

WELL/Recreational Sports
California State University, Sacramento
2009-2010 Addendums

**Sacramento State Intramural Sports
SPORTSMANSHIP RATINGS**

*Note: These ratings are based on officials' interpretation of sportsmanship demonstrated by teams and spectators before, during and after each game.

5: Model sportsmanship:

No arguing or complaining by any of the players. Any questions directed to officials are done by the captains only and in a civil manner (no sarcasm).

4: A "normal" intramural game.

Some bickering by teams, but nothing out of the ordinary. No unsportsmanlike penalties are administered but the officials *may* give warnings.

3: Sportsmanship infractions: "One bad apple ruins it for the bunch:"

- Constant complaining during the game
- Any unsportsmanlike penalty is given. These infractions include, but are not limited to, based on the judgment of the officials:
 - Spiking the ball
 - Any over-the-line act of emotion
 - Swearing (even when just frustrated with self)
 - Removing or throwing one's jersey
 - Intentional penalties
 - Unnecessary roughness
 - Tackling
 - Warnings for trash-talking or taunting
 - Intentional acts of deception.
- Problems with team spectators

2: Team becoming a problem:

- Captain losing control of team and/or captain is part of the problem. Teams are beginning to worry more about bickering with officials than playing the game. Official stops game to issue a team warning.
- A combination of two or more issues from a "3" Sportsmanship Rating may result in a "2" rating at the officials' discretion
- Player is caught playing under an assumed name.
- A player is ejected (must leave the area immediately)
- A player punts the ball away from the fields and/or in an unsportsmanlike manner
- A player maliciously throws the ball onto another field
- Punting/kicking of pylons or other Rec Sports equipment

The ejected player will be suspended for **at least** one game. The ejected player must meet with the Assistant Director of Recreational Sports before being allowed to play again and may receive a suspension of longer than one game.

1: Team is a problem:

- Ejected player refuses to leave the facility
- Instances include multiple players being ejected
- A team accumulating 3 sportsmanship penalties in the game
- A fight breaks out
- Physical contact, threats, and/or attempts to injure other participants or intramural staff.

ATTACHMENT #2

2009 INTRAMURAL FLAG FOOTBALL SPORTSMANSHIP RATING

TEAM NAME	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	
Bears	4	4	4	4	4	4	4.0
Beast	4	3	4	4	4	4	3.8
Cowboys	4	4	4	4	4	4	4.0
Death Wish	3	2	3	3	3	5	3.2
EPPM	4	4	4	4	4	4	4.0
Falcons	4	4	4	3	4	4	3.8
Get Off.com	2	3	4	4	3	4	3.3
Kappa Sigma	4	4	3	4	4	4	3.8
Kool Aid Kids	4	5	4	4	4	4	4.2
No... We're not a Frat	3	4	3	3	3	3	3.2
Omega Phi Zeta	4	4	4	4	4	4	4.0
P.E. Majors	4	3	3	3	3	3	3.2
Patriots	4	4	4	4	4	4	4.0
PE Majors	1	4	4	4	2	4	3.2
Pi Kappa Alpha	4	3	4	4	1	4	3.3
PIKE	1	4	4	4	4	4	3.5
Ravens	3	4	4	4	4	4	3.8
Scout Squad Heros	4	4	4	4	4	4	4.0
Sig Ep 1	4	4	4	4	4	4	4.0
Sigma Chi 2	2	1	4	4	4	4	3.2
Sigma Chi Dream Team	2	4	4	4	3	4	3.5
Sigma Pi	3	4	4	4	4	4	3.8
Swaggaholics	4	4	4	3	4	3	3.7
Swol Patrol	4	4	4	4	4	4	4.0
The Convicts	4	4	3	4	4	4	3.8
Therabandits	4	4	4	4	4	3	3.8
Titans	2	4	3	4	4	4	3.5
TKE	4	4	4	4	4	4	4.0
TKE 2	4	4	3	4	4	3	3.7

