



TEXAS TECH UNIVERSITY
University Recreation™

Intramural Sports: Policies, Rules and Regulations

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The Sport Programs Staff of the Department of University Recreation shall have the general responsibility to administer the Intramural Sports Program and the power to make decisions on any point not specifically covered within these policies and regulations, or in the rules of a sport. All decisions made by the Sport Programs Staff are final.

Please note that changes from last year's handbook appear with a **yellow highlight throughout this handbook.*

Program Overview

The Intramural Sports Program offers a variety of sports and activities to the campus community. Eligible participants are encouraged to participate in these activities. There are no restrictions on the number of activities a person may become involved in. Participants should gauge their participation to their interests, time available and personal situation. Individuals and teams participating in the intramural program at Texas Tech University imply their acceptance of the rules, regulations and interpretations governing intramural play. To participate in the Intramural Sports Program, **all intramural participants must present a physical photo-identification prior to participation.**

There are three broad categories of participation, each serving a different interest area or recreational purpose. Eligible participants may participate across all three categories.

Classic Series

Events in this series are generally what some students see as classic intramurals. These are team sport activities that have a regular season followed by a single elimination playoff. Generally, these events are officiated by student officials. Seasons followed by championship playoffs is the general format for the Classic Series. Eligible participants may play on multiple teams and teams may pick up players on the fields or courts to ensure that games are played. Participants may be added to team rosters until a determined date or round in the playoffs.

Modern Series

Events in this series offer participants a chance to engage in sports and activities that they enjoy. Sports in the Modern Series offer an extended season for maximum participation. There are generally no playoffs involved. Sports and activities are self-officiated. Eligible participants may play on multiple teams and teams may pick up players on the fields or courts to ensure that games are played. The focus of the Modern Series is for participants to get an opportunity to participate, not to try to determine an eventual champion.

Flash Series

Events in the Flash Series are generally events that happen quickly and are not a long-term time commitment, hence the "flash" designation. These events are typically one- or two-day events, that may either be tournament style or drop-in open participation. When looking at Flash Series events participants should note the dates for the event. If a participant is not available on those dates, they should not enter that event. The Flash Series is designed for participants who wish to have a short-term option for play.

Participant Safety and Injuries

Risk Statement

The Texas Tech University Recreation Department strives to conduct all activities in the most prudent manner possible. However, due to the inherent risk of accident or injury in any activity, it is the responsibility of each participant to be aware that there are assumed risks involved in participation. While there are certain items that are prohibited in specific sports or activities, it is up to the participant to assume the liability and risk of wearing any jewelry that is not outlined as prohibited in the activity they are participating in.

Injuries

Participants are reminded that their participation is entirely voluntary. The intramural staff assumes no responsibility for injuries received during intramural activities. Any participant receiving injuries during intramural activities will receive first aid treatment as available.

When a participant is bleeding, has an open wound, or has blood on his or her uniform, the player will be directed to leave the game. The injured player may not return to the game until the bleeding has stopped, the open wound covered, and/or the bloody uniform is changed. The game may continue play without the injured player at the discretion of the Sports Program Staff.

Insurance

Texas Tech offers various insurance programs for the protection of students. It is advised that all intramural participants have insurance coverage. Information on student insurance packages may be obtained by contacting <https://ttu.myahpcare.com/> or calling Student Health Services at 806-743-2848.

Inclement Weather

In the event of inclement weather, the Sport Programs Staff will decide on the suspension of games. All information concerning cancellations due to inclement weather will be communicated through the messaging system on IMLeagues.com before the events for that day occur. If the games are in progress, and then suspended, the staff will notify teams or individuals that their games will not be played. Teams and individuals should then leave the area and seek shelter. Instances of inclement weather include lightning in the area, severe storms in the area, or imminent threat of severe weather. University Recreation staff will not transport any individual.

If more than 50% of a game has been completed prior to being stopped due to inclement weather, the game is considered final and the score at the time of stoppage will be recorded as the final score. If less than 50% of a game has been completed prior to being stopped due to inclement weather, every effort will be made to reschedule games. If a reschedule is possible, the game may be played on a different day or time than originally scheduled.

Conduct

All participants are expected to play according to the rules of The Department of University Recreation, the intramural rules, and Texas Tech University Regulations. The Sport Programs Staff reserves the right to penalize individuals or teams for violation of these rules. Participants who choose to follow unsportsmanlike practices, whether directed toward an opponent or staff member may be ejected from that contest. The ejection may be administered by a contest official, a contest supervisor, or any University Recreation Staff.

