



UNIVERSITY OF
TEXAS
ARLINGTON

CAMPUS RECREATION

**Intramural Sports
Participant Handbook**

TABLE OF CONTENTS

I.	Intro	
II.	A Successful Team Manager	3
III.	How To Enter an Intramural Sport	4
IV.	Eligibility	6
V.	Rosters	7
VI.	Rules of Conduct	8
VII.	Sportsmanship Rating System	9
VIII.	Schedules	10
IX.	Postponed and Rescheduled Contests	10
X.	Forfeits	11
XI.	Protests	11
XII.	Championships	12
XIII.	Equipment	13

I. INTRODUCTION

Intramural Sports programs are designed to help students, faculty, and staff become involved in recreational activities regardless of age, gender, skill level, or past experience, in order to develop a lifetime interest in recreational leisure time activities.

The University of Texas at Arlington Intramural Sports program provides the opportunity for students, faculty, and staff to engage in intramural activities in accordance with the eligibility regulations outlined in this handbook.

Participants may choose from individual, dual, or team activities. Men's, Women's and Co-Rec activities are offered.

To be eligible to participate in the intramural program, you must be a current student, faculty/ staff, or Campus Recreation member at UTA. Alumni of UTA are eligible to participate as long as they have a Campus Recreation membership.

Participation in intramural activities is on a voluntary basis and should be within the limitation of one's personal health status. Intramural Sports recommends that all participants have a medical examination prior to participating in the Intramural Sports program. All participants are strongly urged to become familiar with the University Student Health Center and the assistance offered.

All injuries, while participating in Intramural Sports, should be reported to the game officials and/or the intramural supervisor.

The Department of Campus Recreation strongly recommends that all participants purchase individual insurance coverage to safeguard against extreme financial loss.

The department of Campus Recreation reserves the right to modify the policies in the handbook as needed for the good of the Intramural Sports program.

II. A SUCCESSFUL TEAM MANAGER/CAPTAIN

The keys to a successful Intramural Sports program are active Intramural Sports Managers. An Intramural Sports Manager should represent each team or organization in the Intramural Sports meetings. The duties of the Intramural Sports Manager are to:

Encourage participation

There are many individuals on campus who want to participate in the Intramural Sports Program, but are unaware of how to become involved. Introduce those individuals to the Intramural Sports program by including them on your team. Make sure, however, that all individuals participating for your organization or team are eligible for the division in which your organization or team participates. Make sure that any individual participating for your organization or team is not also playing for another team. Ensure all players know and understand Intramural Sports policies and procedures.

Organization

Check IMLeagues and your email daily for changes or communication from the Intramural Sports staff. Add all of the players on your team to your IMLeagues team roster, and encourage active participation. Check eligibility of all participants. Post and distribute all information received from the Intramural Sports office.

Communication

Remind players of dates, times, and places of scheduled contests. Inform the members of your organization or team of the policies and procedures of the Intramural Sports program as well as the special rules of the various activities and events. Know which team members will be present at a contest. Be willing to communicate on a regular basis with the Intramural Sports staff members.

Other key information:

- Turn in team registration on time.
- Represent, or see that the team is represented, at the manager's meetings.
- Inform team members of game time and location for every scheduled contest. **GAME TIME IS FORFEIT TIME!** Inform team members to show up 30 minutes prior to game time to keep contests on schedule.
- Inform, educate, and stress to all players and spectators affiliated with your team the importance of the sportsmanship rating system.
- The field captain is the only team representative that is allowed to discuss rule interpretations and player eligibility with the officials. Verbal or physical abuse of game officials and or Intramural staff will not be tolerated.
- Be familiar with all intramural eligibility rules so that your organization can adhere to these rules and regulations. Player eligibility is the manager's responsibility. Rules and regulations regarding players' eligibility are found in this handbook. Questions regarding player eligibility should be directed to the Intramural Sports staff.

III. HOW TO ENTER AN INTRAMURAL SPORT (INDIVIDUAL, DUAL, OR TEAM)

For a list of activities:

Find all of the intramural events at www.uta.edu/campusrec or stop by the MAC and pick up a schedule.

Check the Intramural Sports bulletin boards for further information and check the intramural schedule of activities for entry deadlines.

