



***UNIVERSITY
RECREATION***

2017-2018
Intramural Sports
Policies and Procedures

ELIGIBILITY

Students

All students currently enrolled at The University of Texas at Dallas (UTD) will be eligible to enter any sport promoted and administered by the Intramural Sports program as provided by the following rules. A regularly enrolled student may be defined as follows:

- Undergraduate: anyone who has not received a Baccalaureate degree and is currently enrolled in at least one UTD course.
- Graduate: a student who has received a Baccalaureate degree from any college or university and is currently enrolled in at least one UTD course.
- All student participants are expected to remain enrolled; leaving school or dropping out of classes for any reason, will result in the loss of the privilege of participation.
- Alumni and spouses are not allowed to participate in intramural sports.

Faculty/Staff

- All faculty members of UTD are eligible to participate.
- All University staff members are eligible to participate. Staff is defined as any person who is working consistently (20 hours per week or more) at the University and is benefit eligible.
- Employees of University contractors are not eligible to participate.

Club Sport

- A club sport member is defined as any student that is currently listed on the roster of a club sport that is recognized by UTD Club Sports Program as a “competitive” club. Recreational clubs (do not compete against other university club teams) do not have limitations on intramural participation.
- No intramural team shall have more than 2 club sport members listed on the roster in the same or related intramural sport.
- A club sport member will be listed on the club roster for an entire academic year unless he/she is dismissed from the team for the remainder of the season. Club sport participants may not drop out and re-enroll with their club in order to participate in a similar/related intramural sport.
- Sport club participation is determined by the Assistant Director of Competitive Sports.

Intercollegiate

- Students who have participated in the current academic year or are currently on an intercollegiate team from any 2-year or 4-year institution are NOT eligible for intramural participation in that sport or its related intramural sport during the same academic year.
- A student who has been an intercollegiate participant in a previous year is eligible for intramural participation in the same sport or a related intramural sport one academic year following the end of the semester of his/her season as an intercollegiate participant.
- Any player whose name appears on the athletic roster for more than 3 weeks or after the first intercollegiate game in that sport shall be considered as being on the roster for that academic year.
- Members of a varsity team, who are declared ineligible for academic reasons, redshirts, rule violations, etc. are ineligible to participate in that sport or its related sport.

- Individuals who are practicing, working out, or trying out for a varsity team are ineligible to participate in that sport until they stop participating with the team.
- Members of a “scout” team are eligible to participate in related Intramural activities, given that no NCAA infractions exist.
- Intercollegiate participation is determined by a representative from the Athletic Department (i.e., varsity coach, Compliance Officer).
- Any person who is dropped or has retired from an intercollegiate or sports club team other than for reasons of being red-shirted or scholastic ineligibility may become eligible for intramural competition only by petitioning the Assistant Director of Intramurals.

Professional

- Any person who has established oneself as a professional in any sport will be ineligible in that or any related sport.
- A professional is defined as someone who receives monetary or product compensation, no matter the level of play. Individuals interested in Intramural participation have the opportunity to make an appeal with the Assistant Director for eligibility on a case-by-case basis.

Team Rosters

- It is the responsibility of each player and/or team captain to maintain a current and correct roster.
- Rosters must be updated online prior to a player participating with an intramural team.
- Individuals must register with IMLeagues.com, join their team, agree to the Intramural Program waiver, and present a valid ID on-site in order to participate.
- **Leagues:** Players can be added to a team, but it must be prior to the start of the **third week of the season. The deadline is established at 5:00pm the Monday of the third week of games.**
- **Tournaments:** Players can be added to a team, but it must be prior to the first game of play.
- **Once a player has played for Team A, he/she may not play for Team B in the same division (except in the case of men/women’s team and a corec team at the same time).**
- If it is found that Player A played on more than one team within the same division (Men’s, for instance), the second team that individual participated on will automatically forfeit any and all games the player in question participated in. The player shall also be suspended for at least 1 game.
- Opposing teams are encouraged to file any and all eligibility protests as soon as an infraction is realized so that the team/player in question can be notified as soon as possible.

