



UTC Campus Recreation

INTRAMURALS

Handbook



Intramural Handbook

Welcome to the Intramural Sports Program at the University of Tennessee Chattanooga. Our goal is to support the mission of UTC Campus Recreation providing holistic experiences that educate and empower members of the University and Chattanooga community.

Divisions are offered for men's, women's, and co-recreational play for students and members of all skill levels and interests. All leagues, tournaments, and events are organized in order to provide an environment that both supports a competitive atmosphere but also one that is fun, friendly, and safe.

Our professional and student staff are focused on providing the best experience possible for all participants in our program. Our student supervisors, officials, and scorekeepers are an essential part of our program and the product it provides to UTC.

This handbook is designed to provide a complete background on the policies and procedures of the Intramural Program at UTC. We strongly encourage each participant to review the information provided in this handbook before participating in any of our programs.

It is the responsibility of each participant to know the policies and procedures of the Intramural Sports Program and comply with these policies at all times.

Contact Information

Campus Recreation Main Office

(423) 425-4213

Coordinator of Intramurals

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Any questions or concerns should be directed to the Campus Recreation office located at the ARC.

Social Media

Facebook- UTC Campus Recreation

Twitter- @UTC_Campus_Rec

Instagram- @utccampusrec

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Registration Procedures

1. All sport registrations are started on the FusionIM website linked here. Once on the Fusion Icon screen, click the FusionIM icon to get started. Make sure you are logged in to your UTC account through the log in tab located at the top right of the screen.
2. Once you click FusionIM, extra tabs will appear in a drop-down including Register, My Teams, Schedule, Rankings, Find a Team, Settings, Manage, and Game Day.
3. The Register icon will allow you to advance to a new screen that shows all available sports and leagues for UTC Intramurals. You can use the tabs on the left side of the screen to filter your search to your desired sport/league of choice.
4. Each Division visible in the middle of the screen shows the respective league, game time played during the week (Game Slots), and the cost of the division.
5. Once you decide on a division that is appropriate for you, click on it to begin the registration process. You will then see additional details about the division and can click the "register" icon on the right side to advance.
6. You will next be prompted to register as either a team or as a player for that specific division. Registering as a team will prompt you to create your team name as well as choose whether or not you want to play on your team (an option available if you are creating a team for a sorority/fraternity etc.).
7. If you desire to register as a player, you will be prompted to join as a free agent (see Free Agent section below).
8. Once you create a team, you will be prompted to sign the Intramural Waiver required for participation in all intramural sports activities. This is required to advance through the process.
9. Next, you will be required to enter an emergency contact for yourself in case of injury/emergency.
10. The final step before adding the team to your cart is completing a short quiz (in most cases) about participation in the sport. All answers are located in the Intramural Handbook and specific sport rules for the individual sport located on the UTC Intramurals page. Team Captains will be required to fill out both the participant's quiz and captain's quiz in order to participate.
11. You should now see the team you registered in your cart available for checkout. You may add additional teams/items before checking out if you desire.
12. Clicking the "checkout" button will prompt you to our payment screen where you will be able to pay for your individual teams in order to participate.

Levels of Competition

For all season long sports, divisions are available for participation to allow for different skills levels. For most sports there are typically a Men's, Women's, and Co-Recreational league offered. Participants may only participate in one Men's/Women's league AND one Co-Recreational League.

Co-Recreational leagues allow for the participation of participants of any gender while utilizing unique rules. (See specific sport rules for details).

Within each league, divisions are available that provide opportunities for various groups/skill levels. Fraternity and Sorority leagues are available for participation for Fraternities and Sororities who wish compete only against other teams in Greek Life. Each team member must be a current, active member of his/her organization to be eligible to participate in this league.

Be aware that participation in a Fraternity/Sorority league DOES count as participation in a Men's/Women's league and a participant cannot participate in another Men's/Women's team.

Within Men's, Women's, and Co-Recreational Leagues are Competitive and Recreational divisions. Competitive divisions are designed for participants who desire a challenge and are typically somewhat familiar with the specific sport. Winners of this league are eligible for All-Campus Championships and an Intramural Championship shirt.

Recreational leagues are designed for participants who are typically somewhat new to the specific sport and are looking just to get involved in the sport for fun.

Scheduling

Schedules are published for sports/event on FusionIM for both team captains and participants to view.

For season sports long sports, participants are required to sign up for their preferred time on the corresponding league they are interested in. Examples include "Monday and Wednesday 9pm" and "Tuesday 7pm". Teams will play on these dates each week for the duration of the season. (EXCEPTION: When leagues do not fill, some teams will be asked to be moved to other time slots in order to balance/effectively schedule leagues. Teams will be contacted prior to being moved to another time.)

Schedules are typically available at least 2 days prior to the start of the season. Teams are asked to communicate schedule conflicts with the Intramural Office as soon as possible to effectively make changes. Be aware that not all conflicts can be accommodated and will be judged on a case by case basis.

