

Good Sports

Creating a Respectful Atmosphere for Competition

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Q1: Where Do You Stand?

On a Scale of 1 to 5, Please Rate the Level of Sportsmanship in a Typical Intramural Sports Contest on Your Campus?

- 5 Excellent
- 4 Good
- 3 OK
- 2 Troubling
- 1 Awful

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Webinar Topics & Materials

Key Issues
Why Focus on Sportsmanship?
Setting the Foundation for Good Sportsmanship
Celebrating the Positive, Dealing with the Negative

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

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Q2: Why Are You Here?

On-Field Troubles
Ejections, Staff-Participant Conflicts

Developing & Implementing a Policy
Setting the Guidelines for Behavior

Handling Unsportsmanlike Incidents
Post-Incident Meetings and Discussions

Improving Overall Atmosphere
General Negativity Towards Sportsmanship

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Variables: Knowing Our Product

Intramural Sports
Collection of Organized Sports Leagues and Athletic Events in which Members of the University Community Can Participate

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

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

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Variables: The Customer (Participant) Side

Talent Level & Intensity Level
Typically We're Not in the Coaching Business
Influenced by League / Division Structure

Competitiveness
Playoff Qualification, Other Policies

Team & Individual Sportsmanship (Behavior)
How Can We Influence?

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Values:
Why Do Your Students Participate?

Play to Win
Inherent in Virtually All Participants
Often Major Focus of Previous Sports Experiences

Competitive Play
Participating with Equally Skilled Players / Teams

Personal Fitness
Getting a Workout While Participating

Enjoyable Environment
Simply Having a Good Time While Participating

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Why Do Our Students Participate?

Why did you choose to participate in this IM sport (primary reason)?

	<u>08-09</u>	<u>09-10</u>	<u>10-11</u>
Win It All	32%	28%	32%
Enjoy Sport	46%	49%	52%
Exercise	8%	8%	4%
Hang Out	14%	15%	12%

* Totals from Annual Surveys of 300 to 500 IM Participants
Across Various Intramural Sports at Florida State University

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Key Questions for Your Program

Current Participant Values
Why Do Your Current Participants Participate in Your Intramural Sports Program?

Potential Participant Perceptions
If You Asked a Typical Sophomore or Junior on Your Campus, What Would Their Perception Be of Your Intramural Sports Program?
Does It Scare Off the Recreational Participant?

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Why Focus on Sportsmanship?

Competitive vs Recreational Sports Programs
Finding the Most Talented Teams: HS, NCAA, Pros
Finding Teams to Participate: IM

Sportsmanship in Recreational Sports
Increase Participant Value for Enjoyable Environment
Environment Enhanced by Sportsmanlike Behavior
Programs Can Influence Sportsmanship – Key Variable

Impacts
Enhances Team & Staff Retention, More Inviting
Key Factor in Recreational Experiences in Adulthood
Learning Outcomes: Appropriate Behaviors

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Proactive vs Reactive Measures

Proactive Measures
Establishing a Policy , Written Rules
Unwritten Rules Enforced by Parents, Coaches
Educating Participants and Staff
Increase Perceived Value within Program

Reactive Measures
Handling Team Issues
Dealing with Individual Ejections

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Setting the Ground Rules

The Sportsmanship Policy
Who, What, When, Where, Why, & How
Rating Scales
Required Scores
Mandatory Markdowns & Grey Areas

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Who, When, & Where

The Who

Players
Coaches
Spectators

The When & Where

Pregame, In-Game, Postgame
Throughout the Facility

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What Behaviors are Inappropriate?

Inappropriate Behaviors

Technical fouls / Unsportsmanlike penalties
Physical abuse
Arguing with opponent
Taunting or threatening behavior (verbal / nonverbal)
Captain has little or no control over players/spectators
Using derogatory verbal or nonverbal language
Continually complaining about officials' judgment
Captain abuses right to discuss situations with officials

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What are Appropriate Behaviors?

Appropriate Behaviors

Team members have a positive attitude toward teammates, opponents, and game staff
Team captains are in complete control over their players and spectators
Team players participate within the spirit of the rules of the sport and of the program
Players accept the judgment of the contest officials
Players show respect for recreational facilities

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Establishing a Policy

How to Rate Sportsmanship?

Subjective Scale

Category Terminology

Value Based
Standard Based

Category Descriptions

Generic or Detailed

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Rating Scales

Indiana / UT-Austin

3.00

Required Average Rating

4 – Excellent Conduct and Sportsmanship

Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates.

3 – Good Conduct and Sportsmanship

Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit an unsportsmanlike penalty. Teams that receive 1 unsportsmanlike penalty will receive no higher than a "3" rating.

2 – Average Conduct and Sportsmanship

Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit an unsportsmanlike penalty. Captain exhibits minor control over his/her teammates. Teams receiving multiple unsportsmanlike penalties will receive no higher than a 2 rating.

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Rating Scales

Indiana / UT-Austin

3.00

Required Average Rating

1 – Below Average Conduct and Sportsmanship

Teams constantly comment to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. A team which has a player ejected can receive no higher than a "1" rating.

0 – Poor Conduct and Sportsmanship

Team is completely uncooperative. Captain has no control over teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a "0" rating.

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Rating Scales

OSU / FSU / UA

3.00 (B)*Required Average Rating***Ohio State University**

- A – Excellent Conduct and Sportsmanship
- B – Average Conduct and Sportsmanship
- C – Poor Conduct and Sportsmanship
- D – Deplorable Conduct and Sportsmanship
- F – Intolerable Conduct and Sportsmanship

Florida State / Alabama

- "A" or 4 Points – Excellent Sportsmanship
- "B" or 3 Points – Acceptable Sportsmanship
- "C" or 2 Points – Sportsmanship Needs Improvement
- "D" or 1 Point – Unacceptable Sportsmanship
- "F" or 0 Points – Season Ending Rating

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Rating Scales

Nebraska / Washington St

Effects of Ratings

1 UA = Office Meeting
2 UA / 1 SE = Dismissed

Acceptable

Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.