All interactions with Intramural Sports Student Officials should be appropriate and professional before, during, and after the game. This includes but is not limited to written, verbal, or electronic interactions at or away from the playing facility.

Examples of unsportsmanlike conduct which may result in ejection include presenting false identification, verbal abuse, excessive technical fouls, flagrant actions toward an opponent, flagrant actions toward an official or staff member, and fighting or inciting a fight. Alcohol use and possession is a direct violation of the University Recreation policies and Code of Student Conduct (part. IX. Sec. b). Sport Programs also reserves the right to refuse participation to any player that is suspected of being under the influence of alcohol and/or drugs.

Any participant's case may be reviewed by the University Recreation Professional Staff and/or be referred to the Office of Student Conduct.

Sportsmanship

Team Sportsmanship Rating System

To promote good sportsmanship, Sport Programs has adopted a sportsmanship policy. All Intramural participants will be prompted to "accept" a sportsmanship waiver prior to registering a team or joining a team on IMLeagues.com. It is the responsibility of the team and players to make sure the game atmosphere is friendly and fun to both staff and fellow participants. The sportsmanship rating will be determined by game officials or area supervisors and will include behavior before, during and after each contest. Each team will earn a letter grade after each game. A penalty

indicator will be displayed during contests to warn and/or eject individuals, teams, or spectators. Ejections occur when an individual earns 2 minor infractions or 1 major infraction.

Minor infractions include, but are not limited to:

- Verbal and non-verbal dissent towards officials
- Taunting opponents or staff
- Actions detrimental to the spirit of the game
- Unnecessary contact with opponent

Major infractions include, but are not limited to:

- Excessive verbal and non-verbal dissent towards officials
- Threats towards staff or opponents
- Fighting
- Second minor infraction on the same player

Sportsmanship ratings will be based on the following criteria

A = Excellent conduct and sportsmanship. Players cooperate with officials and team members. The captain calmly converses with officials and has full control of his/her team. Teams that win by a “not ready to play” Forfeit will earn an ‘A’ rating. **(4 points)**

B = Acceptable conduct and sportsmanship. Team members show minor dissent that may or may not merit a warning. Team captain exhibits some control over his/her team. Teams that earn 1 minor infraction will receive no higher than a ‘B’ rating and teams that lose by defaulting the contest will earn a ‘B’ rating. **(3 points)**

C = Below average conduct and sportsmanship. Team shows verbal dissent towards officials or opposing team that may or may not merit a warning. Team captain exhibits minor control over his/her team. Teams that earn 2 minor infractions or 1 major infraction will receive no higher than a ‘C’ rating and teams losing by a “not ready to play” forfeit will earn a ‘C’ rating. **(2 points)**

D = Poor conduct and sportsmanship. Team constantly shows dissent. Multiple instances of poor sportsmanship toward officials and/or opposing team or actions that inflames or provokes. Team captain has little control over his/her team. Teams or team members using false identification will receive no higher than a ‘D’ Rating. A team that attempts to check in a player using false identification will be considered to have 2 minor infractions to begin the contest. **(1 point)**

F = Unacceptable conduct and sportsmanship. Teams completely uncooperative. Team captain has no control over team. Any team earning 3 minor infractions, or 2 major infractions will receive an F rating. Any team with players, or spectators, in possession or under the influence of alcohol will receive an F rating. **(0 points)**

Any team receiving an F sportsmanship rating will be suspended from further play and the captain will be required to file a [Petition for Reinstatement](#). In some instances, teams that receive an F rating will be referred to the Office of Student Conduct to review the incident(s) involved.

Post-Season Sportsmanship Requirements

- For a team to be eligible for post-season play they must earn a ‘B’ average or an average of 3 points, per game scheduled, in the regular season. (e.g., For a 3-game season a team must earn 9 points to advance to the playoffs)
- Once in the playoffs teams must receive at least a ‘C’ rating for each game played to advance. **Teams may only receive 1 ‘C’ sportsmanship rating in the playoffs. Additional ratings C or below will result in removal from the playoffs.**
- The sportsmanship rating a team receives may **not** be appealed.

Eligibility

All eligibility information will refer to participants affiliated with Texas Tech University and Texas Tech University Health Sciences Center, Lubbock campuses.