For team sports:

Registration for each sport opens at the beginning of the semester in which the sport is played. Leagues will be split up into divisions, which are labeled by the day of the week and time that they play. Enter your team into the division/time slot that your team prefers.

Register your team on IMLeagues through IMLeagues.com/UTA. Instructions are on the following page.

For individual or dual event:

Sign up on IMLeagues, arrive to the event early, and play! It's free!

FREE AGENTS:

Signing up as a free agent **does not guarantee** you a spot on a team. Captains rarely look at the free agent list on IMLeagues – therefore, the impetus for you being on a team relies on you! Most captains would welcome another team member – however, they need to know you are available first.

Here are a number of options to help you potentially join a team:

1. Go to the division you'd like to play in on IMLeagues and click on a team and then view the captain's contact information. Send them a text or an email letting them know you are available to play!
2. Show up to the games! When the regular season starts, each team's games will be on IMLeagues. View the game time and show up to the field/court and talk to the teams, asking if they need extra players. Many captains will bring you in right then and there.
3. Contact other free agents in the free agent pool. Often a few free agents can get together and make a team, bringing the cost per person down very low.

With all these options, we hope that you'll be active in looking for a team.

Registration Instructions:

Registration is completed after logging into to [IMLeagues](#) with your NetID and password.

Your First Time Logging In:

1. Go to <http://IMLeagues.com/UTA>
2. Click on the yellow "Login" box in the top right corner
3. In the "Sign In" box enter your UTA Net ID and Password
4. Finish filling out your information (Gender, Classification Status, Birth Date)
5. Navigate to the sport you would like to play, decide which division you would like to enter, and create or join a team!

Creating/Paying for a Team:

1. If you have never logged into IMLeagues before, **follow the instructions above.**
2. **Select the active sport/league** that you wish to join. (Note: if a sport is not active, registration has not opened, and you will not be able to join.)
3. For individual/dual sports, you are done!
4. For team sports, **complete the quiz.** Rules and a captain's information presentation are available. *Captains are responsible for this information.*
5. **Enter a team name and your phone number.**
6. **Complete payment** by following the instructions. If payment is not completed, the team will not be finalized.
7. **Invite other players** to join your team, either by searching their name, email, or MavID.
8. You may create a team, pay, and then designate another player to be the captain.

Payment is needed before teams are successfully registered, and is done on IMLeagues when creating a team.

If you wish to pay by cash or check, please visit the MAC Services and Information Desk.

IV. ELIGIBILITY

Players must present their VALID MAVEXPRESS ID or membership card at game time to be eligible to play. NO ID, NO PLAY!

- Students — All currently enrolled UTA students who have not been placed on Intramural Sports or Department of Campus Recreation suspension are eligible to participate in Intramural Sports.
- Faculty/Staff — All Faculty and Staff members must purchase a MAC membership to be eligible.
- Fraternity and Sorority Teams — All Fraternity and Sorority point teams must be composed of UTA students and be current active or pledging members of the Fraternity or Sorority they represent. A current active or pledge will be defined as a roster member on file with the Assistant Director of Greek Life. See Fraternity and Sorority Intramural Sports document for eligibility exceptions. **EXCEPTION:** Any fraternity whose membership falls below thirty members will be allowed to have up to four non-fraternity members on their roster. These non-roster players **MUST** be students and may not be faculty, staff, or MAC members.
- Residence Hall Teams — All Residence Hall point teams must have UTA students or Faculty/Staff members and be currently residing in the named Residence Hall. Residence Hall's are eligible to participate on one single gender and one Co-ed Residence Hall Team along with one single gender and one Co-ed Independent team as long as there are Residence Hall leagues available for that sport.
- Organizational Teams — All Organizational Teams must be students or faculty/staff and be currently an active member of the named Organization. An active member will be defined as a roster member on file with the Director of Student Governance and Organizations.

