final decision has been rendered.

I have read and understand the policies and standards of the Raven Recreation Intramurals Handbook and acknowledge that as a team captain, I am responsible for sharing this information with my team.

Signature

Printed Name

Intramural Sport

Date