Free Agents

- The Intramural staff does not place individuals on a specific team; however, we do provide a service called the “Free Agency List.” The “Free Agency List” is designed to aid those interested in participating in a particular sport that are lacking a partner or team with which to play. Individuals who want to be added to the “Free Agency List” can contact the Intramural Sports office and add their name and information to the list.
- On IMLeagues.com, participants can register as a free agent in as many divisions within a league as they would like. Free agents are visible to all members of the site and can request to join teams, or post information about themselves in case teams are interested in adding additional players.
- Other options available for participation are to:

- View the list of eligible free agents for each sport on IMLeagues.com and contact them directly to form your own team.
- Attend a captain's meeting to meet team captains and advertise yourself as a free agent to teams looking for players.
- Show up at the venue during the regular season and ask to join any team you are eligible for.

ID Policy

- Each participant must present his or her current, valid Comet Card prior to each game/match of participation in all IM sports and events. Intramural Sports staff may conduct random in-game identification checks. Therefore, each participant shall be able to present his/her Comet Card at the game site upon request. Participants may also be required to supply additional identifiable information (class schedule, Driver's License, etc.) in order to verify their identity for participation in an intramural game or event. If it is determined that the given information or Comet Card is invalid, the game may be forfeited for use of an ineligible player.

Forgotten ID Policy

- In the event that a participant is unable to present his or her Comet Card at the game site for check-in, the participant may be permitted to sign-in by providing additional identifiable information (picture ID, class schedule, etc.). Each intramural participant, regardless of sport, will be allowed one such instance (of forgetting his/her Comet Card) per academic year. The participant's signature on a form acknowledging this policy and verifying the information supplied may also be required. An academic year ends at the conclusion of the spring semester for the purposes of this policy.

Fraudulent Use of an ID

- Participants attempting to register or sign-in for a contest using a different person's Comet Card for identification will be barred from participating in the contest. The Comet Card will also be confiscated by the Intramural Sports staff and will be available for collection by the student pictured on the card during normal business hours in the IM Sports Office (Activity Center). Both the participant attempting to use such card and the actual student pictured on the card will face an indefinite suspension from all intramural activities and must schedule a meeting with the Assistant Director.

REGISTRATION

- Each intramural sport has a registration time frame (usually 2 weeks) during which participants may sign up. It is the responsibility of each team or individual to stay informed of these important dates.
- Registration for the 2017-2018 year will occur through IMLeagues.com. All entries must be submitted online. Once entries have been submitted online, team payments must be made in accordance with the preference of the Assistant Director of Intramural Sports. Teams/individuals that fail to submit payment within the allotted time may be dropped from competition.
- There may be a Captain's Meeting. These meetings are very important and cover rules, format, and other procedures that are vital to the success of the league. ANYONE can represent your team!

- Teams that fail to have a representative at the Captain's Meeting:
 - Will not be eligible for playoffs
 - Are responsible for reviewing the rules in the sport in which the meeting was missed
 - May be dropped from competition
 - May have their forfeit fee automatically deposited

SCHEDULING

- Instant scheduling will be used for ALL major sports (flag football, volleyball, basketball, and soccer). Leagues are filled on a first-come, first-serve basis; teams are NOT guaranteed their top league preference. When all leagues are filled, a waiting list will be utilized.
- Schedules will be posted online. The schedule is final. See "forfeits/defaults" for situations in which your team cannot make their regularly scheduled games. Only in cases of unforeseen extreme emergencies will games be re-scheduled. It is the responsibility of the team to check for schedules, rules, policies, etc.
- Teams are scheduled for a minimum four games during regular season play. Rainouts, forfeits, and other atypical situations may not result in rescheduling of games.

