



UTC Campus Recreation

INTRAMURALS

Handbook



Intramural Handbook

Welcome to the UTC Intramurals 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 UTC Intramurals 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 UTC Intramurals program and always comply with these policies.

Contact Information

Coordinator of Intramurals

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UTC Sports Complex

Campus Recreation Main Office

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Any questions or concerns should be directed to the Coordinator of Intramurals.

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 IMLeagues website. Once on the IMLeagues home screen, search for UTC under the "Schools" section. Login with your UTC email and password to create your account.
2. Once you log into IMLeagues, all current intramural league options and events for UTC Intramurals will be shown. Click on any sport you would like to register for and select a division to create a team.
3. Each division visible in the middle of the screen shows the description of the division, the respective leagues, and times of contests played during the week.
4. 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 "Create a Team" button to join.
5. You will next be prompted to register as either a team, join a team already created, or as a free agent player for that specific division. Registering as a team will prompt you to create your team's name.
6. If you desire to register as a "Free Agent," see "Free Agent" section.
7. Once you create a team, you will be prompted to sign the IMLeagues intramural waiver required for participation in all Intramural Sports activities. This is required to advance through the process.
8. Next, you will be required to enter an emergency contact for yourself in case of injury/emergency.
9. The last step before finalizing the registration process is completing a short quiz (in most cases) about participation in the sport. All answers are in the Intramural Handbook and on the UTC Intramurals page for specific sport rules for the individual sport. Team captains are expected to understand the rules of the league and be able to communicate them to other team members.
10. You should now see the team you registered or the team you joined in the desired league and at the time slot you selected. If you are the team captain, you may now invite or add your team members.

Level of Competition

For most sports there is typically a men's, women's, and co-recreational league offered. Participants may only participate in one (1) men's/women's league and one (1) co-recreational league. Co-recreational leagues allow for the participation of any gender. (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 to 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. League champions will receive an intramural champions t- 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.

Team Captains

Team captains are a vital part of the Intramural Sports program and its success. Team captains are the conduit between the Intramural Student Lead 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 Student Lead(s). Any team issues, scheduling changes, or overall concerns will be directly communicated to the team captain of each team. Captains are expected to efficiently relay this information to their team and effectively control their team during play.

Captains are strongly encouraged to communicate early and often with the Intramural Supervisor or Intramural Student Lead 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 sport you are interested in on IMLeagues.

If you are eligible to join the sport, you will be prompted to choose between creating a team, joining a team, or registering 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 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 IMLeagues 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 for a participant to be eligible to participate in playoff games, they must have participated in AT LEAST ONE (1) 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.

Participation Eligibility

The UTC Intramurals 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 UTC Intramurals activity (available to be signed when creating a team on IMLeagues).
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 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 UTC Intramurals. Faculty and staff members

MUST have a current ARC membership in order to participate.

6. Men must compete in the men's or co-rec division and women must compete in the women's or co-rec division. If a gender specific league is not available, a participant may participate in a different league with permission from the Coordinator of Intramurals.
7. Any individual who participates in a varsity or junior varsity sport 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.
8. 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 Club Sports for the entire academic year in which he/she participates with that club.

Scheduling

Schedules are published for sports/events on IMLeagues for both team captains and participants to view.

For season 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 Student Lead before the start of the season to effectively make changes. Be aware that not all conflicts can be accommodated and will be judged on a case-by-case basis.

Rescheduling Contests

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

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 for playoffs must be made 2 days prior to the day of your game. Be aware that submitting a request to the Intramural Student Lead does not guarantee your game will be changed.

Inclement Weather

UTC Intramurals events are subject to cancellation or postponement due to inclement weather or unsafe playing conditions. If UTC Intramurals contests are cancelled or rescheduled, all team captains will be communicated with via email or phone call.

Note: Games will be played rain or shine at the Sports Complex unless otherwise informed.

Attire & Equipment

Appropriate attire is required for participation in all Intramural Sports contests. **Teams are strongly encouraged to wear matching shirts/jerseys and colors while having a backup color to avoid conflicts. All team shirts/jerseys must have a number on the back.** Pinnies will be provided and must be worn for teams without matching colored shirts/jerseys.

See specific sport rules for attire requirements. Most activities require athletic footwear in order to participate. Must be closed toe and closed heel footwear.

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

All outside equipment must be approved by the Intramural Supervisor prior to its use.

Sportsmanship

The UTC Intramurals program conducts a sportsmanship rating system for teams during intramural contests. The rating scale used is 0 – 4 and some of the guidelines for each rating are outlined below. Intramurals officials will rate each individual/team on their sportsmanship at the conclusion of the contest. This rating system is intended to be an objective scale by which the individual's or team's attitude and behavior can be assessed throughout the season. Behavior before, during, and after a UTC Intramurals contest will be included in the rating.

- **Excellent: Rating – 4.** The individual/team presents outstanding character during competition and interacts with staff and/or opponents in a sportsmanlike manner. Every individual/team will start each contest with a 4 sportsmanship rating. Participants that win by forfeit will receive a 4.0 sportsmanship rating.
- **Good: Rating – 3.** The individual/team cooperates with staff and/or opponents and presents a good attitude. The individual/team receives no ejections or unsporting fouls.