Team Captains

Team Captains are a vital part of the Intramural Sports program and its success. Intramural Sport team captains are the conduit between the Intramural Office and each team for any issues during the season. Team Captains are also responsible for being effective leaders on the playing surface by professionally communicating with all Intramural Staff.

Team Captains are expected to communicate effectively through both email and phone with the Intramural Sports office and Intramural Coordinator. Any team issues, scheduling changes, or overall concerns will be directly communicated with the Team Captain of each team. Captains are expected to relay this information to their team effectively.

Captains are heavily encouraged to communicate early and often with the Intramural Sports office about any issues that arise while participating in Intramural Sports.

Free Agents

Interested participants who do not have a team for a particular sport/event are encouraged to sign up as a "Free Agent". Being a Free Agent allows a participant to join a specific sport and make themselves available for other teams to identify and potentially pick up.

In order to become a Free Agent, first select the division of the particular sport you are interested in on FusionIM. If you are eligible to join the particular sport, you will be prompted to choose between registering as a team or as a "Free Agent". Select "Register as a Free Agent" and you will be placed on a list of available players that each team captain can see.

If you are a team captain that is interested in picking up a Free Agent, you must first visit the "My Teams" page. Once there, first check the box labeled "Interested in Free Agents". This will list your team for all Free Agents to be able to view when they register. To add Free Agents, click the "Pending Roster" tab on your My Teams page. There you will be a "Browse Free Agents" button that will allow you to browse all Free Agents that are available.

Team Rosters

For any sport, teams are required to add participants to their roster through the FusionIM portal. Active and accurate rosters are a requirement for participation and help to ensure a smooth process during sport sign-ins. Team Captains adding players to their roster are responsible for knowing if a participant is eligible to participate in that specific league (see Participant Eligibility).

Teams may add players at any point during the regular season of an individual sport. Once playoff schedules are posted, rosters are frozen and teams may no longer add another participant to their team. Be aware that in order for a participant to be eligible to participate in playoff games, they must have participated in at LEAST ONE game during the regular season with that team.

Once a player has participated at least one time with a team, they are no longer eligible to be moved to another team's roster.

Participant Eligibility

The Intramural Sports staff does not assume the responsibility for checking upon the eligibility of each individual participating, but any case of ineligibility called to the staff's attention will be dealt with according to the following policies:

Team Captains are responsible for checking the eligibility of their own players.

1. Participants must present a valid UTC ID or government issued photo ID in order to participate in any intramural activity.
2. Any individual may participate in accordance with their personal gender identity in good faith.
3. An electronic waiver must be signed by each participant PRIOR to participating in any Intramural Sports activity (available to be signed when creating a team on FusionIM).
4. Students: Only students who are currently enrolled and have a current membership at the ARC are eligible to participate in Intramural Activities. If you are not able to access any of the Campus Recreation facilities due to not having a membership or other restrictions, you will not be eligible to participate in Intramurals.
5. Faculty and Staff: Faculty and staff who are employed full-time or part-time by the University of Tennessee Chattanooga are eligible to participate in Intramural Sports. Faculty and Staff members MUST have a current ARC membership in order to participate.
6. Spouses/Domestic Partners of Current Students or Faculty/Staff: Spouses and Domestic Partners of Current Students or Faculty/Staff are eligible to participate in Intramurals with an ARC membership.
7. Men must compete in the Men's or Co-Rec division and Women must compete in the Women's or CoRec Division. In the event that a gender specific league is not available, a participant may participate in a different league with permission from the Intramural Sports Coordinator.
8. Any individual who participates in a varsity or junior varsity sports at the intercollegiate level is ineligible to participate in that related Intramural Sport during the same academic year. Application of this rule applies to red shirt, walk-ons, transfer, and junior college athletes from any 2-year or 4-year institution.
 - a. A participant who meets any of the following criteria is considered to be a varsity/junior varsity athlete:
 - i. Name appears on an official intercollegiate varsity or JV roster during the academic year. This includes players who are listed on a roster but are not receiving financial assistance and players listed on the roster who leave the varsity/JV team during the academic year.
 - ii. Has competed in an intercollegiate contest
9. Each team may include a maximum of two (2) players on its roster who are members of a UTC Club Sports team for that related Intramural Sport. A participant is considered to be a current member of a sport club for the entire academic year in which he/she participates with that sport club.

Rescheduling Games

As teams are responsible for selecting the individual dates that they participate, Intramural Sports will not accept requests to reschedule regular season games at any time.

During playoffs, rescheduled requests will be accepted if the team has another playoff game scheduled at the same time and the majority of the team's players are affected by this conflict.

Any reschedule request must be made 2 days prior before the day of your game. Be aware the submitting a request to the Intramural Coordinator does not guarantee your game will be changed.