ATTACHMENT #3
2009 INTRAMURAL 3-on-3 SPORTSMANSHIP RATING

TEAM NAME	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7	Game 8	
Ballin is A Habit	4	3	4	4	4	3	3	3	3.5
Bang Bros.	4	3	4	4	4	4	4	4	3.9
Blazers	3	2	3	3	4	4	3	4	3.3
Body Paint	3	3	3	4	4	3	3	3	3.3
CC Ballers	4	3	3	3	4	4	4	3	3.5
Delta Chi	3	4	4	4	3	3	4	3	3.5
Desmond Kings	3	3	4	4	4	4	4	4	3.8
D-League Allstars	4	3	3	3	3	3	4	4	3.4
EEE's	4	4	4	4	4	4	4	4	4.0
Entity	4	4	4	4	4	3	4	4	3.9
Fearless	3	3	3	4	3	4	3	4	3.4
Foreign Bodies	4	3	3	3	3	4	4	4	3.5
Hackers	4	3	4	4	3	4	3	4	3.6
Hoopers-R-Us (Ind)	3	4	4	3	4	4	3	3	3.5
JLA	3	3	3	4	4	4	4	4	3.6
JLFGB	2	3	3	4	3	4	4	4	3.4
Kappa Sig Pledges	4	4	4	4	4	4	4	4	4.0
Kappa Sigma 1	2	3	4	4	3	4	4	3	3.4
Kappa Sigma 2	3	3	4	3	4	4	4	4	3.6
Kings of the Court Yard	4	4	4	4	4	4	4	4	4.0
Lady Ballers	4	3	3	4	3	4	3	4	3.5
Like a Puma	3	3	3	4	4	4	3	3	3.4
Like You Suppose To	3	3	4	3	4	4	3	4	3.5
Out of Retirement	3	4	4	3	3	3	4	4	3.5
P.E. Majors	3	3	4	4	4	4	4	3	3.6
PIKE	3	4	4	3	3	4	4	4	3.6
Raptors	3	4	2	4	4	4	4	3	3.5
Screaching Weasels	4	3	3	3	4	4	4	3	3.5
Sig Ep	4	4	4	4	4	4	4	4	4.0
Sigma Pi 1	4	4	4	4	4	4	4	4	4.0
Sigma Pi 2	3	3	4	2	4	4	3	4	3.4
Smashers	3	3	3	4	3	2	4	4	3.3
Snapple (Ind)	3	2	3	3	4	3	4	4	3.3
Sonics	3	4	2	3	4	4	4	4	3.5

Splash	4	3	3	3	3	3	4	3	3.3
Swaggaholics	3	3	4	4	4	4	3	4	3.6
Team Baws	3	4	4	4	4	4	4	4	3.9
Team Gottie	3	4	4	4	3	4	3	3	3.5
The Baddest	3	3	3	3	3	3	4	4	3.3
The Comebacks	4	3	3	3	4	3	3	4	3.4
The Threat (Ind)	4	3	4	3	3	4	4	3	3.5
The Trio	2	3	3	4	3	4	4	4	3.4
The White Fox	3	3	3	3	4	4	2	4	3.3
Those Big Fools	3	3	3	3	4	3	4	3	3.3
Thunder	4	4	4	4	4	4	4	4	4.0
TKE 1	4	4	3	4	4	4	3	4	3.8
TKE 2	4	4	4	4	4	4	4	4	4.0
TKE 3	3	4	4	3	3	4	4	3	3.5
TKE 4	4	4	4	4	4	4	4	4	4.0
USSB 1	3	4	3	4	3	3	3	3	3.3
USSB 2	3	3	4	4	3	3	4	4	3.5
Warriors	3	4	4	4	3	4	4	4	3.8
Wilt Chambermusic	4	3	4	4	3	4	4	3	3.6
X-Men	3	3	3	3	4	4	4	4	3.5
Yoked Boyz (Ind)	3	4	3	3	4	3	4	3	3.4

ATTACHMENT #4
2010 INTRAMURAL 5-on-5 SPORTSMANSHIP RATING

TEAM NAME	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	
Army ROTC	4	4	4	4	4	4	4.0
Ball is Life	3	4	3	3	3	4	3.3
Bang Bros	3	3	3	4	4	3	3.3
Baws	4	4	4	4	4	4	4.0
Bay Area Ballers	2	4	3	3	3	4	3.2
Blazzin Scholars	3	4	3	3	3	4	3.3
Blue Balls	4	4	4	4	4	4	4.0
Blue Devils (Ind)	4	4	4	4	4	4	4.0
Boca	3	3	3	4	4	3	3.3
Bruins (Ind)	4	4	4	4	4	4	4.0
C.C. Ballers	2	4	3	3	3	4	3.2
CPA's	4	4	4	4	4	4	4.0
D Block's							
Hooperz	3	4	3	3	3	4	3.3
Delta Sigma Pi	3	2	4	4	3	3	3.2
Draper Hall	3	3	3	4	4	3	3.3
Ebony Lust	2	4	3	3	3	4	3.2
Entity	3	4	3	3	3	4	3.3
Epic	4	4	4	4	4	4	4.0
Gametime	2	4	3	3	3	4	3.2
Gamma Phi	4	4	4	4	4	4	4.0
Goat	3	4	3	3	3	4	3.3
Hoopstallions	3	2	4	4	3	3	3.2
Individuals	4	4	4	4	4	4	4.0
Innovators	4	4	4	4	4	4	4.0
Jenkins Hall	3	3	3	4	4	3	3.3
KE	3	4	3	3	3	4	3.3
Kings	4	4	4	4	4	4	4.0
Kings of							
Courtyard-ARC	3	2	4	4	3	3	3.2
Looney Tunes	4	2	4	4	3	4	3.5
Monga	4	4	4	4	4	4	4.0
No Ceilings	3	4	3	3	3	4	3.3
Orangemen (Ind)	3	3	5	2	4	3	3.3
OWTLawz	2	4	3	3	3	4	3.2
P.E. Majors	3	2	4	4	3	3	3.2
Phi Sigma Sigma	4	4	4	4	4	4	4.0
Pike	3	4	3	3	3	4	3.3
Prestige							
Worldwide	3	3	3	4	4	3	3.3
Purple Rain	4	4	4	4	4	4	4.0
Reccies	3	3	3	4	3	4	3.3
Rugby	3	3	3	4	4	3	3.3
Sandwich and							
Soda	3	4	3	3	3	4	3.3
SigEp	3	2	4	4	3	3	3.2