PLAYOFF ELIGIBILITY

- For intramural activities that have a postseason, only the top two (2) teams in each division will advance. However, the following items will disqualify a team automatically regardless of record:
 - Was issued one or more forfeits
 - Has a sportsmanship rating of lower than 3.0 out of 4.0.
 - Did not have a team representative present at the mandatory Captain's Meeting.
- **If a team/individual forfeits once during the regular season, they may regain playoff eligibility with a one-time, playoff reinstatement payment of \$30. This payment must be made before 5:00pm on the following business day.**
- Individual playoff schedules will be available online at 1:00pm the day after all regular season matches have been played. During playoffs, teams must be available to play any day, at any time.
- Playoff seeding and tiebreakers are determined as follows:
 - (1) win-loss record
 - (2) sportsmanship rating
 - (3) head-to-head winner
 - (4) defensive points allowed
 - (5) coin flip

TEAM CAPTAIN'S RESPONSIBILITIES

Each team, student organization, or other group that will be participating in Intramurals should elect or appoint a team captain or manager. Team captains and organizations need to be aware of deadlines and policy changes so that team members have correct and updated information. Your captain/manager is responsible for:

1. Being familiar with all Intramural policies, including eligibility rules, registration processes, collecting fees, etc. and distributing this information to the team.
2. Registering their team online through IMLeagues.com prior to the deadline.
3. Being fiscally responsible for paying the forfeit fee when it is due.

4. Promoting good sportsmanship and behavior of team players, coaches, and fans before, during, and after competition.
5. Securing a league schedule and notifying teammates of scheduled games or events.
6. Verifying all players on the roster for eligibility and completing any roster changes.
7. Being the team's spokesperson during contests.
8. Team representation at mandatory Captain's Meetings.
9. Signing and verifying the score sheet after each contest.

FORFEITS/DEFAULTS

Forfeits: Game-time is forfeit time. Teams must be signed in and ready to play at game time. A forfeit is recorded as a loss and results in a sportsmanship rating of "0." The first forfeit will result in a loss of the forfeit fee and the second forfeit will result in the team being dropped from that league.

- If a team/individual forfeits once during the regular season, they may regain playoff eligibility with a one-time, playoff reinstatement payment of \$40. This payment must be made before 5:00pm on the following business day.

Defaults: Due to the busy schedules of most students, there will be times when a team or individual will not be able to make their scheduled game. In this instance, the team or individual may communicate to the Intramural Sports office via email or phone that they will not be present. This must be done by 5:00pm on the day of the scheduled game to allow enough time to call the opposing team or individual and to make any other personnel changes that may result. In the event of a default, the team or individual will:

- Receive a loss
- Not be assigned any sportsmanship rating
- Still be eligible for playoffs
- Be eligible to get their forfeit fee returned.

*More than 2 defaults = 1 forfeit.

RAINOUPS

Games that are rained out are NOT guaranteed to be rescheduled, but may be rescheduled at the discretion of the Assistant Director of Competitive Sports. In the event a game cannot be rescheduled, each team will receive a win for the scheduled contest. In case of inclement weather, messages will be sent out from administration through email and text via IMLeagues and announcements will be shared on University Recreation social media handles @utdurec for Instagram, Facebook, and Twitter.

ALCOHOL & TOBACCO POLICY

Absolutely no alcohol or tobacco is allowed in the intramural playing areas. If either is present, the contest will not be played and will be considered a forfeit. This policy includes spectators. The supervisor and/or officials have the authority and responsibility to make decisions regarding students who are not permitted to play. University Police may be notified.

PROTESTS

Protests may be lodged based on rule discrepancies or rule interpretations involving Intramural Staff. Protests based on an official's judgment call are not valid and will not be accepted.

