

Good Sports: Creating a Respectful Atmosphere for Competition

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David Peters, Director of Intramural Sports & Sport Clubs, Florida State University

Michael Collins, Assistant Director of Intramural Sports, Florida State University

Knowing Our Product: Variables in an Intramural Sports Program

Cold Hard Facts: Facility Availability, Day & Time Availability, Cost to Participate

Program Decisions / Participant Influenced: Sports & Events Offered, Staff (Officials & Supervisors)

Participant Variables: Talent Level, Intensity Level, Competitive Desire, Team & Individual Sportsmanship (Behavior)

Administrative Tactics (League and Division Structure, Playoff Qualification) vs Program Influence

Key Questions for Evaluating Your Program

★ *Why Do Your Current Participants Choose to Participate in Your Program?*

Play to Win, Competitive Play / Organized League, Personal Fitness, Enjoyable Environment

★ *Why Do Non-Participants Choose to Not to Participate in Your Program?*

Not Organized, Too Intense, Not Competitive Enough, Too Competitive

★ *What is the Perception of Your Intramural Sports Program on Campus?*

Why Focus on Sportsmanship?

Competitive vs Recreational Programs: Finding the Most Talented Teams vs Finding Teams to Participate

Increasing Participant Value for Enjoyable Environment, Enhancing Environment by Enhancing Sportsmanship

Sportsmanship is a Participant Variable That a Program Can Influence

More Positive, More Sportsmanlike Environment Enhances Team & Staff Retention, More Inviting to Non-Participants

Enjoyable Environment is a Key Factor in Recreational Experiences in Adulthood

Learning Outcomes: Appropriate Behaviors in Adverse Situations

Proactive vs Reactive Measures

Proactive: Establishing a Policy, Educating Participants, Spectators, and Staff, Increasing Perceived Value of Sportsmanship

Reactive: Handling Team Issues, Dealing with Individual Ejections

A Sportsmanship Policy: Who, What, When, Where, Why, and How

Why Have a Policy? Enhances Team & Staff Retention, Participant Learning Outcomes

★ *How In-Depth is Your Sportsmanship Policy?*

Who Does It Pertain To? Players, Coaches, Spectators

When & Where Is It in Effect? Pregame, In-Game, Postgame, Throughout the Facility

★ *What Behaviors are Inappropriate? Appropriate?*

What Behaviors are Inappropriate? Unsportsmanlike Penalties, Physical Abuse, Taunting or Threatening Behavior, Captain with Little Control of Team, Use of Derogatory Language or Gestures, Constant Complaining Towards Officials, Abusing the Right to Discuss Situations with Officials

What Behaviors are Appropriate? Positive Attitude Toward Teammates, Opponents, & Staff, In-Control Captains, Participating within the Spirit of the Rules, Accepting Judgment Decisions of Officials, Respect for Facilities

Providing Examples of Positive & Negative Sportsmanship

How Do You Rate Sportsmanship? Subjective Scale, Grey Areas

Rating Scales

★ *What Rating Scale Do You Use?*

From 0 to 4, or -1 to 4, or 1 to 5, or 0 to 10, or A to F, or Acceptable to Season Ending

★ *What Terms Do You Use?*

Value-Based Terminology: Excellent, Good, Average, Below Average, Poor

Standard-Based Terminology: Excellent, Acceptable, Needs Improvement, Unacceptable, Season-Ending

★ *How Do You Describe Each Rating Category?*

Category Description: Generic or Detailed

★ *Does Your Rating Process Include Mandatory Markdowns?*

Mandatory Markdowns: Unsportsmanlike Penalties, Ejections, Withholding or Falsifying Information

Required Sportsmanship Infractions, Staff Cannot Give a Low Rating Without a Minimum of Infractions / Trouble

Special Situations: Rainouts, Cancelled Games, Forfeits, Defaults, In-Game Forfeits

Ratings in Action

Establishing a Required Minimum Rating, Playoff Qualification, Playoff Seeding / Selection Order

Postseason Sportsmanship: Special Playoff Rating Benchmarks, Final Game Sportsmanship Problems

Educational Initiatives

★ *How Do You Educate Your Participants?*

For Your Participants: Preseason Captains Meetings, Pregame Captains Meetings, Facility Signage

Prioritize the Importance of Sportsmanship Among Other IM Policies

★ *How Do You Educate Your Staff?*

For Your Staff: Training Sessions with Examples & Scenarios

Evaluating Sportsmanship as a Team: Veteran Officials Assist Rookies, Site Supervisors Review and/or Provide Input

Recognizing Good Sportsmanship

★ *How Do You Recognize Good Sportsmanship?*

Team Awards: By League, Sport, Term or Year; Similar to Champion Awards

Handling Issues

Get Complete Documentation / Reporting on Good and Bad Incidents

Monitoring Problem Teams: Proactive Warnings & Reminders from Basic Emails to Office Meetings

Problem Participants: At the Game Site, Getting All Sides of the Story, Constructive Reinstatement Meetings

Educate Yourself: Campus Resources, Student Code of Conduct, Legal Avenues

Effective Enforcement

Be Proactive: Inform Problem Teams Before It's Too Late to Improve

Be Consistent: Enforcement for Talented & Untalented, Popular & Unpopular Teams

Be Understanding: Establish an Appeals Process, Get It in Writing, Have a Time Limit

Inform Others

Get Appropriate Buy-In: Inform Administrators / Prepare Them for Problem Situations, Student Staff, Participants

Contact Information & Online Materials

David Peters, 850-644-7698, ddpeters@admin.fsu.edu | Michael Collins, 850-644-7699, mjcollins2@admin.fsu.edu

Presentation Materials, Examples, and Survey Results Available Online at fsu.campusrec.com/nirsa