General Eligibility

The following people are eligible to participate in intramural events after purchasing the appropriate University Recreation membership

- Undergraduate Students: Undergraduate students who are enrolled in the University for one (1) or more hours, classes held at the Lubbock campus, are eligible to compete in the intramural sports program. Recent graduates (not enrolled) who purchase a UREC Pass are not eligible.
- Distance Electronic Students: Distance electronic students who are enrolled in the University for one (1) or more hours are eligible to compete in Intramural Sports with a current UREC Membership.
- Graduate Students: Graduate students who are enrolled in the University for one (1) or more hours, classes held at the Lubbock campus, and have paid the UREC fee are eligible to compete in the Intramural Sports Program. Graduate students who have waived fees may become eligible by purchasing a UREC Semester or Annual Use Membership.
- TTU HSC Students: Any TTU HSC student who has paid the current UREC Fee is eligible to compete in any program with the exception of programs held at the West Rec Turf Complex. Students wanting to enroll in programs held at the Turf Complex will have to upgrade their pass to be eligible to play on the West Rec Turf Complex.
- Faculty and Staff Members: Faculty and staff members who purchase a UREC Semester or Annual Use Membership are eligible to compete in the intramural sports program. Staff members = Benefits eligible employees.
- Spouses: Student, faculty and staff spouses who purchase a UREC Semester or Annual Use Membership are eligible to compete in Co-Ed offerings of the intramural sports program.

*Note – Individuals who purchase an Adjunct Membership are not eligible for intramural sports.

Eligibility Restrictions and Expectations

Team Limitations:

Eligible participants may play on multiple teams in any Intramural Sports Series. Teams may pick up players on the fields or courts to ensure that games are played. In the Classic Series and Flash Series, participants may be added to team rosters until a determined date or round in the playoffs. Regular season and playoff schedules will not be amended for players on multiple teams. Players must decide on which team to play for if there is a scheduling conflict.

Assumed Names:

No player may compete in an intramural event under any name other than his or her own. No participant will be allowed to present picture identification other than his or her own. Presenting false identification will be considered the same as using a false name. Players in violation will immediately become ineligible for all intramural activity until reinstated by the Sport Program's Staff. Additionally, the owner of an ID used by another person will also become immediately ineligible until reinstated.

Intercollegiate Athletes and Former Intercollegiate Athletes:

An individual is considered an intercollegiate athlete if they appear on the roster of a NCAA Division 1 (or Bowl Eligible, or FBS) institution. This includes the rosters of the varsity, junior varsity, or reserve teams and any other way they may be listed by the Department of Intercollegiate Athletics at a Division 1 institution (for football an "FBS" institution). Any player whose name appears on the athletic roster after the first intercollegiate game for that sport is considered to be on the roster for the entire academic year. These individuals are ineligible to compete in any related intramural sports for a period equal to the number of years they are considered intercollegiate athletics or a maximum of two years after their final years as an intercollegiate athlete. Individuals who play at institutions below the Division 1 level are not considered to be intercollegiate athletes for intramural sports purposes.

Example: A former D1 soccer player plays for their team in the academic '19 Fall / '20 Spring year. They would have to sit the remainder of the '20 Spring year, and the '20 Fall / '21 Spring academic year and would be then eligible in

the '21 Fall / '22 Spring academic year. If they had played for 2+ years, they would have to sit 2 academic years and would be eligible in '22 Fall / '23 Spring.

An athlete who is an intercollegiate athlete may not participate in the following “related sports” of the intramural sports program. All variations of Men, Women, and Co-Ed sports are included:

1. Intercollegiate Football players may not participate in intramural sports of Flag Football or 4-on-4 Flag Football.
2. Intercollegiate Baseball players may not participate in the intramural sports of Softball or Baseball.
3. Intercollegiate Softball players may not participate in the intramural sports of Softball or Baseball.
4. Intercollegiate Soccer players may not participate in the intramural sports of Soccer or Indoor Soccer.
5. Intercollegiate Swimmers may not participate in intramural Swimming.
6. Intercollegiate Basketball players may not participate in the intramural sports of Basketball, 3-on-3 Basketball, or Low Hoop Basketball.
7. Intercollegiate Track and Field or Cross-Country athletes may not participate in the intramural Track or Cross-Country events.
8. Intercollegiate Volleyball players may not participate in the intramural sports of Volleyball or Sand Volleyball.
9. Intercollegiate athletes in individual sports may not participate in the corresponding intramural derivative sport (e.g., Golf Scramble, Tennis, Team Bowling, etc.)

Any intercollegiate athlete should check with Sport Programs Staff for a ruling concerning any sport not outlined.