RESTRICTIONS

- Professional Athletes — A professional is any individual who has received pay for play, including appearance money, or who is recognized by that sports governing body as a professional player. Professional athletes are ineligible to compete in the sport(s) or related sports for a period of five years from the time he/she last played as a professional.
- Intercollegiate Team Members — A team member is any individual who has practiced or played or is included on the roster of a collegiate varsity or junior varsity team. This includes Partial Qualifiers, redshirt athletes, and athletes currently receiving athletic scholarships from any two or four year university. Team members are ineligible until they have been off of the roster for a full calendar year.
- Sport Club Members — Members of UTA Sport Clubs are fully eligible to participate in Intramural Sports. However, each team may only have two (2) members of an active sport club for a related sport on their roster. Membership is determined by the Campus Recreation Staff. For questions regarding an individual's membership status please contact sportclubs@uta.edu. Members include, but are not limited to, players, coaches, and officers.
- Membership Card Holders — A MAC Member is a person who has purchased a MAC Membership. Check www.uta.edu/campusrec for membership options. The following are the numbers of membership card holders a team may have on its roster for each sport:

7on7 Flag Football (3)	5on5 Basketball (2)
Softball (5)	4on4 Flag Football (2)
Court Volleyball (3)	Outdoor Soccer (4)
Ultimate Frisbee (2)	Dodgeball (3)
Indoor Soccer (3)	Sand Volleyball (2)
3on3 Basketball (1)	

→ Sports and Related Sports

Restrictions will apply to the sport or related sports in which an athlete has or is participating as follows:

<u>Sport</u>	<u>Related Sport</u>
Volleyball	Volleyball
Soccer	Indoor Soccer, Outdoor Soccer
Basketball	5 on 5 Basketball, 4 on 4 Basketball ,
Softball	Softball
Baseball	Softball
Tennis	Tennis Tournaments
Football	7-on-7 Flag Football, 4-on-4 Flag Football

OTHER REQUIREMENTS

Any player playing under an assumed name (i.e. using someone else's ID) shall be banned from all intramural competition for one semester, effective from the date of the incident. The team will receive forfeits for games in which the ineligible player participated. Teams involved will be dropped from the tournament in that sport.

Intramural Sports does not assume the responsibility for checking the eligibility of participants, but any eligibility cases brought to attention will be dealt with according to established rules and regulations.

Team managers are responsible for checking the eligibility of their own players as well as their opponents. Each participant is responsible for the verification of his/her own eligibility.

V. ROSTERS

Individuals may be added to a roster at any point during the season, regular season or playoffs. There will be no limit to how many players are on a roster.

Roster additions or subtractions may be done on-site. If a player is removed from a team, they may not rejoin that team. Managers are advised to add all players that are present for a game, even if the opponent no-shows for that game. **A valid UTA student ID or Campus Recreation membership card must be presented at the time of signing up in order to be added to the roster.**

AN INDIVIDUAL IS ONLY ALLOWED TO PLAY ON ONE TEAM DURING ANY ONE SEASON FOR THAT LEAGUE. PLEASE NOTE, IF A PLAYER SHOWS THEIR MAV EXPRESS ID TO PLAY FOR A TEAM AND HAS THEIR NAME PLACED ON THE ROSTER, THAT PLAYER IS CONSIDERED TO HAVE PARTICIPATED IN THAT GAME REGARDLESS IF THE PARTICIPANT NEVER PLAYED IN THE GAME. IF THIS TAKES PLACE FOR MORE THAN ONE TEAM, THAT PLAYER AND TEAM IS THEREFORE IN VIOLATION OF INTRAMURAL POLICIES AND PROCEDURES. THE PLAYER IS INELIGIBLE TO PLAY IN THAT PARTICULAR SPORT UNTIL REINSTATEMENT BY THE COORDINATOR OR ASSISTANT DIRECTOR FOR INTRAMURAL SPORTS. THE TEAM WITH THE INELIGIBLE PLAYER WILL FORFEIT ONLY THE GAME THAT HAS BEEN LEGALLY PROTESTED AND UPHeld BY THE INTRAMURAL DEPARTMENT.

SWITCHING TEAMS: An individual may switch teams during a season up until the second week of the season has been completed. Once the second week of the season has been completed, rosters will be locked and no players will be able to switch between teams. Any player wishing to switch teams prior to the completion of the season's second week will be subjected to a one week "waiver wire hold" before they are eligible to play with a different team.

VI. Rules of Conduct

Any person, student, faculty, or staff who attempts to commit, incite, or aid others in committing any acts of misconduct shall be subject to Intramural disciplinary procedures by The Department of Campus Recreation. Severe cases of misconduct will be referred to the Office of Community Standards for possible university action.