Sigma Chi 1	2	4	3	3	3	4	3.2
Sigma Chi 2	3	3	3	4	4	3	3.3
Soldiers	3	4	3	3	3	4	3.3
SP	4	3	3	3	4	3	3.3
SPLASH	3	4	3	3	3	4	3.3
Splish Splash	3	2	4	4	3	3	3.2
Sutter Hall	4	4	4	4	4	4	4.0
Swaggaholics	3	3	3	4	4	3	3.3
Tari Gharn	4	4	4	4	4	4	4.0
TBO	4	4	4	4	4	4	4.0
Team Gidel	3	4	3	3	3	4	3.3
Team Greek	3	3	3	4	4	3	3.3
Team Raindrops	3	4	3	3	3	4	3.3
Team Vertical	3	3	3	4	4	3	3.3
The Comebacks	4	4	4	4	4	4	4.0
The Dream Team	3	3	3	4	4	3	3.3
The Goons	3	4	3	3	3	4	3.3
The Hit Squad	2	4	3	3	3	4	3.2
The Mambas	3	3	3	4	4	3	3.3
The Pitbulls	3	3	3	4	4	3	3.3
TheraBandits	4	4	4	4	4	4	4.0
USSB	3	4	3	3	3	4	3.3
Warriors	2	4	3	3	3	4	3.2
Westies	3	3	3	4	4	3	3.3
XPO	4	4	4	4	4	4	4.0
Young Money	3	3	3	4	4	3	3.3

ATTACHMENT #5

2010 INTRAMURAL Volleyball SPORTSMANSHIP RATING

TEAM NAME	Game						
	Game 1	Game 2	Game 3	4	Game 5	Game 6	
Therabandits	4	4	4	4	4	4	4.0
Nerd Herd	4	4	4	4	4	4	4.0
Newbies	4	4	4	4	4	4	4.0
V-Ballers	4	4	4	4	4	4	4.0
Super Sicks	4	4	4	4	4	4	4.0
Bump and Dink	4	4	4	4	4	4	4.0
Dynamic Dinosaurs	4	4	4	4	4	4	4.0
3 People with Talent	4	4	4	4	4	4	4.0
Over a Million Served	4	4	4	4	4	4	4.0
Nets on your Face	4	4	4	4	4	4	4.0
Serve-Ivors	4	4	4	4	4	4	4.0
Oh-Snap	4	4	4	4	4	4	4.0
Gamma Phi Beta 1	4	4	4	4	4	4	4.0
Super Sonics	4	4	4	4	4	4	4.0
Side-Out	4	4	4	4	4	4	4.0
Hermanites	4	4	4	4	4	4	4.0
The Men Previously known as KE	4	4	4	4	4	4	4.0
Ebony Lust	4	4	4	4	4	4	4.0
Staff Infection	4	4	4	4	4	4	4.0
Entity	4	4	4	4	4	4	4.0
Smokin Aces	4	4	4	4	4	4	4.0
Gato de Tronar	4	4	4	4	4	4	4.0
P.E. Majors	4	4	3	4	4	4	3.8
Jemma's Bing Bong	4	4	4	4	4	4	4.0
Orangaroos	4	4	4	5	4	4	4.2
Peanut Butter & Jelly	4	4	4	5	4	4	4.2
Spiked	4	4	4	4	4	4	4.0
Victorious Secret	4	5	4	4	4	4	4.2
Gamma Phi Beta 2	5	4	4	4	4	4	4.2
Phi Sigma Sigma	4	4	4	4	4	4	4.0
Alen's Wolfpack	4	4	4	4	4	4	4.0
Diggers	5	5	4	4	4	4	4.3
Dig Em	4	4	4	4	4	4	4.0

ATTACHMENT #6

2010 INTRAMURAL Outdoor Soccer SPORTSMANSHIP RATING

TEAM NAME	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	
209 Rebels	4	4	4	3	4	4	3.8
Alpha Phi (wms)	4	4	4	3	4	4	3.8
American River Rampage	4	4	3	5	3	4	3.8
Auto Gol (crec)	5	4	4	4	3	4	4.0
Aztecs (crec)	3	3	4	4	3	4	3.5
BAMF	4	4	4	3	4	4	3.8
Barcelona	3	3	4	4	3	4	3.5
Benchwarmers	4	4	4	4	4	4	4.0
Blood Bath and Beyond	3	3	4	4	3	4	3.5
D.C.S.K. Experience	4	5	3	4	3	3	3.7
Dyslexic Untied (crec)	3	4	4	4	3	4	3.7
El Cartel F.C.	3	3	4	4	3	4	3.5
FC Barcelona	3	3	4	4	3	4	3.5
Gamma Phi Beta (Womens)	3	3	3	3	4	4	3.3
Hermanites	3	3	3	3	4	4	3.3
INDIVIDUALS {COREC}	4	4	4	4	4	4	4.0
INDIVIDUALS {WOMENS}	4	4	4	4	4	4	4.0
Indivs	4	4	3	3	4	4	3.7
Indivs (crec)	4	4	4	4	4	4	4.0
Indivs (Mens)	4	4	4	4	4	4	4.0
Indivs Women	4	4	4	4	4	4	4.0
KE	3	4	4	4	3	4	3.7
Las Chicas (wms)	3	3	3	3	4	4	3.3
Los Farmeros	4	4	3	3	4	4	3.7
Los Toros de ZER	4	4	4	4	4	4	4.0
MEP	4	4	3	3	4	4	3.7
Mud Sharks	3	3	3	3	4	4	3.3
Nacos	4	4	3	3	4	4	3.7
PE Majors	4	4	3	3	4	4	3.7
Real Santander F.C.	3	3	4	4	3	4	3.5
Sig Ep	4	4	4	3	4	4	3.8
Sigma Chi	3	4	4	4	3	4	3.7
Test Eagles	3	3	4	4	3	4	3.5
Young Money	3	4	4	4	3	4	3.7

