

FERRIS STATE UNIVERSITY – INTRAMURAL SPORTS

Ending an Intramural Game

We hope that each and every intramural game will be decided on the field by the players. However, sometimes the actions of the players and teams require that the officials and or the Supervisor step in and end the game.

There are two reasons to end a game before its scheduled conclusion:

1. A fight or actions that could lead to a fight.
2. An accumulation of unsportsmanlike penalties by one or both teams.

Generally, it is the Intramural Supervisor's job to end a contest prematurely. Official's that feel the level of game play has gotten out of hand should consult with the Supervisor.



Without exception any game that involves a fight between two or more intramural participants must be ended. The game will be declared a double forfeit - with each team receiving a loss.

THERE ARE SEVERE PENALTIES FOR FIGHTING DURING IM SPORTS

The Intramural Code of Conduct - which governs all Intramural Play at Ferris State - clearly lays out rules and policies against fighting. Our definition of fighting is extensive and includes aggressive actions some might not consider fighting.

The penalty for fighting is a minimum 1-semester suspension from Intramural Sports.

Behavior classified as fighting includes, but is not limited to:

- Striking or attempting to strike an individual.
- Engaging an individual in a combative manner.
- Throwing a punch at an individual.
- Spitting at an individual.
- Kicking or attempting to kick an individual.
- Brandishing a foreign object or weapon with intent to harm, injure, or intimidate an individual.
- Retaliating against an aggressive act.
- Verbally threatening an individual.

Sanction for a Team Involved in a Fight:

"Disturbance/Fight: (more than one player involved) Team(s) automatically removed from league and all participants who are active in the fight during the game will be suspended from all Intramural Sports activities for one semester from the date of the incident, and referral to the Office of Student Conduct."



Sanction for a Player Involved in a Fight:

Any participant, who in the judgment of the IM Sports Staff, engages in any attempt to fight (strikes or engages an opponent in a combative manner, throws a punch, kicks an individual, etc.) immediately before, during or after an IM Sports game shall be suspended from further participation in the Intramural Sports Program for at least one semester and referred to the Office of Student Conduct. Those that retaliate against an aggressive act may be subject to the same sanction/penalty as those that engaged in the attempt to fight.

In regards to IM sports, fighting is considered any aggressive act towards an opponent (see list on previous page). Committing or attempting actions which are savage and violent in nature. Retaliating against such an action will result in the above punishments as well.

Documenting that a game ended because of a fight is just like a filling out an ejection report- any game ended due to a team or a player's misconduct must be documented in full.

The ejection report form should be used for this. Make sure to correctly identify anyone who was involved. If there was a verbal argument that preceded the conflict, make sure to document any direct quotes.

Officials and Intramural Sports Staff should never attempt to break up a fight. Using your whistle or your voice is acceptable. If a fight doesn't break up immediately - the Supervisor should call Ferris DPS (231) 591-5900.



Ending a Game Because of 4 Unsportsmanlike Penalties

Any team that accumulates a total of four unsportsmanlike penalties will forfeit the match regardless of the score.

Captains should be aware of this rule, it is stated in the Captains rules quiz on IMLeagues to create their team.

If after the game has been called either team remains and continues to cause problems - the Supervisor should assess the situation and determine if further action should be taken.

Once again, if there is further verbal or physical issues between the teams make sure everything is documented.