An individual removed or ejected from an Intramural contest is automatically suspended for the next scheduled game. Any individual removed from a contest or playing site by a supervisor or coordinator must schedule an appointment and meet with the Coordinator or Assistant Director of Intramural Sports to be allowed to participate again.

Unsportsmanlike Conduct Penalties:

Team members, managers, spectators, coaches/managers, or entire teams may be asked by an Intramural Sports staff member to leave the playing area if unsportsmanlike conduct or abusive language is displayed or said loud enough to be heard. A team, individual participant, or spectator exhibiting unsportsmanlike or disruptive behavior may forfeit any contest. The decision of the official and/or supervisor on such cases will be final.

Any team fight, or severe unsportsmanlike behavior, will result in elimination from Intramural Sports for the remainder of the tournament/season and/or possibly the remainder of the academic year.

Any team representing a recognized student organization while participating that is found to be in violation of the Intramural Sports handbook will be subject to further sanctions from the Handbook of Operating Procedures

The Department of Campus Recreation will not tolerate the physical abuse of any person or conduct which threatens or endangers the health or safety of any participant or employee.

Any player or team follower who makes, or attempts to make, intentional physical contact (strikes, punches, grabs, pushes, elbows, kicks, etc.) with a teammate, opponent, fan, spectator, official, supervisor, or Campus Recreation employee shall be immediately expelled from the game. The individual shall be suspended from further participation in any intramural event until further notice from the Coordinator or Assistant Director for Intramural Sports. Depending on the severity of the incident, further disciplinary action could be warranted including referral to the Discipline Coordinator with a recommendation of disciplinary action. The Assistant Director for Intramural Sports will render a decision regarding further disciplinary action.

VERBAL ABUSE

Verbal abuse of Intramural Sports Officials, Supervisors, or Professional Staff will not be tolerated. Intramural Sports and university policy specifically prohibits the use of grossly abusive language, which insults, taunts, or challenges another person. This language includes but is not limited to swearing, obscenities, epithets directed at an individual's race, color, ethnic identity, religion, or sex, or sexual orientation which is personally abusive, degrading, and insulting rather than a communication of ideas or opinion. The penalty will be immediate suspension from the game being played, and if further disciplinary action is warranted the assistant director or coordinator responsible for the program will render an Intramural Sports decision based on the severity of the incident.

ALCOHOL OR DRUG ABUSE

Alcoholic beverages and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol or drugs are present.

The Intramural Sports Officials or Supervisor assigned to the game has the authority and responsibility in making decisions regarding students who are not permitted to participate based on if: a) student's breath smells of alcohol; b) student's actions and language/gestures indicate probable drug or alcohol consumption.

Teams, individuals, or fans suspected of alcohol or drug consumption will be asked to leave the playing area and may be barred from further participation. If warranted, the supervisor responsible for the playing area has the right to ask UTA police to handle the situation.

The University of Texas at Arlington strives to maintain an environment conducive to inquiry and learning and free of illegal drugs.

VII. Sportsmanship Rating System

Intramural officials and supervisors give sportsmanship ratings to teams after each contest. These ratings reflect behavior before, during, and after the contest.

In order for a team to qualify for the post-season playoff games, a team must have a “2.5” average sportsmanship rating during regular season round robin league play. **Teams will start the contest with a 3.0 rating. Teams must earn a higher rating. The highest rating is A (4.0)**

Sportsmanship ratings will be based on the following criteria:

“A (4.0)” - Excellent Conduct and Sportsmanship: Players cooperate with officials and other team members. The manager calmly converses with officials about interpretations and calls. The manager also has full control of his/her teammates. Players go above the expected level of sportsmanship (i.e. sincerely letting the officials know when they make a good call, helping an opponent off the floor/ground, verbally recognizing good play by the opponent, picking up trash from sideline and bench area following contest.)

“B (3.0)” - Good Conduct and Sportsmanship: Players cooperate with officials and other team members. The manager calmly converses with officials about interpretations and calls. The manager also has full control of his/her teammates. An effort is shown to control team members who may be verbally dissenting the official’s call/ruling. No extra sportsmanship effort is shown. Teams that receive one technical foul or unsportsmanlike penalty will receive no higher than a “B” rating.