Inclement Weather

Intramural Sports events are subject to cancellation/postponement due to inclement weather or unsafe playing conditions. In the event Intramural Sports games are cancelled, all team's captains will be communicated with via email regarding the cancellation. In the event of games being rescheduled from inclement weather, captains will be contacted via phone or email.

Attire & Equipment

Appropriate attire is required for participation in all Intramural Sports contests. See specific sport rules for attire requirements. Most activities require athletic footwear in order to participate.

All Intramural Sports participants are encouraged to bring their own equipment to any Intramural Sports contest. In most cases, Intramural Sports provides all required equipment needed for participation (ex. Gloves, Footballs, Jerseys). If equipment is needed to participate that is not provided by UTC Intramural Sports, participants will be notified prior for registering for the event.

Forfeits & Defaults

The goal of the Intramural Sports program is to involve its participants in an active program. If a team forfeits a game, the objectives of the program are not met and students, faculty, and staff are deprived of active participation. It is with this principle in mind that the following rules governing defaults and forfeits have been made.

Defaults will be assessed to a team if they are able to notify the Intramural Sports office prior to 4pm on the day of their game. If a team does not notify the Intramural Sports Office prior to 4pm on the day of the game, a Forfeit will be assessed. For any default assessed, the game will be recorded as a loss and teams will be notified that the game will not be played. A sportsmanship rating of 3 will be assigned to both teams. Each team is only permitted one Default per sport's season. A second default will be treated as a forfeit and will result in any applicable penalties for a forfeited game.

Forfeits will be assessed to a team for the following reasons:

1. Failure to show up at a scheduled game (no show or not having the minimum # of players)
 - a. A forfeit will be declared if an individual or team fails to have the minimum number of players required to start the game at the scheduled start time. Game time is forfeit time. In this event, the opposing captain will be given the option to either take the win by forfeit or wait until the minimum number of players shows up for the opposing team. Once a captain decides to wait, the decision is irreversible and the game clock will begin at the scheduled game time.
2. Use of a player who is ineligible to participate
 - a. If a participant is deemed not eligible under Intramural Sports guidelines (see Participant Eligibility), their team will be assessed a forfeit for any game they participate(d) in.
3. Excessive unsportsmanlike conduct by team
 - a. A team receiving three unsportsmanlike penalties or technical fouls in a game will receive a forfeit for that game.

For any Forfeit assessed, the game will be recorded as a loss. A sportsmanship rating of 3 will be given to both teams and the team receiving a forfeit will not be eligible to participate in the playoffs of that particular sport. Any team receiving its second forfeit will automatically be dropped from further competition in that sport.

Teams **will not** be given a refund if they forfeit two games during a season and are dropped from play.

Protests

If during an Intramural contest a team believes that an error has been made in terms of enforcement of a rule, the captain of the team may file an official protest. Please note that any judgement calls cannot be protested.

In order to file an official protest, the team captain must inform the officials immediately the he or she would like to protest the decision that was made. This action **MUST** come before the next play or action in the game. Once another play has begun, the enforcement of the rule is no longer protest able.

In the event that a protest is started, the game will be stopped and all pertinent information regarding the game will be recorded by the Intramural Staff (game time, score, what rule is being protested). If the ruling can be alleviated on the spot, the Intramural Sports Supervisor will make a ruling and the game will continue. If the call cannot be corrected on site, the game will continue under protest and the Intramural Sports Coordinator will review the protest the next business day. If the protest is successful, the game will be replayed from the point in which the protest was started.

Participant Conduct

All participants in Intramural Sports are expected to act in accordance with the University of Tennessee Chattanooga's Student Code of Conduct. Intramural Sports are not a venue for verbal or physical abuse of staff, players, or spectators.

Any violation of the Student Code of Conduct is subject to referral to the University for Disciplinary Action.

Ejections and Misconduct

If the event of misconduct by participants in violation of the Intramural Sports policies and procedures, participants are subject to ejection from the Intramural Sports event. In the event of an ejection, the participant is no longer eligible to participate in any Intramural Sports activity until they meet with the Intramural Sports Coordinator.

Sport Champions

All champions of Intramural Sports leagues of the highest competition will be provided Intramural Championship shirts upon completion of the playoff bracket. Participants in recreation leagues will not receive championship shirts for winning their respective championships. Participants who desire to participate in AllCampus Championships and receive T-Shirts are encouraged to participate in the highest level of competition for their individual sport.

Extramurals

UTC Intramural Sports participants are afforded the opportunity to participate in state, regional, and national tournaments. These tournaments give participants from UTC the opportunity to compete against other intramural teams on the state, regional, and national level. If your team is interested in participating at any of these events, contact the Coordinator of Intramural Sports or visit our website.

Campus Recreation Contact Information

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Sports Complex Phone: (423) 541-2817

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Aquatic and Recreation Center

601 East 5th Street
Chattanooga, TN 37403

Maclellan Gymnasium

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Chattanooga, TN 37403

UTC Sports Complex

1101 Oak S
Chattanooga, TN 37403