

**Utah State University
Intramural Esports Manual**

CAMPUS RECREATION



**Student Affairs
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INTRODUCTION

The Intramural Sports Program offers opportunities for individuals to play organized esports in a recreational but competitive atmosphere within their campus community. They have the ability to learn new skills, recreate in a social environment, develop leadership proficiencies, and have fun with fellow Aggies. The program desires to provide esports to the diverse campus community. Esports are organized on a team and individual basis and are inclusive for all to participate.

CAMPUS RECREATION

Mission Statement

The Mission of Campus Recreation Campus Recreation provides wellness and healthy lifestyle-oriented programs, events, and services to Utah State University students and employees via

five program areas: Aquatics, Fitness, Club Sports, Intramural Sports, and Outdoor Recreation. Facility operations supplement the program area functions and provide seamless customer service to USU students, employees, and the community. Campus Recreation creates opportunities for student to enhance the college experience through play, wellness, and adventure!

Vision Statement

Campus Recreation will provide diverse recreational programs and services to engage the campus community.

- **Play** – We strive to create spaces where recreation can be enjoyed as co-curricular experiences that strengthen and broaden student learning outside the classroom.
- **Wellness:** We value a community that encourages a balanced life, healthy choices and an environment that facilitates a sense of belonging for every student.
- **Adventure:** We create experiential learning opportunities for the development of each student and the USU community through a safe and supportive environment.
- **Community:** We value opportunities in which every individual is welcomed and affirmed and where we seek to understand, respect, and celebrate our diversity.
- **Development:** We expand the capacity of students to develop life-long skills to pursue a healthy and active lifestyle for the benefit of themselves and others.

PROFESSIONAL STAFF

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POLICIES AND PROCEDURES

Article 1: Participants

A participant must be a current Utah State University student taking at least one (1) fee-bearing credit or be a current faculty or staff member with a current Campus Recreation membership. Memberships can be purchased for \$35.61 at the Registrar's Office. Spouses of students can purchase a spouse pass at the Registrar's Office that will give you access to participate for \$40.

Spouses of faculty/staff must get permission from HR and purchase an ID card from the card office.

Article 2: Professional Esports Players

Professional Esports Players, current or former, may not participate in their respective or alike game, activity, or event. A professional player is defined as a person who has been paid to participate in esports under contract with a professional team, included on a professional team roster, practiced with or professional team and/or compensated for trying out for a team.

Article 3: Club Sport Athletes

No more than 50% of the roster may be competitive club members and may participate in their respective or alike intramural sport.

Article 4: Identification Policy

All participants must present either their USU ID or a valid Driver's License to the Intramural Sports Supervisor prior to the game starting. All individuals must complete a waiver prior to their first game. This is done when registering online. The ID must be physically present, meaning no picture of the ID. NO ID, NO PLAY.

SECTION 2: PARTICIPANT RESPONSIBILITIES

The Esports Staff is proud to offer a variety of activities for Utah State University's campus community. However, each person participating in an intramural event assumes responsibilities as an individual participant including, but not limited to:

- Registering by the deadline
- Agreeing to the waiver
- Arriving at the site at least 15 minutes prior to the start of every contest
- Bringing a valid Driver's License or their Utah State University ID card to all intramural esports competitions
- Being familiar with all rules, schedules, policies, and procedures including the sportsmanship and eligibility policies of the intramural sports program
- Cooperating before, during, and after competition with the staff on site

SECTION 3: REGISTRATION INFORMATION

Intramural Esports registration varies so please visit the [registration page](#) to see what is currently being offered and what is being offered in the future. All USU students are automatically eligible for intramural sports if they are taking at least one fee-bearing credit. Faculty and staff must have an ARC membership in order to sign in and register for intramurals. You can sign into Rec Portal using your A-number and password.

SECTION 4: DEFAULTS AND FORFEITS

Article 1: Defaults

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and a sports code of three (3) for the game. To request a default, email intramurals@usu.edu by noon the day of the game. The opposing team will then be contacted by the Intramural Sports Office to let them know they do not need to arrive for their scheduled contest, and they have been awarded the win, and a sports code of four (4). If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be rescinded, and the contest will be played if it can be rescheduled.

Article 2: Forfeits

A forfeited game will be marked as a forfeit in the team standings and the team will receive a 2.0 sportsmanship rating for the contest. Three situations will result in a forfeit:

- Not enough players – team does not have the required number of players or correct co-rec ration to participate five (5) minutes past the scheduled start time.
- Eligibility – one or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being suspended, misusing an ID, being listed on multiple rosters within the same league, or ruled ineligible for sportsmanship related issues, etc.
- Sportsmanship – Game is ended by on-site staff for sportsmanship conduct issues

Teams that anticipate problems providing a team for a scheduled game and DO NOT contact the intramural

sport office before 12pm (noon) the day of the scheduled game, a loss will be given as a forfeit

SECTION 5: SPORTSMANSHIP

Article 1: Definitions

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, inappropriate language or gestures, intimidating behavior, or fighting. No player or team shall:

- Use foul or derogatory language or gestures, threaten, or verbally abuse any teammate, opponent, or employee before, during, or after the game.
- Participate in a game for which they are ineligible.
- Argue or talk back to the esports staff, and only if done so in a courteous and respectful manner.
- Mistreat the facility, equipment, or supplies of USU and/or Campus Recreation
- Attempt to check in using another person's USU ID card

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the esports staff. Ejected participants must immediately vacate the facility and the contest will not continue until they are out of sight and sound. USU police will be contacted regarding any uncooperative participants, coaches or spectators.

Article 2: Discipline

All participants that are ejected from an Intramural Sports event will be immediately suspended for all events until reinstated by the Competitive Sports Staff. To be reinstated, the ejected participant must schedule a meeting with the Coordinator of Competitive Sports and/or the Competitive Sports Graduate Assistant. This meeting must be conducted during normal business hours. During said meeting, the cause for ejection will be discussed, as well as all subsequent sanctions. Severe cases may result in referral to the Office of Student Conduct. Any suspension a player receives applies to all leagues, events, and tournaments and may affect access to all Campus Recreation facilities. When all sanctions have been fulfilled, the participant shall be officially reinstated. Depending on the severity and the number of times a participant has been ejected or penalized for misconduct the suspension can be extended.

Level 1 offenses will result in a suspension of at least one game. Level 2 offenses will result in a suspension of at least the rest of the team's season.

Level 1 Offenses include, but are not limited to:

- Ineligible participants who illegally played in a game
- Participants who attempted to sign-in using someone else's ID card, participants who allowed someone to sign-in using their ID card
- Receiving a second unsportsmanlike and are cooperative and cause no further incident
- Using threatening language towards another participant, Campus Recreation Employee, or spectator
- Participants who are intentionally uncooperative with Esports staff requests

Level 2 Offenses include, but are not limited to:

- Participants who are ejected from play for two (2) unsportsmanlike conducts and are uncooperative and/or cause further incident
- Participants who are ejected from play due to unsportsmanlike conduct that is excessive in nature (which may include hurtful or threatening language used towards other participants and/or staff)
- Participants who are ejected from play due to harming or attempting to harm other participants or staff (includes pushing, shoving, fighting, spitting, etc.)
- Participants who have been ejected multiple times and/or participants who attempt to play while serving a suspension