“C (2.0)” - Average Conduct and Sportsmanship: Team shows verbal dissent towards officials and/or show minor dissension’s which may or may not merit a technical foul or unsportsmanlike penalty. There is little or no effort to control team members who verbally complain about some decisions made by the officials and/or show minor dissension. Teams receiving multiple (more than one) technical fouls or unsportsmanlike penalties will receive no higher than a “C” rating.

“D (1.0)” – Below Average Conduct and Sportsmanship: Teams constantly comment to the officials and/or opposing team from the field and/or sidelines. The team manager exhibits no control over teammates or himself/herself. There is no effort by any team member to control the behavior of any other team member.

“F (0.0)”- Poor Conduct and Sportsmanship: Team is completely uncooperative. Manager has no control over teammates, and/or himself/herself. Any team causing a game to be forfeited for sportsmanship reasons or receives multiple (more than 1) ejections shall receive no higher than an “F” rating.

Examples of conduct deserving an “F” rating are as follows:

The team has been warned about unnecessary roughness and/or jeopardizes the safety of participants. This includes action by any player with the intent of physically harming another player or official.

A player, or a spectator *clearly* associated with a team shows disrespect to the official, i.e.: abusive language, obscenities loud enough to be heard, gestures, or actions; threatening language; or actions which endanger the safety/health of the official or supervisor.

Spectators *clearly* associated with a team engage in disorderly conduct which violates university regulations or jeopardizes the officials’ control of the game. The team shows disregard for the rules or policies of the Intramural Sports Program.

Penalties for “F” sportsmanship ratings are severe and considered to be justified for behavior that is unacceptable:

Any team that receives an “F” rating will automatically be suspended for the next scheduled game and the suspended game will be counted as a loss.

Any team that receives an “F” rating during the playoff game will result in the elimination of the team from further playoff games.

If a team receives an “F” rating during the championship game, the team **WILL NOT** be awarded the championship, or championship t-shirts.

The Coordinator or Assistant Director for Intramural Sports will rule on further penalties to be described as a result of unsportsmanlike conduct. If any individual is ejected from an intramural activity for unsportsmanlike conduct, they will be disqualified from that game plus the next scheduled game.

Unsportsmanlike conduct penalties will be compiled on a per season basis. Two unsportsmanlike conduct penalties or unsporting technical fouls in a season will result in a minimum one week suspension. Any further unsportsmanlike conduct penalties or technical fouls will result in further penalties issued. Based on the severity of the penalty, the resulting suspension could transfer over to other sports at the discretion of Intramural Sport Administration.

Special contest situations:

For contests that are not rescheduled due to weather or other unforeseen circumstances, both teams will receive a “B” rating.

A team winning a contest by forfeit or default will receive a “B” rating.

A team losing a contest by forfeit will receive a “C” rating.

Sportsmanship Ratings during Playoff Games:

Teams are required to have a 2.5 average sportsmanship rating to be eligible for playoff games.

Any team receiving a “1.5 and below” rating during playoff games will be subject to an alternative form of disciplinary action as deemed necessary by the Intramural Sports staff.

VIII. Schedules

SCHEDULING

The Coordinator or the Assistant Director may change a team’s playing time based on league availability. For example if a team signs up for a league, but there are not enough teams in that league by the end of registration, that team may be moved to another league. When possible, the captain of that league will be given options prior to being moved.

For playoff games, it may be necessary to schedule a team or individual with only one-day notice. Every effort will be made to inform the participants; however, the responsibility of checking the schedules will be up to the participating teams. See XII. Championships and Playoffs for information on playoff bracket scheduling.

IX. Postponed and Rescheduled Contests

Intramural contests may be postponed due to inclement weather or unsafe playing conditions. Decisions to postpone the game will be made after 3:00 p.m. that day. For updates on a game status check IMLeagues.com/uta

RESCHEDULE REQUEST PROCEDURES

****Rescheduling requests must be made at least 3 business days in advance of the scheduled contest****

DEFAULTS

Any team unable to attend a scheduled contest should notify the Intramural Sports office no later than 3:00 pm the day of the game. Contests scheduled on weekends have a Friday 3:00 p.m. default deadline. A loss and a 2.5 sportsmanship grade will be assessed but a forfeit and subsequent forfeit fee will be avoided. The opposing team will receive a win. **If a team’s defaults and forfeits consist of greater than 50% of their scheduled games, they will be ineligible for playoffs** (See XII. Championships and Playoffs).