Sport Clubs:

No Intramural team shall have more than two (2) sport club members, *in their related sport*, on its roster. A person who is considered a Sport Club member will be considered a member for the entire academic year. **A Sport Club member is any player who on the active roster on TechConnect. In addition to the active roster, a Sport Club member is a player who has appeared on any away trip roster, home roster or regional/national championship roster for that Sport Club throughout the given academic year.** All restrictions include Men’s, Women’s, and Co-Ed divisions. If either or both scenarios apply to an athlete, they are considered Sport Club members and shall participate in Intramural Sports as such. Any Sport Club athlete should check with the Sport Programs Staff for a ruling concerning any eligibility or membership concerns.

Professional Athletes:

Any athlete who would be ineligible for varsity or extramural competition because of professionalism is prohibited from competing in that sport (or related sport) for a period of 5 calendar years from their last professional competition.

Division Eligibility

If all other eligibility requirements are met, eligibility for divisions shall be:

- **Greek:** Undergraduates in Greek social organizations registered by the Center for Campus Life and recognized by the Inter-Fraternity Council and Panhellenic Council may compete in the Greek Division. All member’s names must appear on the official membership list in the Center for Campus Life.
- **Residence Hall:** Persons who are residents of university operated Residence Halls may compete in the Residence Hall Division.
- **Open:** All students, faculty, and staff may compete in the Open Division. For Open Division sports, if entries are sufficient, there will be a separate subdivision for women that will be open to women only.
- **Co-Ed:** All students, faculty, staff, and spouses may compete in the Co-Ed Division.
- **Unified Sports:** All students, faculty, and staff may compete in the Unified Division. All Special Olympics athletes and staff may also compete in this division.

Ineligible Players

Anyone who does not meet the above eligibility requirements are unable to participate in any intramural events. Participants or spectators removed from an intramural contest are ineligible to participate in any intramural activity until reinstated by Sport Programs.

Teams may not play ineligible players even by mutual agreement of both team captains and other players in the contest. Such players shall be ineligible for all competition. If teams have a question about the eligibility of a player, they should check with the intramural sports professional staff **before** allowing the player in question to participate.

If the Sport Programs Staff discovers any ineligible participants(s), they may forfeit any contest immediately. A team who was previously informed of an ineligible player by the Sport Programs Staff but continues to use such player(s), may be dropped from further competition. All contests in which an ineligible player participated in shall be recorded as a forfeit win for the opposing team. Teams using illegal players are subject to being dropped from league competition upon discovery of such an act whether intentional or not.

In the Classic Series, or in instances in the Flash Series, a team using an illegal player in the playoff will immediately be forfeited out of competition. **Whether the infraction was intentional or not, the offending team will forfeit out of the playoff.**

Reinstatement Procedure for Ineligible (ejected) Players

Participants who are ejected from a contest are immediately ineligible for **ALL** intramural sports. An ejected participant may file a [Petition for Reinstatement](#) to be reviewed by the Student Advisory Board (SAB). The SAB will then determine if A) they feel that the participant should be considered for reinstatement; or B) they felt that the participant should not be considered for reinstatement. After the SAB comes to a decision, the petitioner will receive an email from Sport Programs stating whether or not they have been reinstated back into the Intramural Sports Program. The individual may re-petition the student committee if the first petition is unsuccessful.

To file a Petition for Reinstatement please [click here](#) or follow the link below.

<https://ttu.campuslabs.com/engage/submitter/form/step/1?guid=21eed01b-f746-44dd-bb73-239ee38ace00>

The Intramural Sports Program and the Student Advisory Board require a minimum of four weeks to review a petition once it has been received. It is the responsibility of the ejected participant to file a [Petition for Reinstatement](#). The participant will remain on suspension throughout the review process.

Protests

There are two ways that protests may arise. Protests may be filed on the use of an ineligible player or when interpretation of the rules is incorrect. Under no circumstances will the judgment of an official be grounds for protest. Further, since there are various intramural venues and leagues, no protest involving fields, courts, or play space will be accepted. In any instance relative to protest, if the contest officials and the supervisory staff can resolve incidents relative to the protest, this shall be done.

Protests involving player eligibility

Protests involving player eligibility must be called to the immediate attention of a Sport Program's Supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. An online protest form should be filled out and completed with the assistance of a Sport Program's Supervisor. The contest will continue from this point under protest.

Protests involving interpretations of the rules

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the Sport Programs supervisor at the time the interpretation occurs and prior to the next live ball.

The Procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a time out and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.
2. No protest that involves the judgement of the official(s) shall be upheld. The judgement of the official(s) is final. This also includes intramural staff when necessary.

3. If corrections are necessary, the intramural supervisor shall rule immediately, and the team shall not be charged with a time out; however, if the official's interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the Sport Programs supervisor on site and completed. The contest will continue from this point under protest.

Reschedules, Default and Forfeits

Reschedule Policy

Teams who know in advance that they will be unable to play their scheduled game are provided with the opportunity of rescheduling their intramural contest. The process for requesting a reschedule is:

1. The team requesting a reschedule needs to fill out the reschedule form found on IMLeagues.com at least 3 business days prior to their currently scheduled contest. Any forms received less than 3 business days prior to a contest will automatically be considered a request for a default.
2. Once the Sport Programs Staff receives the reschedule request, they will contact the team with any reschedule options that are available.
 - a. Note: it will not always be possible to reschedule games and when it is possible, there will be limited days and times available.
3. **The team requesting the reschedule then needs to reach out to the opposing team's captain and mutually agree on a new time and day for their contest based off the availability given by the Sport Programs Staff.**
 - a. The opposing team reserves the right to refuse any reschedule request.
4. Once a mutual decision has been made, the team requesting the reschedule should send an email to sport programs, with the captain of the opposing team copied onto it, no later than 12:00 PM the day of their scheduled contest. For a contest on Sunday, the email needs to be sent no later than 12:00 PM on the Friday before the scheduled contest.

Default Policy

Teams who know in advance that they will be unable to play their schedule game but are also unable to reschedule the game (an emergency comes up, the other team denies a reschedule, etc.) are provided with the opportunity to default that game and not be assessed a forfeit fine. For a game to be considered a default, the requesting team must complete the default form found on IMLeagues.com by 12:00 PM the day of their scheduled contest to avoid a forfeit. For a contest on Sunday, the form must be completed by 12:00 PM on the Friday before the scheduled contest. All defaulted contests will not be rescheduled.

Forfeit Policy

Game time is forfeit time. Each team must be present and "ready to play" at the scheduled game time. The team present and "ready to play" at the scheduled game time may claim a win by forfeit or choose to allow a grace period not to exceed 10 minutes in order to have the minimum number of players "ready to play." If the team or player is still not present and/or "ready to play" after the grace period has been exhausted, a forfeit will be declared. Affording the grace period is irreversible. If the grace period is granted, game playing time will be reduced by 10 minutes or by whatever amount of time was used to avoid a forfeit. If neither team is "ready to play" at game time, the Grace Period will automatically be afforded to both teams.

Ready to Play: "Ready to Play" means that a team must be on the playing area, ready to play, with the minimum number of players as listed in the sport rules. The line-up must be recorded on the official scorecard. The team must be able to respond immediately to the begin play order of the official.

A team that forfeits, by not being "Ready to Play" or a rule violation, may be dropped from further play, especially if a waitlist team is available. A team that forfeits twice will automatically be dropped from further play. All forfeited contests will not be rescheduled.

Forfeit Fee

For some intramural sports there is a standard forfeit fee that must be paid in the event that a team forfeits their intramural contest. For classic series sports the standard forfeit fee is \$50.00 and for modern series sports the standard forfeit fee is \$25.00.

In the event of a forfeit, the captain of the team that forfeited will be charged the standard forfeit fee to their IMLeagues account and be suspended from all intramural contests until that fee has been paid in full. All fees must be paid online through IMLeagues.com. If the team captain has not paid the forfeit fee after a full week (7 days) since the forfeit occurred, a hold will be placed on their TTU account until the forfeit fee is paid.

All teams that fail to meet the “Ready to Play” requirement or play with ineligible players are subject to the forfeit fee. Poor sportsmanship issues are also subject to the forfeit fee. A team that forfeits twice will automatically be dropped from further play rather than being charged a second forfeit fee.

- **Double headers:** if a team is scheduled for a double header and forfeit both games, they will only be charged one forfeit fee for the night.

General Information

Officials

The intramural sports staff will attempt to recruit, train and furnish officials for events in the Classic Series and some events in the Flash Series. These students are Texas Tech students who give a lot of time and effort to the program. They are not “professional officials” who officiate for a living. Any form of abuse, be it verbal or physical, directed at an official before, during or after an event will not be tolerated in the program. All students are invited to become officials and to give back to the program in this manner. Callout sessions for intramural officials may be found on the web site or by visiting the Sport Programs Office.

