Captains/Managers

Each team entering a recreation/intramural activity must have a captain/manager. The captain/manager is the official liaison between the team and the Department of Athletics, Recreation and Intramural Sports. The captain/manager is also the person to whom communication/correspondence will be directed. The captain/manager must be listed as a member of the team on the roster and list two forms of contact. Specific responsibilities of the captain include:

A. Attending, (or sending another team member), to any scheduled captain’s/managers meeting.
B. Notify team members of rules, playing schedules and changes, eligibility policies and ensuring that the team is in compliance.
C. Representing the team in the case of protest.
D. Serving as a leader at contest by communicating with officials and supervisors and promoting fair play by helping to create a positive atmosphere.
E. Encouraging their team’s players to prevent their fans from abusing the officials and to help the officials control the fans so that the game is not disrupted. If the fans get out of control, the officials will issue team captains/managers a warning. If the captain/manager does not gain control of the crowd, a penalty will be assessed on that team.
F. Promote good sportsmanship and fair play.
G. Inform all members of his/her team of the proper process if a team member is ejected from a recreation and intramural event or game.