Steps to be followed when filing a protest:

- Request a stoppage in play immediately after the play in question, and try to resolve the situation using the Team Captains and the Officials. If the captain does not immediately notify the official of his/her intent to protest, he/she waives all rights to protest on that call.
- If a discrepancy still exists after the official ruling is made, the Team Captain must immediately ask for and notify a Supervisor verbally, that the remainder of the game will be played under protest. The Supervisor will attempt to resolve the complaint.
- If the Supervisor cannot settle the dispute, the game Officials will note the time, score, and circumstances and play will continue.
- At the end of the contest, the protesting team's Captain must complete and turn in a written protest form that night, in conjunction with an Intramural Supervisor. The completed form will be turned in to the office by the Supervisor along with game results. If a protest occurs during a playoff game when the winning team is scheduled to play again that night, a final decision will be reached before the succeeding game begins.
- Protests involving player eligibility will be accepted in the Intramural Office during the next business day after an event. Protests will be ruled on by the Intramural Office staff as quickly and fairly as possible. Both Team Captains will be contacted regarding a final decision.

SPORTSMANSHIP - ***Participation is a privilege, not a right!***

The Sportsmanship Rating System

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are imperative to controlling team conduct.

Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players, spectators, or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines.

Rating Method

Each team in each contest shall be rated by the officials. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the scoresheet.

In all cases, IM supervisors and the Intramural Sports administrative staff may provide input which may raise or lower the rating. Supervisors may amend any rating for inappropriate conduct by a team or its spectators before, during, or after a contest. Intramural Sports administrative staff members may amend a rating at any time for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting. The Intramural Sports administrative staff reserves the right to review any rating given to a team.

At the end of each contest, it is the team captain's responsibility to sign and verify the score sheet and check their sportsmanship rating. If the captain does not agree with their sportsmanship rating, they may protest the rating to the Assistant Director of Competitive Sports by filling out a protest form (available from on-site supervisors). This must be done within 10 minutes upon the completion of the contest; teams who do not protest within the allotted time forfeit all rights to protest their sportsmanship rating.

Rating Factors

The following actions and behaviors by team members, spectators, and/or team followers can have a **positive** effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperate by providing any information requested by an IM official/staff.
- 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.
- Respect is shown for UTD University Recreation facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a **negative** effect on a team's sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams/spectators may also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk).
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

- Physical abuse by participants/spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any UTD Intramural Sports or University Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals/teams played after the consumption of alcohol/drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any UTD or UTD University Recreation facilities including failure to remove trash from the field or court following a game or match.

Rating Scale

Team sportsmanship is graded following each contest according to the following scale and criteria:

4 points (A): Excellent Sportsmanship

- Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

3 points (B): Acceptable Sportsmanship

- Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

2 points (C): Sportsmanship Needs Improvement

- Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "C" rating.

1 point (D): Unacceptable Sportsmanship

- Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis.
- Teams which receive a second unacceptable rating ("D") in the same sport or activity are subject to immediate dismissal from league or tournament play.

0 points (F): Season Ending Rating

- The following actions can result in an "F" sportsmanship rating:
 - Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).
 - Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.
 - Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.
 - Team fails to cooperate / comply with intramural sports administrative staff / University officials while performing their duties; falsely represents or withholds any requested information.
- Teams which receive an "F" rating are subject to immediate dismissal from league or tournament play.

Special Game Situations

A team winning a game by default or forfeit with no game play occurring will receive 4 points (A rating),

unless special circumstances dictate otherwise. A team that wins a game by forfeit after the game has started and game play has occurred shall receive a rating based on their sportsmanship in the game play up to the time of the forfeit.

A team losing by default will receive no team sportsmanship rating for the game. However, a team losing by forfeit will receive 0 points (F rating).

Teams receiving an unacceptable (D, 1 point) or lower sportsmanship rating in a weekend tournament will be eliminated from further competition regardless of the contest's outcome.

Team Sportsmanship & Playoff Eligibility

A team must have a B (3.0) average or better sportsmanship rating during regular season league games to be eligible for the playoffs.

Playoff Tournament Sportsmanship

A team must maintain its B (3.0) average or better sportsmanship rating during the playoffs. The average will include regular season and playoff games.

A winning team which receives a C or D sportsmanship rating in a playoff game is subject to dismissal from further tournament play and should be prepared to petition the Intramural Sports office on the next business day to remain in the tournament. If the team is allowed to advance, it must receive an A or B sportsmanship rating (3.0 points or higher) in all remaining playoff games.

