

# **INTRAMURAL CAPTAINS MEETING**

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# INTRAMURAL INTERN

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# SUPERVISOR FOR BROOMBALL

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# SUPERVISOR FOR CO-ED BASKETBALL

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# GENERAL INTRAMURAL RULES

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1. Absolutely no jewelry exposed, either remove or tape it. Intramurals will not provide tape for this.
2. No open toed shoes, indoor either tennis or basketball shoes are recommended. Outdoors no metal cleats, rubber cleats are recommended.
3. In the event that games in the gym run past MWC building hours all spectators and participants must enter & exit through door H on the eastside of the gym (Mortorelli Drive).
4. No food or drink in the field house. Water is allowed.

# SPORTSMANSHIP

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- ✘ A rating system is used to promote good sportsmanship. Intramural sports officials will rate teams after each game on a five-point scale for sportsmanship.
- ✘ Regular Season- Teams with less than a **3.5 average** sportsmanship will not be allowed to participate in their league playoffs or any extramural events regardless of the team's win/loss record. Averages include regular season play and captains meetings. Any team that receives a "1" will be suspended from further play until a scheduled meeting is made with the Intramural Intern or Intramural Coordinator and a reinstatement is made. No rating will be given or averaged in for forfeited games.
- ✘ Playoffs- All teams **must have a 3** sportsmanship rating in order to advance. If the team fails to do so, the opposing team advances in the tournament.

# SPORTSMANSHIP RATING

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**5-** Exceptional sportsmanship exhibited towards participants and officials.

Individuals on this team were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

**4-** Good sportsmanship exhibited towards participants and officials. Individuals on this team were respectful of opponents and officials except one or two minor instances.

**3-** Acceptable sportsmanship exhibited towards participants and officials.

Individuals on this team were generally respectful of participants and officials, but on a number (more than two) of occasions they were disrespectful of opponents or officials.

**2-** Sportsmanship needs improvement.

More than one individual on this team was disrespectful of opponents or officials or a particular individual was often disrespectful of opponents or officials.

**1-** Unacceptable sportsmanship.

Majority of individuals on this team were disrespectful of opponents or officials on a regular basis or more than one individual was regularly disrespectful of opponents or officials. This team should reexamine the purpose of participating in Intramural Sports.

Notes: Any team(s) involved in a fight will receive a "1" for a sportsmanship rating. If a player is ejected from a game, his/her team will receive a "2" (at best) for a sportsmanship rating. There will be no appeal process on a rating you received. **As captains you are responsible for the conduct of your team.** Play hard, have fun and be a good sport.

\*\*Sportsmanship rating guidelines may be modified for each specific sport. Any modifications will be present in sports rules; superseding guidelines in participant handbook.

# DEFAULTS

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- ✘ If it becomes impossible for a team to play a scheduled contest and it cannot be rescheduled; the team captain should notify the Sports Supervisor **48 hours** in advance, in writing, so the game will be scored a default rather than a forfeit. A loss by default does not count as a forfeit.

# FORFEITS

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- ✘ A team must have the minimum number of players ready to play **at the scheduled game time**. If a team has the minimum number of players at the scheduled game time the game will begin.
- ✘ If a team does not have the minimum number to start a game at the scheduled time a 10 minute grace period will be granted. After 10 minutes, if the team is not on the playing surface and ready to play with the minimum number of players, the team will forfeit.
- ✘ After two forfeits, the team is dropped from the remainder of the league and post season play. Teams may be reinstated at the Intramural Supervisor's discretion.
- ✘ If a forfeit is notified in advance ,all of the non forfeiting team members will be checked off as they participated in the game. If the forfeit is not in advance, only the team members of the non forfeiting team present will be checked off for playing.

# I.D. WAIVER

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- ✘ The I.D. Waiver Card is available for those participants that have forgotten to bring their UW-Superior I.D. with them to an Intramural activity. The ID Waiver Card can be obtained from the sports supervisor. If you have forgotten your ID card, you must complete the following:
  - 1) Obtain ID Waiver Card from Sports Supervisor at the Supervisor's convenience.
  - 2) Pay \$1 processing fee.
  - 3) Take ID Waiver Card to MWC Welcome Desk.
  - 4) Login to the facility.
  - 5) Have the MWC Welcome Desk attendant fill out the card and stamp the back.
  - 6) Return to Officials table.
  
- ✘ This must be completed before you will be eligible to participate. If your team has an ineligible player participating, your team will forfeit that game regardless of the outcome.

# TEAM CAPTAIN'S/TEAM MANAGER'S DUTIES

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- ✘ Any team that is not represented at the Captains Meeting will receive a “2” sportsmanship rating that counts toward their league play average.
- 1. Pay the team entry fees.
- 2. Attend all meetings pertaining to his/her team’s activity.
- 3. Submit the appropriate team roster. Make roster changes and additions when necessary, according to the eligibility rules.
- 4. Pick up schedule.
- 5. Notify team members of date, place, and time of contest or schedule changes.
- 6. Enter line-up on appropriate score sheets.

# TEAM CAPTAIN'S/TEAM MANAGER'S DUTIES

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7. Relay all information to all team players, fans, etc. from the intramural handbook and all other information that was given at the captain's meeting.
8. Be knowledgeable of all playing rules governing the sport in which they are participating.
9. Be knowledgeable of all eligibility rules and department policies. Managers/Captain's must read and understand and abide by the Campus Recreation Intramural Participant Handbook.
10. Display good sportsmanship.
11. Team captains are held responsible for the actions of teams, specific players and/or spectators.

# PARTICIPANT HANDBOOK

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- ✘ There are other parts of the handbook that were not covered in the meeting.
- ✘ It is your job to read them and relay them to your team.

# RULES

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- ✘ Please refer to the rulebook for your specific sport. Rulebooks will contain specific information to your sport.