

GET IN THE GAME

Promoting Participation Through Policy

2009 NIRSA
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GET IN THE GAME

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SESSION FORMAT and MATERIALS

GET IN THE GAME
Promoting Participation Through Policy

Focused Roundtable
Provide Framework and Examples
Your Success Stories

Materials
Presentation Outline
Survey
Slides & Survey Results Available Online
at fsu.campusrec.com/nirsa

WHAT'S YOUR PERSPECTIVE?

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Athletic Background
College Athlete
Coach or Athletics Administrator
High School Athlete
The Un-Athletic

WHAT'S YOUR PERSPECTIVE?

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Officiating Experience
College Level
High School or Recreational Level
Limited or None

Educational Background
Sports Administration / Rec Management Degree
Physical Education Degree
Other Degree

YOUR ENVIRONMENT

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Know Your Student Body
Pack the Stadiums
Workout & Compete
Party, Party, Party
Sweater Vest Required
Love the Library

YOUR ENVIRONMENT

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Your School Characteristics
Public or Private
Large or Small

Your Location
Campus Life Rocks
Great College Town
Alternate Activities

YOUR PHILOSOPHY

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The Approach
Finding the Right Approach for Your School, Program, & Potential Participants

The Scale
Mission & Goals
Program
Specific Sports

COMPETITIVE FOCUS

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Competitive Program Traits
Playoff Qualification
Extra Emphasis on Stats & Scores
Seeks Best Games, Features Top Teams

Competitive Participants
Committed to Winning
Require Scored and Officiated Contests
Often Intense, Emotional

RECREATIONAL FOCUS

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Recreational Program Traits
Leagues Without Playoffs
Extra Emphasis on Sportsmanship
Quantity Over Quality, Seeks Numbers

Recreational Participants
Play for the Fun of It
Less Emotionally Attached to Game

PARTICIPANT TYPES

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Automatic Participants
Former HS Athletes, Sports Freaks, Often Highly Skilled
Seeks Out IM Programming / Little Marketing Needed

Interested Participants
Enjoys the Game, Recognizes Own Skill Level
Needs Reassurance That There is a Place for Them in the IM Program / Structure

Team Player
Interested in Socializing within Sports Atmosphere

JUMPING THROUGH HOOPS

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Making Participation Easy
Bonus for Automatic Participants
Enticing for Interested Participants

Happy Customers
Enhanced Participant Experience
Word of Mouth Advertising

THE CONVENIENCE FACTOR

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Intramural Processes

- Registration Process
- Captains Meetings
- Schedules & Brackets
- Roster Management
- Participant Check-In
- Required Equipment

FROM THE START

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Team Online Registration

- Online Instant Scheduling
- Select & Confirm Playing Day & Time at Sign-Up
- Online Preferred Scheduling
- Request Playing Day & Time at Sign-Up

Administrator Challenges

- Technology Requirements, Payment of Fees
- Loss of In-Person Interaction with Registrants

FROM THE START

GET IN THE GAME
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Team In-Person Registration

- In-Person Instant Scheduling
- Select & Confirm Playing Day & Time at Sign-Up
- In-Person Preferred Scheduling
- Request Playing Day & Time at Sign-Up

Participant Issues

- Less Convenient to Register
- Better Connection with IM Program, Staff

MAKING THE MEETING

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Preseason Captains Meetings

- Online Viewing
- Online Testing
- Multiple In-Person Sessions
- Single In-Person Session

What's the Big Deal?

- Risk Management, Informing About Policies
- Confirmation of Attendance, Late Registrations?

MOST CONVENIENT

LEAST CONVENIENT

WHEN DO I PLAY?

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Team Schedules

- Online Viewing
- Email Distribution
- Phone Call to Captain
- Facility Posting
- Meeting Distribution
- Office Distribution

MOST CONVENIENT

LEAST CONVENIENT

GETTING GOING

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Roster Management

- At Game Site
- Online, Anytime
- In Office
- At Registration
- Limited Changes, Roster Locks

What's the Big Deal?

- Participant Verification, Eligibility, Fair Play

MOST CONVENIENT

LEAST CONVENIENT

CHECK-IN PROCESS

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Game Site ID Requirements
School-Issued Student ID
Government-Issued ID
Participant Verification & Waivers

Variations
Staff Compares Each ID with Roster
Any Photo ID Accepted for Players Printed on Roster
Waiver Available to Sign at Game Site

REQUIRED EQUIPMENT

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Player Uniforms
Similar Color, Numbered?
Program Supplied, Checkout
Participant Supplied

Other Equipment
Personal Safety Equipment
Necessary Sports Equipment (Flags, Gloves)
Checkout or Sell?

MOST CONVENIENT
↑
↓
LEAST CONVENIENT

ACCOUNTABILITY & RESPONSIBILITY

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Required Components
When the Long Way is Required
Importance of Process
Teaching Participants Accountability & Responsibility

Finding the Right Balance
Program's Need for Participants
Risk Management & Legal Issues

WELCOMING ENVIRONMENT

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Structural Issues
Player Eligibility & Restrictions
League Structure
Team & Participant Sportsmanship

PARTICIPANT ELIGIBILITY

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Special Participant Groups
Professional Athletes
Current Varsity Athletes
Varsity Practice Squad Members
Former Varsity Athletes
Varsity Coaches
Sport Club Players

PARTICIPANT ELIGIBILITY

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Possible Restrictions
Prohibit from Participating
Limit Number on a Team
Require Participation in Specific League

Issue Detection
Active Administrative Monitoring
Team Appeals / Eligibility Protests

STRUCTURE & SPORTSMANSHIP

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League & Tournament **Structure**

Skill-Level, Interest-Level Divisions
Playoff Qualification
Tournament Formats

Team & Participant **Sportsmanship**

Setting the Standards, Rating Scales
Educating Participants and Staff
Enforcing Penalties, Recognizing Excellence

THE NEXT STEPS

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Review the **Research**

League & Tournament Structure (April 2008)
Team & Participant Sportsmanship (June 2008)
Slides & Survey Results Available Online
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This **Session**

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Presentation Notes & Survey Results
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