NCCC Intramurals Code of Conduct

Basic Statement:

Any individual or group who is guilty of flagrant misconduct by intimidating opponents, use of profanity, and/or not acting in a manner favorable to the purpose, objective, and intent of Intramurals in an intramural contest, HAS AUTOMATICALLY SUSPENDED THEMSELVES FROM FURTHER PARTICIPATION. Physical or verbal abuse is not part of any intramural program and therefore will not be tolerated. An individual ejected from a game for any inappropriate conduct is automatically out of at least the next game and possibly more. That individual must present a verbal and written statement to the Intramural Coordinators, as well as Robert McKeown, explaining the situation and why the individual should be allowed to play. Teams and/or individuals involved in a fight will be dropped from the IM program. Any individual found guilty of striking, intimidating, or in any way attempting to influence a referee or fellow participant, may have official charges filed against them with the Police Department.

More Specifics:

ANY INDIVIDUAL EJECTED FROM A GAME HAS AN AUTOMATIC MINIMUM ONE GAME SUSPENSION. In Basketball for example: if a player receives 2 verbal warnings he or she is out of the current game and automatically out of the next game. Any player and/or team referred to the Intramural Office are also automatically on probation for the remainder of that session. A team with 3 warnings is probably out of their next game. Teams/individuals on probation who have another infraction are subject to prolonged suspension (semester, school year, and depending on severity may be dropped from all IM programming).

Types of Conduct Infractions:

1. **ALCOHOL:** Oftentimes, problems with player misconduct involve alcohol. If suspected, the supervisor has the right to stop participation of any player or team suspected of being under the influence of alcohol. Captains are responsible for their team members conduct and must strongly discourage drinking prior to or during and intramural contest.

2. **DISSENTION:** Only the team captain is eligible to discuss rules and decisions with the official and then only during time outs or between periods and in a polite manner. Judgment calls should not be addressed. Spectators and players on the bench are the responsibility of the team. Dissention, whether it be verbal or by gesture, will result in a minimum of a warning and possible ejection.

3. **PROFANITY/GESTURES:** Players guilty of use of profanity and/or gesturing toward other players or officials will experience a penalty ranging from a warning to ejection from that game (and the next). If it continues and is extreme, a player/team may be dropped from the program.

4. **VERBAL ABUSE:** Again, only the team captain is eligible to talk to the referees. See #2 above. Verbal abuse toward the officials, intramural coordinators, and/or the other team is not part of the game. Neither is “trash talk”. This infraction will result in first a warning followed by ejection from the game, the next game (automatic), and possibly more.

5. **THREATENING BEHAVIOR (verbal or physical):** Any threatening behavior (includes touching an official) results in a minimum suspension of one session (6 weeks from the date of infraction) and possibly longer. Depending on severity, suspension may result in a year’s suspension from all IM programming. Threatening behavior toward another player is also grounds for suspension.

6. **PLAYERS INVOLVED IN A FIGHT:** This includes player-to-player contact outside of regular game contact (pushing, bumping, grabbing). Minimum suspension will be from that game and the next. Depending on the severity, suspension can last a session (6 weeks from the date of infraction) to suspension for a year. This suspension could be from all IM programming depending on the situation.

7. **PLAYER HITS ANOTHER PLAYER:** Immediate ejection, suspension for the rest of the semester and possibly longer (if it occurs near the end of a session/semester, suspension carries over).

Unsportsmanlike behavior in tournament or end of season carries over to next season!

***Valid NCCC Identification is required for every Intramural Department game and tournament.

Signature of Participant: ____________________________ Date: ________________

Print Name: ____________________________ Student ID: @ ____________