- **Poor: Rating – 2.** Individual/Team engages in argument(s) with staff and/or opponents and is penalized with a maximum of one unsporting foul. The captain has little control of his/her team.
- **Unacceptable: Rating – 1.** Individual/Team maintains no respect for staff and/or opponents and has little to no regard for the safety and well-being of participants and staff. The captain has no control of his/her team. The individual/team receives 2 unsporting fouls, or a player gets ejected.
- **Forfeit: Rating – 0.** Individual/Team loses by forfeit. The contest comes to an end due to sportsmanship. The individual/team receives 3 or more unsporting fouls or has multiple players get ejected.

Individuals/Teams that receive a 0 or 1 sportsmanship rating for any game in which they participated during the regular season must meet with the Intramural Coordinator in order to be eligible to play in their next contest.

Individuals/Teams must obtain a 2.5 sportsmanship average to be eligible to participate in the playoffs.

Playoff Sportsmanship

The UTC Intramurals staff has the right to remove individuals/teams from the playoffs for inappropriate conduct.

A losing individual/team which receives a sportsmanship rating of 2 or below 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. Suspensions may carry over from one semester to the next if it is necessary.

Forfeits

The goal of the UTC Intramurals 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.

Forfeits will be assigned 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.
 - b. In this event, the opposing captain will be given the option to either take the win by forfeit or wait 10 minutes 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 UTC Intramurals guidelines (see Participant Eligibility), their team will be assigned 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 assigned, the game will be recorded as a loss. A sportsmanship rating of 0 will be given to the forfeiting team and the winning team will receive a sportsmanship rating of 4.

A team that receives a forfeit due to excessive unsportsmanlike conduct will not be eligible to participate in the playoffs of that sport. Any team receiving its second forfeit will automatically be dropped from further competition in that sport.

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 they would like to protest the decision that was made. This action **MUST** come before the next play or action in the contest. Once another play has begun, the enforcement of the rule is no longer able to be protested.

In the event of a protest, the contest will be stopped and all information regarding the contest will be recorded by the Intramural Supervisor (contest time, score, what rule is being protested). If the ruling can be resolved on the spot, the Intramural Supervisor will make a ruling and the contest will continue. If the call cannot be resolved, the contest will continue under protest and the Coordinator of Intramurals will review the protest the next business day. If the protest is successful, the contest **must** be replayed from the point in which the protest was started, regardless of the outcome of the contest.

Participation Conduct

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

There is absolutely no alcohol or drugs allowed before, during, or immediately after intramural play. UTC is a tobacco free campus. Any participant, coach, or spectator found in violation of this will be removed immediately.

Any violation of the Student Code of Conduct is subject to referral to the University for disciplinary action.

Ejections and Misconduct

Intramural staff reserve the right to remove any participant or spectator from play at any point for any reason they see fit if it affects the overall safety or spirit of the game.

In the event of misconduct by a participant or spectator in violation of the Intramural Sports policies and procedures, the participant or spectator is subject to ejection from the Intramural Sports event. In the event of an ejection, the participant or spectator must leave the premises immediately and is no longer eligible to participate in or attend any Intramural Sports activity until they meet with the Coordinator of Intramurals.

Sports Champions

All champions of UTC Intramurals leagues will be provided with an intramural championship shirt upon completion of the playoff bracket. Each league has limits on the number of t-shirts they will receive if they win their league.

Champions will also have the option to have their picture taken after their championship victory.

Extramurals

UTC Intramurals 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 in any of these events, contact the Coordinator of Intramurals or visit our website.

Sports Complex Rules

1. All must have a current Mocs Card or Campus Recreation Card to enter. Improper use of a University ID will result in a suspension of building/field access and is subject to a judicial review. Improper ID use is defined as using someone else's card to gain access into a university building or use of University's programs.
2. NO GUM
3. No food or drink allowed on the turf except for water.
4. Use of alcohol, tobacco or any form of drugs is prohibited.
5. No dogs or other animals allowed.
6. Music with profanity, abusive or derogatory language is prohibited.
7. Programs such as scheduled Campus Recreation activities have priority over drop in and open recreation.
8. Use of the any Campus Recreation facility is a privilege. Those who do not cooperate with

established policies, use abusive language, are under the influence or act inappropriately toward a university employee will be asked to leave and have their privileges revoked.

9. Prior approval must be gained to post flyers, signs or posters.
10. All accidents and equipment damage must be reported to Campus Recreation staff person. The person damaging University property is liable for repairs or replacement.
11. Campus Recreation is not responsible for lost or stolen items.
12. Campus Recreation is not responsible for parking.

Campus Recreation Contact Information

Sports Complex: (423) 425-1507
Main Office: (423) 425-4213

UTC Sports Complex
499 O'Neil St
Chattanooga, TN 37403

Maclellan (Mac) Gymnasium
600 Douglas St
Chattanooga, TN 37403

Aquatic and Recreation Center (ARC)
601 Mocs Alumni Drive
Chattanooga, TN 37403

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