ATTACHMENT #7

Sacramento State Recreational Sports Basketball Officials' Evaluation Rubric

Preparation & Appearance

Proper Uniform/Grooming

- 1 – Completely out of uniform, looks are disheveled
- 2 – Black & White stripes, non-black or non-navy pants/shorts; wearing a hat
- 3 – Black & White stripes, black or navy shorts/pants
- 4 – Black & White stripes, black slacks and black shoes
- 5 – Black & White strips, black slacks, black shoes, and black jacket

Fitness/Ability to Keep Up

- 1 – Consistently beaten up and down the court by the players
- 2 – Beaten up and down the court approximately 50% of the time
- 3 – Stays with the players up and down the court
- 4 – Beats players up and down the court approximately 50% of the time
- 5 – Consistently beats players up and down the court

Poise/Confidence

- 1 – Slouches, looks down at the ground, soft whistle/voice, and appears to not know the rules
- 2 – Slouches, soft whistle/voice, avoids answering rule interpretation questions
- 3 – May slouch slightly, moderate whistle/voice, can answer many rules interpretation questions
- 4 – No slouching, solid whistle/voice, approaches table with head up, answers most rules questions
- 5 – Stands tall, shoulders back, solid whistle/voice, head up, answers questions quickly and concisely

Fraternization

- 1 – Talks to friends more than 50% of the time during the game
- 2 – Talks to friends between 10% and 50% of the time during the game
- 3 – Talks to friends less than 10% of the time during the game
- 4 – Talks to friends only at halftime, pre- or post-game
- 5 – Does not talk to friends at all during the game

Mechanics

Spot the Foul

- 1 – Does not see the foul more than 50% of the time
- 2 – Sees the foul more than 50% of the time
- 3 – Sees the foul, calls the foul between 50% and 75% of the time
- 4 – Sees the foul, calls the foul more than 75% of the time
- 5 – Sees the foul, calls the foul 99% (or more) of the time

Report to the Table

- 1 – Does not approach the table to report fouls
- 2 – Steps out to free-throw line to report fouls

- 3 – Comes to half-court to report fouls
- 4 – Comes to half-court to report fouls, has a loud, confident voice and attempts hand mechanics
- 5 – Comes to half-court to report fouls, has a loud, confident voice and completes proper hand mechanics

5/10 Second Counts

- 1 – Does not visually communicate counts
- 2 – Visually communicate (ONLY) counts between 10% and 30% of the time during the game
- 3 – Visually communicate (ONLY) counts between 31% and 60% of the time during the game
- 4 – Visually communicate (ONLY) counts between 61% and 90% of the time during the game
- 5 – Visually communicate (ONLY) counts over 90% of the time during the game

Free Throw Administration

- 1 – Does not communicate with players verbally or visually, poor pass to the shooter and stands directly under the basket
- 2 – Communicates with players either verbally or visually, but has poor bounce pass to the shooter and stands directly under the basket
- 3 – Communicates with players either verbally or visually, but has good bounce pass to the shooter and stands directly under the basket
- 4 – Communicates with players either verbally or visually, has good bounce pass to the shooter and stands opposite table side under the basket
- 5 – Communicates with players verbally and visually, has good bounce pass to the shooter and stands table side under the basket

Substitutions

- 1 – Allows subs on the fly
- 2 – Does not see subs at the table during a dead ball and needs partner(s) to cover
- 3 – Sees subs but doesn't sub at the proper time
- 4 – Sees subs and let's them in at the appropriate time although no communication (verbal and/or visual) informing them
- 5 – Sees and communicates (visual and/or verbal) with subs and allows them in at appropriate times

Court Coverage

- 1 – Watches the ball the whole time
- 2 – Trying to watch primary area but still watches the ball outside of the primary area
- 3 – Watches primary area effectively
- 4 – Watches primary area completely but is unable to help cover secondary area
- 5 – Watches primary area completely and is able to effectively cover secondary area

Game Awareness

Expiration of Time

- 1 – Is not aware of the time remaining in the half/game and does not check with partner to gain this information
- 2 – Is not aware of the time remaining in the half/game and checks with partner 1-2 times to gain the information
- 3 – Knows approximately how much time remains in the half/game
- 4 – Knows approximately how much time remains in the half/game and communicates with partner 3-5 times/half
- 5 – Communicates with partner approximately every 2 to 3 minutes regarding the time remaining in the half/game

