GENERAL

Code of Student Life and Alcohol/Drug Use Policy
University of North Dakota students and their actions are subject to the University of North Dakota: Code of Student Life. The entire Code of Student Life is contained in the Student Handbook or available online at the Division of Student Affairs. (http://und.edu/code-of-student-life/index.cfm). Consuming alcoholic beverages/drugs before, during, or after participation on site is a violation of University policy. No tobacco products, including smokeless tobacco and vaping, are permitted to be used during a RecSports contest. Individuals violating these rules shall be removed immediately.

Online Registration, Payment, and Refunds
- All teams must be registered through the online portal, where they will be required to pay in full before their team can be rostered. Registration processes are available at und.edu/RecSports.
- Players must also individually register, sign the online waiver, and join their team online as well. This must be done BEFORE THEIR FIRST CONTEST.
- Captains & players must complete the mandatory quiz for their sport before registration can be completed.
- Refunds can be obtained in some circumstances. See the full handbook for details.

Leagues
Men’s/Women’s - Open to all students who identify as male/female or non-binary students, faculty, or staff of the University.
Open - The open division has no gender requirements as to the number of people participating on a team who are students, faculty, or staff of the University.

Levels of Competition
D1/D2 - This level is for higher skilled and competitive players. Team players’ abilities range from an intermediate to an advanced skill level.
D3/Rec - This level is designated for participants who are interested in an atmosphere where emphasis is placed on participation and fun rather that competition.

SCHEDULING

Leagues/Divisions
Sports consist of a five-game season, unless otherwise stated, in a round robin format, and a single elimination post-season tournament consisting of all teams that qualify.

Playoffs – Post Season Tournaments
The following guidelines will apply to the scheduling of postseason tournaments for league sports:
- A team must not have one forfeit or two defaults on their record and must have a cumulative average of “3” or above sportsmanship rating to be eligible for the postseason tournament.
- Tournament brackets will be posted online. Teams are responsible for checking the brackets. If time changes are needed after teams are added to time slots, the Coordinator will contact both teams to notify them of the change.
- Teams WILL play on different nights and times during playoffs than during the regular season. Therefore, it is recommended that teams carry additional substitutes.
- During the playoffs, a “1” or “0” sportsmanship rating results in forfeiture of the game and all players on the team being suspended for the first game of the next season, regardless of their new team or involvement in the forfeited game.
TEAM CAPTAINS

The captain of a team is responsible for all behavior of their team, including:

- Ensure that those representing your team, including players, fans, etc. play according to the rules of the game and conduct themselves as good sports before, during, and after a contest.
- Be familiar with all RecSports eligibility rules and ensure their roster consists of only eligible players.
- Be familiar with the RecSports handbook rules, regulations, policies, and procedures and ensures they are followed.
- Notifying RecSports staff if the team will not be showing for a scheduled contest.

For a list of all captain responsibilities, view the full handbook.

Team Names

It is the responsibility of the captain to submit a proper team name for their RecSports sports team. The following are guidelines for team names:

- No vulgar language
- No reference to alcohol or other drugs
- No innuendos
- No reference to sexually explicit, invasive, or violent activities
- No discriminatory reference (race, religion, color, national origin, age, sex, sexual orientation, height, weight, marital status, handicapped, veteran)
- No names designed to appear as if the opponent would not have a game scheduled (i.e., No Game Scheduled, Bye Week, etc.)

If a questionable team name is found, the Coordinator of Campus Recreation will notify the captain, and will replace the questionable name with “Team (CAPTAIN LAST NAME)” for the remainder of the season.

Sponsorships

Teams are allowed to have a sponsor. The sponsor cannot advertise alcoholic beverages or illegal products. Teams are allowed to purchase their own t-shirts for uniforms; however, t-shirts cannot display any profanity or anything that would be considered vulgar to the University of North Dakota community.

Free Agents

The Free Agent list is for individuals seeking to play on teams. If your team is short of players, please check the list found on the online portal. Free Agent registration instructions are available at und.edu/RecSports.

Communications

Communications with opponents, officials, or other RecSports Staff, whether in person or electronic, is expected to be respectful and professional.
DEFAULTS/FORFEITS

Grace Period

A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. However, the opposing team captain will be given the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of players to show. In the event the captain decides to wait, that decision is irreversible.