If during the course of a season officials fail to show or there are insufficient officials the teams will furnish their own officials and continue with the game.

Team Captain Responsibilities

Each organization/team should have an intramural team captain. The method by which this captain is selected is entirely up to the organization. This individual should serve as a liaison between the organization/team and the intramural sports staff. The captain is a vital link to the success of an organization/team. Some duties of the captain include:

- **Take the responsibility of all forfeit payments incurred for their team and understand that they are ineligible to play ANY intramural activity until the forfeit fee is paid.**
- Be familiar with the rules of the sport and all intramural policies and procedures.
- Ensure their team members follow all eligibility requirements.
- Responsible for communicating game time, location, and ID policy to teammates.
- Represent the team and be the primary communicator with the officials and Sport Programs Staff
- **Ensure good sportsmanship among teammates.**
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the Sport Program’s staff the day following the occurrences.

IMLeague Registration

To participate in all classic and modern sports as well some flash events, participants must be registered as a team or individual on IMLeagues prior to participation. Please see below for information on registration. For questions and/or help with the registration process, please contact the Sport Program’s Office.

1. Go to IMLeagues.com/TTU, and select login, if you already have an account, or select create an account. When creating an account, **you MUST use your Texas Tech email address.**
2. Once you are logged in and your account is created, on the Texas Tech IMLeagues page, all the sports/events offered for the semester will be listed along with their registration period and start dates. Each individual sport/event will also list the leagues offered (open, women’s, co-ed, unified, residence hall, etc.).

3. Click on the league you are wanting to create a team for, and it will take you to that league's page. The league home page will then show all the divisions available for that league, including the pre-registration/waitlist.
4. Click on the pre-registration/waitlist division and follow the instructions to create a team. When creating a team, we highly recommend opting into day of game reminders.
 - a. **Quiz:** Captains will be required to complete a mandatory quiz during the team registration process. The quiz questions will be generated from the Policies and Procedures, and many include sport specific rules. Team captains must score a 100% on the quiz in order to complete registration.
 - b. **Team Names:** Team names are subject to the approval of the Sport Programs staff. Any names deemed inappropriate will not be permitted.
 - c. **Note:** To move a team out of the pre-registration/waitlist, it must be done during the registration period for that sport/event AND the team must have the minimum number of required players on the roster. Captains are responsible for inviting members to the team to meet the minimum number of required players before the registration deadline.
5. **Once the team has met the minimum number of players required and the registration period for that sport/event has started, the captain must select a division (day/time) and move your team into it.**
 - a. Each division has a set number of teams that are allowed. Once that division is full, no more teams will be allowed to join. It is recommended to register your team early to have the best selection of times/days.
6. After the team is created and moved into a division, it is the captains responsibility to insure everyone who will be playing on the team is added to the roster on IMleagues.com BEFORE the scheduled game. Please be aware that emails from IMleagues.com may go into the junk folder.
 - a. All teams are encouraged to pick up free agents if they do not yet already have a full roster. Similarly, if you do not have a team to join, you may register as a free agent.

Playoff Information

For sports offered in the Classic Series, if time and space allow, a playoff following the regular season will be held. All teams who complete the regular season, and have met all sportsmanship requirements, will be placed in a playoff based on their regular season record.

In large divisions, the playoffs may be split into Divisions based on record. Teams with the better won/loss record in league play will advance to one bracket and teams with the poorer won/loss record will advance to another bracket. Only the bracket that includes the teams with the better won/loss record will receive championship shirts.

Playoff Rosters: To participate in the playoffs for any team an individual must meet all intramural eligibility rules and must be a member of the team on IMleagues.com. It is the duty of the team captain to check their roster and bring forth any questions/concerns/additions to the Sport Programs Staff. Captains may check their team rosters at any time on IMleagues.com. For questions and or concerns regarding eligibility, they should contact the Sport Programs Office. In the Classic Series and Flash Series, participants may be added to team rosters until a determined date or round in the playoffs. Regular season and playoff schedules will not be amended for players on multiple teams. Players must decide on which team to play for if there is a scheduling conflict. All questions concerning playoff rosters should be cleared with Sport Programs during business hours (M-F, 9AM – 4PM) prior to the contest being held.

Office Hours and Contact Information

Office Hours: Monday – Friday, 9:00 am – 5:00 pm*

Phone: 806-742-2945

Location: Student Rec Center, Room 203

Email: intramruals@ttu.edu

Website: www.urec.ttu.edu

*For break and summer hours, please see the UREC website