Unacceptable

Multiple technical fouls for unsportsmanlike conduct and/or multiple unsportsmanlike penalties given

Season Ending

Team was uncooperative and out of control before, during or after intramural sports contest.

Washington State also includes an Outstanding Rating.

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Other Rating Scales**Kentucky & UCLA**

5-Option Scale: 4, 3, 2, 0, -1 ... 3.0 Average

Michigan

Deductions from 10 ... Minor 1, 3, Major 7
7 Average in Playoffs (31 Total in Regular Season)

Georgia Tech

More Detailed Scale Utilized by Officials

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Black, White, and Grey Areas**Mandatory Markdowns**

Unsportsmanlike Conduct Penalties
Ejections
Fraudulent Information (or Withholding)

Required Sportsmanship Infractions

Puts Your Officiating Staff on Notice

Grey Areas

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Special Situations**Rainouts & Cancelled Games**

Rating or No Rating?

Forfeits and Defaults

Ratings for Winning Team
Ratings for Losing Team

In-Progress Forfeits

Ratings for Each Team?

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Sportsmanship Rating Scales**By the Numbers**

87% Utilize a Rating System for Sportsmanship
74% Include Mandatory Deductions for
Unsportsmanlike Penalties
77% Include Mandatory Deductions for Ejections
41% Include Positive Behaviors That Can Enhance
Team's Rating

** Statistics from a Survey of 90 Intramural Sports Programs at the
2011 NIRSA Annual Conference & 2008 NIRSA IM Symposium*

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Ratings in Action

The Sportsmanship Factor

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

In the Postseason

- Special Playoff Rating Benchmarks
- Final Game Sportsmanship Problems

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Educating Your Participants

Preseason Captains Meetings

- Stress the Importance
- Prioritize in Meeting, Give Examples

Pregame Captains Meetings

- A Frequent Reminder

Facility Signage

- Work to Inform All Participants & Attendees

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Educating Your Participants

RESPECT

Your Opponent & Game Officials. You Can't Play Without Them!

Good Sportsmanship is Expected from Participants and Spectators.
Sportsmanship Violations Can Result in Player & Spectator Ejections
and Team Dismissal from League or Tournament Play.
View the IM Sportsmanship Policy Online at fsu.campusrec.com/im

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Participant Knowledge

How did your team address sportsmanship during this sport's season?

- 68%** We didn't really do anything special. Our team normally tends to show good sportsmanship.
- 28%** Our team actively worked to keep our sportsmanship high during the season. The captain talked about it with teammates before a game or players helped calm down other players in intense situations during game play.
- 7%** My team could have made a better effort to demonstrate good sportsmanship during the season. We had a few troubles during the season.
- 36%** My team was aware of the IM Sportsmanship Rating Scale and the requirement to maintain a 3.0 average to continue playing in the league.

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Educating Your Staff

Staff Training Sessions

- Thorough Review of Rating Factors & Scale
- Provide Examples / Scenarios

Evaluate Sportsmanship as a Team

- Veteran Officials Assist Rookies with Ratings
- Supervisors Provide Input, On-Field Learning

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Recognizing Good Sportsmanship

Team Awards

- By League, By Sport, By Term, By Year
- Similar to Award for League Champions



Raise the Perceived Value of Sportsmanship in Your Program

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Educating Participants & Staff

By the **Numbers**

- 94%** Discuss Sportsmanship at Preseason Captains Meetings
- 65%** Instruct Officials to Discuss in Pregame Captains Meetings
- 60%** Review Policies/Scale During Officials Training
- 17%** Recognize Teams With Excellent Ratings

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Handling Issues

Complete **Documentation**

- Require Comments on Low Ratings
- Detailed Reports of Problem Situations
- Exact Language, Who Said What When

Monitor Problem Teams

- Proactive Warnings & Reminders
- Basic Emails to Office Meetings

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Problem Participants

At the **Game Site**

- Ejected Unsportsmanlike Participants Must Leave Facility
- Reinstatement Checklist
- Suspended from All Sports Pending Meeting

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Problem Participants

Getting **All Sides of the Story**

- Complete Documentation from Staff
- Required Statement from Ejected Participant
- The Office Meeting

The **Reinstatement Meeting**

- Constructive Conversation
- Identifying Areas for Personal Improvement
- Looking at the Future

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Educating Yourself

Campus Resources

- Residence Life
- Greek Life
- Student Activities
- Dean of Students
- Student Counseling
- Campus Police

Student **Code of Conduct**

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Effective Enforcement

Be **Proactive**

- Notify Problem Teams Before It's Too Late to Improve

Be **Consistent**

- Enforcement for Talented & Untalented Teams

Be **Understanding**

- Appeals Process: Have It in Writing, Time Limits

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Inform Others

Taking a Stand

- Get Appropriate Buy-In from Administrators
- Prepare Them for Potential Situations

Reach Out

- Student Staff Buy-In
- Participant Buy-In

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Participant Support

Which of the following statements about sportsmanship do you agree with?

- 62%** Good sportsmanship by both teams during games improves my playing experience.
- 28%** How my team and our opponents act does not really factor into my playing experience. It's just part of the game.
- 10%** The focus on sportsmanship is too much... Come on, just let us play the game how we want.

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Questions?

Questions, Comments, Suggestions?



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Session Materials

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