Any team which receives an F sportsmanship rating during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

A losing team which receives a D or F sportsmanship rating in their final playoff game is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

Ejected or Suspended Participants

A. Ejections

- A player, spectator, or other visitor may be ejected by game officials or other Intramural Sports personnel for any conduct deemed unsportsmanlike or for not staying within the spirit of the rules. An ejected person is immediately ineligible for ALL intramural sports and activities, both in the sport of the ejection and all other intramural sports. **EJECTIONS CAN BE ISSUED WITHOUT ANY WARNINGS!**

B. Reinstatement Procedure

- To regain eligibility, the ejected person must complete each of the following:
 - (1) Prepare a written statement detailing the events surrounding the incident and submit it to the Assistant Director of Competitive Sports.
 - (2) Schedule an appointment to meet with the Assistant Director of Competitive Sports to discuss the incident.
 - (3) Attend the scheduled meeting with the Assistant Director.

C. Reinstatement Procedure Timeline

- Steps 1 and 2 of this procedure must be completed within 48 hours of the date of the incident to avoid further automatic penalties as outlined below. If these 2 steps are not completed during the 48-hour grace period, any additional automatic penalties will only be lifted once all 3 steps of the reinstatement procedure are completed.

D. Failure to Complete Reinstatement Procedure

- An ejected person who does not complete the required steps in the reinstatement procedure outlined above remains ineligible for all Intramural Sports leagues, events, and activities for the remainder of his/her collegiate career. This "lifetime suspension" from all IM activities carries over from academic year to academic year until the ejected person completes the outlined procedure to regain his/her eligibility. The ejected person's name will be removed from the list once the reinstatement procedure is completed.

E. Egregious Incidents

- For incidents deemed egregious, students may be referred to the Dean of Students Office, UTD Police, or Judicial Affairs for further action. For blatant unsportsmanlike incidents that occur within 7 days of the final day of class of the semester, these additional penalties and referrals may be implemented immediately following the ejection, overriding the 48-hour grace period for reinstatement as outlined above.

F. Physical Assaults of Players, Spectators, Game Officials, and Other IM Staff

- Anyone who physically assaults a spectator, player, official, or activity supervisor will be automatically suspended for a minimum period of one year from the date of the incident. The person must petition the Intramural Sports administrative staff for re-admittance into the program. Further, appropriate charges may be filed with Judicial Affairs.

G. Suspensions

- While an ejected player's suspension from intramural sports begins at the time of the ejection, any official suspension for the ejected person's actions with respect to the particular incident does not begin until issued during the ejected person's meeting with the Assistant Director.

H. Appeals

- Any appeal of an Intramural Sports suspension shall be first heard by the Associate Director of Programs. Such an appeal must be received, in writing in the University Recreation Office, within 24 hours of the Assistant Director's decision. Intramural Sports or University Recreation suspensions shall not be lifted or postponed during the appeal process, but may be reduced following the decision regarding the appeal. No previous intramural games or matches will be replayed as a result of an upheld appeal. Conversely, the Associate Director may decide to levy a penalty that is greater than that originally imposed by the Intramural Sports administrative staff. Intramural Sports and University Recreation staff may consult with the Dean of Students Office, UTD Police, and other University personnel during any part of the decision-making process.

Participant Suspensions

Any person ejected from a game or game site must leave the game site immediately and will be suspended from participating in any intramural competition. Length of suspension will depend on the severity of the action that resulted in the ejection.

A. Physical Contact with Intramural Sports Staff Member

- Player or spectator makes physical contact in a threatening manner (battery) toward an official or supervisor. INDEFINITE SUSPENSION. Minimum of one semester, effective immediately. Further, appropriate charges may be filed with Judicial Affairs and Dean of Students Office.