Team Fouls/Bonus Situations

- 1 – Is not aware of the number of team fouls and does not check with table to gain this information
- 2 – Is not aware of the number of team fouls and checks with table frequently to gain the information
- 3 – Knows approximately how many team fouls each team has but double checks with table frequently
- 4 – Knows how many team fouls one team has and approximately how many the other has without asking the table
- 5 – Knows how many team fouls each team has at all times

Player/Coach Emotions

- 1 – Is not aware of when players/coaches are getting emotional
- 2 – Is aware of when players/coaches are getting emotional but fails to intervene
- 3 – Is aware of when players/coaches are getting emotional and tries to intervene
- 4 – Is aware of when players/coaches are getting emotional and intervenes appropriately with some success
- 5 – Is aware of when players/coaches are getting emotional and intervenes appropriately with a positive outcome

Judgment

Block/Charge

- 1 – Does not call correct foul more than 50% of the time
- 2 – Calls correct foul more than 50% of the time
- 3 – Calls correct foul between 50% and 75% of the time
- 4 – Calls correct foul more than 75% of the time
- 5 – Calls correct foul 99% (or more) of the time

Post Play Limits

- 1 – Allows the post play to cause altercations/injuries
- 2 – Post play has the potential to cause altercations/injuries
- 3 – Allows the post players to play within the bounds of the game with some complaints by the teams
- 4 – Allows the post players to play within the bounds of the game with few complains by the teams
- 5 – Allows the post players to play within the bounds of the game with no complaints by either team

Calls Made Correct/Incorrect

- 1 – Correct less than 33% of the time
- 2 – Correct between 34% and 50% of the time
- 3 – Correct between 50% and 75% of the time
- 4 – Correct between 75% and 95% of the time
- 5 – Correct more than 95% of the time

Consistency

- 1 – No consistency of calls
- 2 – Little to some consistency of calls
- 3 – Fairly consistent, but still some complaining from teams
- 4 – Seems to be consistent on both ends of the floor with only a mistake or two
- 5 – What is called on one end is called on the other end every time

Communication Skills

With Coach/Players/Bench

- 1 – Official is not approachable
- 2 – Official is overly approachable
- 3 – Official is approachable but doesn't always convey the correct message
- 4 – Official is approachable and conveys the correct message
- 5 – Official is approachable and conveys the correct message in a concise manner

Voice & Whistle

- 1 – No voice/whistle
- 2 – Soft voice/whistle
- 3 – Moderate voice/whistle
- 4 – Strong voice/whistle
- 5 – Strong voice and whistle

With Table Personnel

- 1 – Does not talk to table during the game
- 2 – Talks to the table only once or twice
- 3 – Communicates verbally or visually inconsistently throughout the game
- 4 – Communicates verbally or visually to table consistently throughout the game
- 5 – Communicates verbally and visually to the table throughout the game

Demeanor

- 1 – Appears to not want to be there
- 2 – Appears that the game is beneath him/her
- 3 – Neither positive or negative attitude but ready to work
- 4 – Has a positive attitude and ready to work
- 5 – Shows a positive attitude and willingness to work and smiles

ATTACHMENT #8

Official's Training Agenda

Day One – Thursday September 10th, 2009

6:15 - Introductions – Sean

-Intro of Program

-Timesheet review

6:40 – Pre-Training NIRSA Level 1 Exam

7:10 – 7:15 Break Time

7:15 – Start Video

8:15 – Questions & Answers for Video

8:30 – End of Training

Day Two – Friday September 11th, 2009

5:00-5:15 - Meet at the shed

Intro to Pre-game Ritual

-Binder Check-In/ Timesheet

- Field Assignment Demonstration – Julie

5:15-5:30 - Field Set up Demonstration (All 3 Fields)

5:30-7:30 – Station Work (12 minutes per station)

1. Pregame Duties (Garrett)
2. Whistle and Hand Signals (Corey)
3. Kick Coverage and Scoring (Dale)
4. R-LJ-BJ , Basic Mechanics (Sean)
5. Play Coverage (EB)

5 minute Break

6. Throwing the Flag (Sean)
7. Penalty Enforcement-Runs and Passes (Corey)
8. Penalty Enforcement – Punts and Specials (Garrett)
9. Timing and Overtime (Dale)
10. Game Control and Sportsmanship (EB)

7:45-8:00 - Refresher Q & A

8:00-8:30 – Level 1 Exam Retake

8:30 – End of Training

Saturday September 12th, 2009

If officials miss *Thursday* they watch video

If officials miss *Friday* do the station work

Pre-Season Sunday September 13th, 2009

1:30 – Meet at Shed

2:00-5:00 – Game Experience

5:00-6:00 – Individual Evaluations, Official's Certification and Completion of Training

Sacramento State Intramural Sports Basketball Officials Evaluation

Official's Name: _____ Date: _____
 Game: _____ vs. _____
 Evaluator: _____ Game Difficulty (1-10): _____

1 = Poor 2 = Needs Improvement 3 = Average 4 = Good 5 = Excellent

Preparation & Appearance							Comments:
Proper Uniform/Grooming	1	2	3	4	5	N/A	
Fitness/Ability to Keep Up	1	2	3	4	5	N/A	
Poise/Confidence	1	2	3	4	5	N/A	
Fraternization	1	2	3	4	5	N/A	