Forfeits

A forfeit is given to a team if:
- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- A team attempts to default inside of the 3-hour window prior to game time.
- The game is called due to unsportsmanlike conduct.
- Three (3) separate individuals receiving any combination of warning or ejections and/or two (2) separate individuals receiving an ejection.
- Failure of ejected participant(s) and/or spectator(s) to leave the vicinity immediately or returning to the vicinity during or after the game. A player cannot return for the second game when back-to-back games are scheduled.
- Any player(s) and/or spectator(s) other than the designated game captain, leaving the team area/bench to join a situation in the game. A person’s intentions are irrelevant.
- Failure of a captain or team to provide required information to the RecSports program. Any inappropriate behavior following the forfeiting of a game could lead to a season ending rating. Serious on-site situations and/or alcohol related incidents will also result in initiating the involvement of campus police and the referral to the Dean of Students Office.

Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

Defaults

A default is given to a team if:
- A team has players present to participate but does not meet the minimum requirement of players to play.
- The team captain defaults their game on the online portal (must be completed within 3 hours of game time).

Each default will result in a loss for that team. Defaulted games will not be rescheduled.
- One default will result in team receiving a “3” sportsmanship rating for that game.
- Two defaults will result in that team being ineligible for the playoffs in their sport but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.
PARTICIPANT ELIGIBILITY AND ROSTERS

Who is Eligible?

• All active UND Students, Faculty or Staff with a Wellness Center membership.
  • Except for:
    ▪ Active members of the varsity team of the same sport
    ▪ Players who have played for a Junior/Community College in the same academic year
    ▪ Players who have played professionally or semi-pro in the last 2 years
  • Teams can have no more than 2 of the following:
    ▪ Current Club Team Members of the same sport
    ▪ Former College Varsity Players

• Players may be added to the roster at any time during the regular season, provided they meet the eligibility requirements.
• Players must be on the official roster before playing any contest.
• Players must play at least 1 regular season game to be playoff eligible.

Identification Cards

All participants must present a valid UND ID, Wellness Center membership card, or State/Federal photo ID prior to playing in ALL RecSports contests.

Assumed Name

Anyone who participates under an assumed name or uses someone else’s ID shall be declared ineligible for all RecSports programs for the entire school year. A team guilty of using such a player will forfeit all contests in which the ineligible player participated and may be dropped from the league for the remainder of the season.

Team Participation Limits

A RecSports participant may only play on ONE GENDER-SPECIFIC TEAM AND ONE OPEN TEAM for that particular sport, regardless of level of competition.

ATTIRE

Uniforms

Every player on a team must have a jersey that is the same/similar color or have a scrimmage vest that is the same color as the jersey, otherwise that team will be required to wear the jerseys provided by the RecSports sports office. Each player will need to have a different number. Uniforms supplied by the team will not include any profanity or degrading statements regarding any race, religion, or gender.

Headwear/Footwear/Jewelry

Any headwear with a hard brim or knot (bandanas, ball caps, etc.) may not be worn during any activity, unless specifically stated in the sports rules. All participants are required to wear proper or appropriate footwear for competition, including non-marking, soft soled rubber for gym sports. No jewelry may be worn during a RecSports sports activity; they must be removed or taped down/over so that they no longer pose a hazard.
TEAM/PARTICIPANT CONDUCT

Sportmanship Ratings
The sportmanship rating system is intended to emphasize the importance of good sportmanship at all contests. Behavior before, during, and after a contest will be included in the rating. The rating system is based on a four-point scale, with a 4 being the highest rating and a 0 being the lowest. Major factors that influence a team’s sportmanship rating include (but are not limited to): Conduct (verbal or physical) towards officials, other RecSports Staff, and opponents, physicality during play, amount of infractions, fan behavior, etc. Any team that receives a technical foul or ejection (or the sport-specific equivalent) can receive a maximum rating of a 2. A team is responsible for the actions of the individual team members and spectators related to their team before, during, and after the contest.

Ejections
Any participant, coach, or fan who is ejected from the UND RecSports Sports Program is immediately ineligible for further competition in any RecSports contest until he/she is reinstated by the Coordinator of Campus Recreation or their designee. All ejections carry a MINIMUM 1 game suspension.

Major Offenses
Any participant or team who commits a major offense is suspended from ALL RecSports activity until official reinstatement. These offenses can extend to interactions outside of the competition, if the scenario is related to events that occurred during a RecSports event. Major offenses include but are not limited to:

• Physical contact or attempting to strike a RecSports employee (official, supervisor, administrator, etc.)
• Verbally abusing/threatening a RecSports employee or another player, spectator, etc.
• Fighting/attempting to strike another individual or involved in an altercation (please see specific sport rules for further details)
• Playing under the influence of alcohol or drugs and/or finding of alcohol or drug remnants in player areas
• Intentional damage/destruction of facilities/equipment
• If spectators are involved in a major offense, the ramifications are as follows:
• Profane language/obscene gestures