B. Physical Contact with another Player

- Player strikes another player. INDEFINITE SUSPENSION. Minimum of rest of season, effective immediately. Further, appropriate charges may be filed with Judicial Affairs and Dean of Students Office.

C. Leaving the Bench Area to Participate in an Altercation

- Team members and/or spectators who leave benches/viewing area to participate in any isolated altercation. INDEFINITE SUSPENSION. Minimum of one game, effective immediately.

D. Threatening Behavior toward a Staff Member, Opponent, or Patron

- Threatening behavior (verbal or physical) toward an official/supervisor/participant. INDEFINITE SUSPENSION. Effective immediately.

E. Verbal Abuse of a Staff Member, Opponent, or Patron

- Player verbally abuses an official/supervisor/participant. INDEFINITE SUSPENSION. Effective immediately.

F. Violation of Eligibility Standards

- Individual playing on more than one team in any intramural activity and/or in violation of established eligibility rules. INDEFINITE SUSPENSION. Effective immediately.

G. Use of an Assumed Name or Other Fraudulent Act

- Fraudulent acts shall be defined as misrepresentation of a score, playing while ineligible or under suspension, using another person's ID, or allowing an individual to use your ID for intramural competition. Should a participant, team captain, chairperson or other associate be guilty or responsible for the use of an assumed name or fraudulent act, he/she will face an indefinite suspension from all intramural activities and must apply for reinstatement to Intramural Sports.

Team & Organization Sportsmanship Violations

Independent teams and organizations may be placed on probation for major sportsmanship violations by their members, such as using ineligible players; threatening actions towards opponents, officials or supervisors; or fans entering the playing area. Probationary status may last up to one calendar year. Upon the second major violation within any one calendar year, the organization may be immediately suspended from all intramural activities for one year.

INTRAMURAL FEES

Most of the intramural sports have a **forfeit deposit** that is required for a team or individual in order to complete registration. These small fees (no higher than \$25 per team) are not in place to generate revenue, but rather to reduce the number of forfeits. If a team attends the captain's meeting and does not forfeit throughout the season, including playoffs, the fee will not be charged.

Teams have two options for fulfilling their deposit:

1. By check, made out to University Recreation. After the season, a team has 10 days to pick up their check, otherwise it will be shredded.
2. Comet Card – At the captains meeting staff will collect Comet Card information and consent to charge the card should the team forfeit. A charge will then be sent to the Bursar's office for the captain or representative to fulfill. Teams that do not forfeit will have their information permanently deleted following the last day of the season.

ASSUMPTION OF RISK

Individuals are encouraged to have a physical examination and obtain adequate health and accident insurance **PRIOR TO PARTICIPATION** in University Recreation activities. Individuals who participate in University Recreation will be doing so at their own risk. Participation in any University Recreation activity is voluntary. UTD is not responsible for any injury that may occur to individuals participating in any University Recreation activity.

TEAM NAMES & UNIFORMS

Intramural Sports reserves the right to prohibit or modify team names including but not limited to names deemed to be in poor taste, derogatory, profane or sexually explicit in nature. Please use proper judgment when selecting names and uniform artwork. If you are unsure if a team name will be accepted, contact Intramural Sports and speak with a representative.

Team uniforms must be the same color and must include numbers on either the front or back. If teams are unable to provide their own uniforms, Intramural Sports has pennies available for use.

EMPLOYMENT OPPORTUNITIES

Being an **Intramural official** is hard work, but the rewards are fantastic! Reasons to give it a shot include flexible hours, free training, good pay, great exercise, meet new people, and travel opportunities (based on experience).

CHAMPION APPAREL

Intramural champion t-shirts (or other award given by Intramural Sports) are awarded to winning team members and individual/dual champions throughout the school year. Individual participants on a winning team will receive an Intramural champion t-shirt if they played in at least one game and did not commit multiple unsportsmanlike behavior misconduct violations.

***** Intramural Sports reserves the right to amend any policy without prior notice. Any policy not mentioned herein is left to the discretion of the Assistant Director of Intramural Sports*****