Mechanics							Comments:
Spot of the Foul	1	2	3	4	5	N/A	
Report to Table	1	2	3	4	5	N/A	
5/10 Second Counts	1	2	3	4	5	N/A	
Free Throw Administration	1	2	3	4	5	N/A	
Substitutions	1	2	3	4	5	N/A	
Court Coverage	1	2	3	4	5	N/A	

Game Awareness							Comments:
Expiration of Time	1	2	3	4	5	N/A	
Team Fouls/Bonus Situations	1	2	3	4	5	N/A	
Player/Coach Emotions	1	2	3	4	5	N/A	

Judgment							Comments:
Block/Charge	1	2	3	4	5	N/A	
Post Play Limits	1	2	3	4	5	N/A	
Calls Made Correct/Incorrect	1	2	3	4	5	N/A	
Consistency	1	2	3	4	5	N/A	

Communication Skills							Comments:
With Coach/Players/Bench	1	2	3	4	5	N/A	
Voice & Whistle	1	2	3	4	5	N/A	
With Table Personnel	1	2	3	4	5	N/A	
Demeanor	1	2	3	4	5	N/A	

Comments:

ATTACHMENT #10

SACRAMENTO STATE INTRAMURAL SPORTS OFFICIALS FLAG FOOTBALL EXAMINATION

National Intramural-Recreational Sports Association

Flag & Touch Football Test Questions

(Based on the 2009 & 2010 NIRSA Flag & Touch Football Rules Book & Officials' Manual, 14th Edition)

Level 1: Questions for the beginner official

RULE 1: THE GAME, FIELD, PLAYERS, AND EQUIPMENT

Level 1 Questions

- | | | |
|---|---|---|
| T | F | A minimum of 5 players is required in men's and women's games to avoid a forfeit. |
| T | F | Each player must wear a quick release flag belt with two flags permanently affixed so that they fall at the hips. |
| T | F | A player may participate in a contest with a cast as long as it is below the waist. |
| T | F | Players may play with a hat with a protruding brim. |
| T | F | Shoes with metal or ceramic cleats are approved for play. |

RULE 2: DEFINITIONS OF PLAYING TERMS

Level 1 Questions

- | | | |
|---|---|--|
| T | F | A pass caught by a player with both knees on the ground shall be ruled incomplete. |
| T | F | The goal line is a vertical plane separating the end zone from the field of play. |
| T | F | The initial direction determines whether a pass is forward or backward. |
| T | F | Offensive line players may bump or chuck the charge of the opponent. |
| T | F | An opponent may leave his feet to remove the flag belt of the runner. |
| T | F | The defensive scrimmage line may extend into their end zone. |
| T | F | For a forward pass to be ruled complete, both feet of the receiver must land inbounds with possession of the ball. |
| T | F | A runner is considered down when the opponents removes his/her flag belt. |

RULE 3: PERIODS, TIME FACTORS, AND SUBSTITUTIONS

Level 1 Questions

- T F Playing time shall be 2 24-minute halves.
- T F Prior to the final 2 minutes of either half, the clock will only stop for an official's time-out or a charged team time-out.
- T F The officials will bring all players and coaches of both teams to the center of the field to discuss the overtime procedure before the coin toss.
- T F All overtime periods are played toward the same goal line.

RULE 4: BALL IN PLAY, DEAD BALL, AND OUT-OF-BOUNDS

Level 1 Questions

- T F A live ball becomes dead when any fumble or backward or forward pass touches the ground.
- T F A passer who is deflagged when her arm is moving forward in an attempt to throw the ball is not considered down.
- T F A live ball will become dead when an official sounds his whistle (even though inadvertently).
- T F The sidelines and end lines are considered to be in-bounds.

RULE 5: SERIES OF DOWNS, NUMBER OF DOWN, AND TEAM POSSESSION AFTER PENALTY

Level 1 Questions

- T F The zone line-to-gain shall always be 20 yards in advance of the most forward point of the ball at the start of the series.
- T F If a penalty is declined, the number of the next down shall be whatever it would have been if that foul had not occurred.
- T F A rules decision may not be changed after the ball is next legally snapped.

RULE 6: -SNAPPING, HANDING, AND PASSING THE BALL

Level 1 Questions

- T F No Player, including the snapper, may be in the neutral zone at the snap.
- T F A player may hand the ball forward to a teammate.
- T F A backward pass that touches the ground is dead at the spot.
- T F Offensive pass interference restrictions begin at the snap.

RULE 7: SCORING PLAYS AND TOUCHBACK

Level 1 Questions

List in the space provided the point values for the following five questions:

Touchdown _____ (core touchdown scored by a woman)

Successful try by team A from the B 3-yard line by running or passing _____

Successful try by team A from the B 10-yard line by running or passing _____

Team B intercepts a try and returns it for a touchdown _____

Safety _____

RULE 8: CONDUCT OF PLAYERS AND OTHERS

Level 1 Questions

- T F Unsportsman-like conduct includes players and nonplayers using profanity, insulting or vulgar language, or gestures (9-3-2) T F B-3 is rushing passer A-1 after the ball is released. While A-1 is still fading back, B-3 contacts her. Ruling: Roughing the passer, 10 yards and automatic 1st down.
- T F A player must be on her feet before, during, and after screen blocking.
- T F The runner may use an arm or hand to protect his flags from being pulled.
- T F Runner places the ball in possession over the flag belt while B-3 is close enough to deflag. Ruling: No flag guard. Only the swinging of the arm or hand is considered flag guarding.
- T F An opponent may not obstruct a runner's progress when removing a flag.

