



Integral to the philosophy of Viterbo/Western Intramurals is that good sportsmanship and fair play are vital aspects of intramural competition. It is necessary for the successful operation of the program that individuals display proper conduct in all instances. The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed.

Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating ALL players and fans affiliated with his/her team about the sportsmanship policy; however, it is the responsibility of all team members to control the conduct of its own team members and fans.

At the end of each contest, the site supervisor will ask each team the following question –

**Based on today's/tonight's game, would you describe your opponent as –**

**Exceptional Sports (4):** The team went above and beyond expectations and consistently demonstrated all of the good sportsmanship behaviors.

**Good Sports (3):** The team demonstrated the good sportsmanship behaviors with a few minor incidents of unsportsmanlike behavior.

**Needs Improvement (2):** The team demonstrated some good sportsmanship behaviors with a lot of minor incidents of unsportsmanlike behavior.

**Poor Sports (1):** The team demonstrated few sportsmanship behaviors with a lot of minor incidents of unsportsmanlike behavior or a major incident of unsportsmanlike behavior.

The rating will be recorded by the site supervisor on the score sheet. In addition, the site supervisor will give a sportsmanship rating to each team. The scores will be averaged. The Rec Sports staff reserves the right to review and/or change any sportsmanship rating given.

All teams are required to have a sportsmanship average above 'Good Sports' (3.0) in order to remain in the league. If a team falls below a 'Good Sports' (3.0), the captain will be required to meet with either the Assistant Director and/or Intramural Coordinator and the team will be placed on probation. During probation, the team will have 1 week to get their sportsmanship average above a 'Good Sports' (3.0) or they will be removed from the league. If a team falls below an average of a 'Good Sports' (3.0) two times during the season they will be removed from the league. Any team that receives more than 1 'Poor Sport (1)' rating by a site supervisor will be removed from the league. If a team is removed from the league because of sportsmanship, they will automatically lose their forfeit deposit.

A team's sportsmanship average will also be used to determine eligibility to play in the season ending championship tournament and to break a tie in team rankings. The team with the higher sportsmanship average will get the higher seed.

If a game is not played due to a default, both teams will receive an 'Exceptional Sports (4)' rating for sportsmanship. If a team forfeits a game, they will receive a 'Poor Sports (1)' rating for sportsmanship and if their opponent qualifies for a win by forfeit, they receive an 'Exceptional Sports (4)' sportsmanship rating.

# Sportsmanship Continuum

Good Sports -----Needs Improvement-----Poor Sports

CHARACTER

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| <ul style="list-style-type: none"> <li>▪ Many positive comments of encouragement towards teammates and opponents</li> <li>▪ Acknowledged good plays made by others and accepted bad calls gracefully</li> <li>▪ No cursing or comments of a derogatory nature</li> </ul> | <ul style="list-style-type: none"> <li>▪ No positive comments of encouragement towards teammates and opponents</li> <li>▪ Some negative comments, criticizes teammates</li> <li>▪ Players curse at self in a low tone</li> <li>▪ Kiddingly mock the skill level of an opponent</li> </ul> | <ul style="list-style-type: none"> <li>▪ Many negative comments, verbal harassment of opponents, taunting or trash talk of opponent</li> <li>▪ Frequent use of profane or vulgar language that could be clearly heard by others</li> <li>▪ Swearing or derogatory comments directed at someone</li> </ul> |
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GAME TIME

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| <ul style="list-style-type: none"> <li>▪ Ready to play at game time</li> <li>▪ Game was properly defaulted (notified staff by 5pm the day before)</li> </ul> | <ul style="list-style-type: none"> <li>▪ Not ready to play at game time</li> <li>▪ Game was forfeited as a result of a 'no show'</li> </ul> |  |
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GAME PLAY

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| <ul style="list-style-type: none"> <li>▪ Team abided by the rules of the game</li> <li>▪ Play was honest, clean, and fair</li> </ul> | <ul style="list-style-type: none"> <li>▪ Once or twice dishonest about call or rule</li> <li>▪ Using gamesmanship to win or gain an advantage</li> </ul> | <ul style="list-style-type: none"> <li>▪ Team is consistently cheating or being dishonest about calls or rules</li> <li>▪ Team purposely strives to score as many points as possible to embarrass their opponent</li> </ul> |
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EQUIPMENT

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| <ul style="list-style-type: none"> <li>▪ Treated facilities and equipment with absolute respect</li> </ul> | <ul style="list-style-type: none"> <li>▪ Accident damage or destruction of any campus recreation facility/equipment due to inappropriate use</li> </ul> | <ul style="list-style-type: none"> <li>▪ Purposeful damage or destruction of any campus recreation facility/equipment</li> <li>▪ Dunking/Touching or hanging on the rim at anytime</li> </ul> |
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CONDUCT

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| <ul style="list-style-type: none"> <li>▪ Players' interactions with opponents was cordial and non-aggressive</li> <li>▪ Any conflicts were resolved calmly and with an open-mind</li> </ul> | <ul style="list-style-type: none"> <li>▪ Once or twice players verbally complain or argue about calls, rules, and policies</li> </ul> | <ul style="list-style-type: none"> <li>▪ Players are completely uncooperative with intramural staff</li> <li>▪ Argued a lot about calls, rules, and policies</li> <li>▪ Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee</li> <li>▪ Play is dangerous with intent to injure opponent</li> </ul> |
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WINNING /LOSING

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| <ul style="list-style-type: none"> <li>▪ Team accepted winning and losing graciously</li> <li>▪ There were sincere handshakes and congrats at the end of the game</li> </ul> | <ul style="list-style-type: none"> <li>▪ Team did not accept losing</li> <li>▪ Handshakes and congrats at the end of the game were insincere or given with sour attitude</li> </ul> | <ul style="list-style-type: none"> <li>▪ Team did not accept losing</li> <li>▪ No handshakes and congrats at the end of the game</li> </ul> |
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WARNING/ EJECTION

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| <ul style="list-style-type: none"> <li>▪ Teams received no warnings or ejections</li> </ul> | <ul style="list-style-type: none"> <li>▪ Received a warning, but displayed good sportsmanship after the warning</li> </ul> | <ul style="list-style-type: none"> <li>▪ Disregards warning and/or gets ejected</li> </ul> |
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POLICY

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| <ul style="list-style-type: none"> <li>▪ Abided by all policies of the Intramural program</li> </ul> |  | <ul style="list-style-type: none"> <li>▪ Individual is caught trying to use someone else's ID</li> <li>▪ Team knowingly plays with an ineligible participant</li> <li>▪ Team withholds any requested information</li> </ul> |
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RATING

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| <ul style="list-style-type: none"> <li>▪ Any team with an average below 'Good Sports' (3.0) will be placed on probation</li> </ul> |  | <ul style="list-style-type: none"> <li>▪ Any team who receives more than 1 'Poor Sport' (1) rating by a site supervisor will be removed from the league</li> </ul> |
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