RULE 9: ENFORCEMENT OF PENALTIES

Level 1 Questions

Summary of fouls and penalties:

LOD: Loss of down

AFD: Automatic 1st down

DQ: Player disqualification

Spot: Spot of interference or foul

Please indicate the yardage penalty plus any other associated penalty with the infraction.

_____ False start

_____ Illegal contact

_____ Illegal forward pass by A

- _____ Offensive pass interference
- _____ Defensive pass interference
- _____ Roughing the passer
- _____ Intentional tampering with the flag belt in order to gain an advantage by team A
- _____ Guarding the flag belt
- _____ Player receiving snap less than 2 yards behind scrimmage line
- _____ Intentional throwing backward pass or fumble out of bounds
- _____ Intentional kicking or swinging at an opponent
- _____ Intentional contacting an official

ATTACHMENT #11

INTRAMURAL SPORTS
PARTICIPANT SURVEY
2009

Participant Information

SEX (Circle One):	Male	Female		
Team Captain:	Yes	No		
Age (circle one):	Under 21	21-25	26+	
Class Standing:	Frsh	Soph	JR	Senior
Ethnicity (circle one):	White	Asian	African American	
	Foreign National		Hispanic	
	Filipino	Native American		

SPORT: Flag Football
Directions

Please place a circle around the number that best represents **your expectations** about the corresponding component of our Intramural Flag Football League: 1 - 5 (1 being "Terrible" and 5 being "Excellent")

	<u>Terrible</u>	<u>Below Average</u>	<u>Average</u>	<u>Above Average</u>	<u>Excellent</u>
Administrations					
The Sign-Up Process	1	2	3	4	5
The Captains Meeting	1	2	3	4	5
The Playoff's Captains Meeting	1	2	3	4	5
Officiating					
Official's Professionalism	1	2	3	4	5
Official's Judgment	1	2	3	4	5
Official's Hustle	1	2	3	4	5
League Structure					
6 games & 2 byes	1	2	3	4	5

Everyone makes playoffs	1	2	3	4	5
NFC vs. AFC	1	2	3	4	5

The Fun Factor					
League Leaders	1	2	3	4	5
Standings	1	2	3	4	5
Pool Play Posting (Gym Wall)	1	2	3	4	5

(SEE REVERSE SIDE)

PLEASE CIRCLE A NUMBER, GIVING A RANK TO THE FOLLOWING QUESTION, BETWEEN ONE (1=NONE) AND FIVE (5= A LOT):

IMPACT QUESTIONS

1) Has participating in the Rec Sports Activity (Intramural Flag Football) helped you improve in any of the following areas?:
Self Confidence, Stress Relief, Getting Along With Diverse Groups of People, Social Life, Team Building, Happiness?

Answer: 1 2 3 4 5

2) Has participation in the Rec Sports activity helped improve any of the following for you?
Overall college satisfaction, connection to Sac State, happiness with college experience?

Answer: 1 2 3 4 5

3) Does Participation in Rec Sports contribute to your success in the classroom in any way?

Answer: 1 2 3 4 5

4) Please provide any additional comments to help us improve our program. Thank you.
Comments:

ATTACHMENT #12

ASSESSMENT OF 51 INTRAMURAL PARTICIPANTS FOR FLAG FOOTBALL 2009

ALL SCORES ARE OUT OF 5.000

Demographics

100%	Male
0%	Female
78%	Not Captains
22%	Captains
62%	Under 21
38%	21-25
0%	Plus 26
38%	Freshman
26%	Junior
24%	Senior
20%	Sophomore
61%	White
16%	Hispanic
14%	African American
8%	Filipino
2%	Foreign National
0%	Asian
0%	Native American

Mean

1	NFC V AFC	earned	4.596
2	Personal Stats	earned	4.500
3	Power Rankings	earned	4.481
4	All-star Game (Pro Bowl)	earned	4.373
5	Everyone Makes Playoffs	earned	4.327
6	Officials' Hustle	earned	4.154
7	Sign-Up Process	earned	4.135
8	Captains Meeting	earned	4.104
9	Playoff Captains Meeting	earned	4.085
10	6gms2bye	earned	4.019
11	Officials' Professionalism	earned	4.000
12	Officials' Judgment	earned	3.731

IMPACT QUESTIONS

Has participating in the Rec Sports Activity (Intramural Flag Football) helped you improve in any of the following areas?: Self Confidence, Stress Relief, Getting Along With Diverse Groups of People, Social Life, Team Building, Happiness?	4.171
---	-------

Has participation in the Rec Sports activity helped improve any of the following for you? Overall college satisfaction, connection to Sac State, happiness with college experience?	4.195
--	-------

Does Participation in Rec Sports contribute to your success in the classroom in any way?	3.488
--	-------

Comments

"Fun"

"Need to add sacs to stats"

"I love Garrett"

"EB for President"

"It was fun."

"I had fun overall."

"All around good program. Some flags like not letting blockers move should be revised."

"Thanks"

"*Made me look forward to something. *Stayed active. *Felt happy. *Met more people. "

"More Games! I would pay extra for more games!"

"We need cheerleaders!"

"Cheerleaders!"

"No byes."

"Was awesome!"

"Garrett McGhehey needs a raise. He works HARD!"

"It was good."

"More freedom for Linemen."

Attachment # 13

2009/2010 Intramural Participants Survey Results - Impact Questions (based on a 1 - 5 scale)

Impact Questions	Flag Football	3-on-3 Basketball	5-on-5 Basketball	Outdoor Soccer	Volleyball	AVERAGE
1	4.2	3.8	4.2	4	3.5	3.94
2	4.2	4.1	4.4	4.3	4	4.2
3	3.5	2.8	2.8	2.7	2.9	2.94

**Total
Average**

3.693333

ATTACHMENT #13

JP's White Whistle By Sean Basso

Official #1 hereinafter referred to as "JP" had never worn stripes. He had never blown a Fox-40 Classic Whistle, the official whistle of the NBA, NFL, and Sacramento State Intramurals. JP was a baseball umpire. He enrolled at Sac State as a Communications Major in Fall 2009 and was hired by our intramural department in early September after showing tremendous enthusiasm for sports.

At the beginning of each official's training clinic, brand new, sparkling white Fox-40 whistles on the front table, individually laid out on a green-felt cloth with "Sacramento State" printed in gold writing. With each whistle's white lanyard individually dangling from the edge of the table, all trainees' eyes are at full attention. It is explained to the eager attendees that a white whistle will be given to the most deserving, talented official in the group and that whistle comes with certain high expectations. The white whistle represents both exceptional skills in officiating, modeling professionalism and superior customer service. The white whistle is a symbol of excellence for our intramural program. While the participants, or customers, are unaware of what the white whistle represents, everyone in the department understands the significance. They are informed that six white whistles will be awarded upon the conclusion of the officials' training clinic, but challenge everyone to earn one as the season progresses. Training then proceeds; the whistles remain enticingly on the front table for the next three days.

At the conclusion of training, the Coordinator for Intramurals makes it a point to sit down with each official and discuss their progress, one-on-one. It is during this evaluation when white or black whistle's are issued. When JP walked into the classroom following a particularly grueling 3-on-3 basketball training, there was not a white whistle waiting. Following a lengthy discussion regarding his training, he was issued his Certificate of Completion, and handed him a standard black Fox-40 whistle. He looked as if someone had stolen his puppy. He was told to continue to work hard and anything was possible. He looked the coordinator in the eye and stated, "I'm gonna get a White Whistle this semester. I *will* earn it!"

Midway through the 3-on-3 Basketball season, a difficult situation was encountered. One of our best basketball officials, a white whistle, had experienced car problems before work and was unable to make it to the gym. JP was the one to bring it to my immediate attention. He came to me and said, "Hey boss, you know Dale didn't show up tonight. He couldn't get his car to start. Can I do his games? I really want a challenge." The situation was outlined, two of the top teams were playing that night, but he insisted he was ready and he officiated the games. JP officiated like a pro, exemplifying game management, proper mechanics, play calling, preventative officiating, and a high level of professionalism.

The following Thursday a in-service meeting for the Intramural Staff was held. Prior to the meeting, the intramural student supervisors and staff unanimously agreed that JP had earned a white whistle and that he would be presented one at the in-service meeting. When the time came, the Intramural coordinator announced the decision, stating "for his dedication, willingness to step up, and superior talent in officiating 3-on-3 basketball, JP has earned the honor of the white whistle." He approached the podium to applause from his peers, classmates, and co-workers. He had accomplished his goal and it had changed his life.

The following semester, JP informed his supervisor that he had changed his major and was now committed to working in the field of Campus Recreation as a Graduate Assistant, after graduating in Spring 2011. He said he had always loved sports and that after a year of working for Intramurals, he knew what he wanted to do after college. JP attended the NIRSA National

Conference this year in Anaheim, CA, paying for 100% of the cost himself. In late spring he was promoted to a Program Supervisor for Intramural Sports, one of three that will be working in The WELL.

The following is a personal account about JP's views on the White Whistle honor:

The white whistle to some is considered to be just another whistle, but to others is synonymous with opportunity. To be given the chance to be a white whistle, officials must perform at a level of professionalism above all others. Potential white whistles show that they are fully dedicated to the success of the intramural program. While some officials may work to maintain the level the program is at, white whistles work a little harder each day to improve the image of Sacramento State Intramurals. When an official is seeking a white whistle, it is apparent that the position is a privilege and not a right. After performing the duty for a semester, I am grateful to have had the opportunity and have taken a lot from the experience. The position comes with many more decisions than that of an official; therefore I learned to take on responsibilities I had not previously experienced. As a student seeking a Graduate Assistantship and a Masters Degree in Sports Management, I feel the opportunity was extremely beneficial to my future endeavors.

-JP

Questions regarding the programs and outcomes delineated in this section should be addressed to Leslie Davis, Executive Director, University Union and the WELL (916) 278-6745. leslied@csus.edu