X. FORFEITS

If a team forfeits a game they will automatically receive a C sportsmanship rating.

Forfeits shall be assessed for the following:

1. Use of ineligible players.
2. Unofficial rescheduling of a contest.
3. Non-appearance or not enough players to start a scheduled contest.

Game Time is forfeit time; however, teams without the minimum number of players to start a game will receive a 10-minute grace period only if one or more team members are present. The game clock will start to prevent remaining games to be delayed.

TWO FORFEITS WILL RESULT IN THAT TEAM NOT BEING ELIGIBLE FOR PLAYOFFS.

FORFEIT FEE

For the first forfeit, the team will be assessed a \$25 forfeit fee. The team must pay the fee before the playoff bracket is made or it will be removed from playoff contention. If a team forfeits 2 games, it will be ineligible for playoffs.

XI. PROTESTS

Protests will not be considered if they are based on a decision involving the accuracy of judgment on the part of the official. The following procedure applies to all Intramural Sports activities. Teams must notify game officials that the game is being played under protest *immediately following a discrepancy and/or rule misinterpretation*. Team managers should insist that officials indicate notification of protest on the official score sheet. The officials working the game and the supervisor on duty will attempt to resolve the protest before the play continues. A protest form must be completed by the team manager at the conclusion of the contest.

Protests, lodged after one or more subsequent plays have elapsed, *will not be accepted*. **Sport specific rules regarding protests are addressed in sport rule books.**

All protests should be filed with the Intramural Supervisor. The Supervisor will have an online form to fill out for any protest that occurs. This protest must be submitted to the Intramural Supervisor before leaving the playing area.

Player eligibility and rule interpretation or misapplication will be considered as a protestable cause.

All eligibility protests must be filed immediately after the game ends.

PROTEST RULINGS

All protests will be ruled on by members of the Intramural Sports staff. Protest rulings will take into consideration all circumstances surrounding the protest discrepancy and not necessarily only a misinterpretation or incorrect ruling on the part of the official. In most cases, protests concerning a discrepancy or rule interpretation, which are upheld by the Intramural Sport staff, will be replayed from the beginning of the preceding break in the game or from the exact time in the game that the discrepancy occurred if such time can be ascertained. Special arrangements for replaying protested games would be made by the Intramural Sports staff. Upheld protests concerning player eligibility will result in the contest being forfeited by the offending team.

XII. CHAMPIONSHIPS AND PLAYOFFS

A campus champion is determined in each team sport.

Each team is eligible for playoffs, except if they are disqualified for one of the following reasons:

1. Any teams with two or more forfeits
2. Any team that defaults or forfeits greater than 50% of scheduled games
3. Any teams with less than a 2.5 sportsmanship average

Individual and dual sports are organized using a variety of elimination tournaments.

PLAYOFF BRACKET SCHEDULING

For team sports, all eligible teams will be seeded for a bracket. Seeding will follow the following hierarchy/tiebreakers:

1. Win/loss record
2. Sportsmanship rating
3. Number of forfeits
4. Number of defaults
5. Head to head (if possible)
6. Points Against

The process of bracket placement is a self-selection process ONLINE through IMLeagues. Near or at the end of the season, a message will be sent out to teams announcing the beginning time and date of bracket selection. Teams will select their own position in the bracket, and the order of the opportunity to do so will be in 10-minute increments based on standings/seed.

For example, if bracket selection begins at 12:00 noon, Seed #1 selection begins at noon, #2 selection begins at 12:10, #3 selection begins at 12:20, and so on. If teams log on after their time selection begins, they will not lose the opportunity to select, but other teams will have now had the opportunity to potentially select before you.

This process is done by each team captain logging into the team page on IMLeagues.

The Intramural Sports staff reserves the right to schedule playoffs with no selection process. A common example may be when only 3-5 teams exist in the league's bracket, and a selection process would not change much of the factors. If playing times differ widely, the selection may still be available for the convenience of each team.

AWARDS

Members of winning teams receive individual awards. Individual and dual sport tournament winners also receive an award. Players must compete in at least two team games in order to be eligible for a championship shirt. Players will have until the last day of finals for that semester to visit the Intramural Sports Office at the MAC to pick up any championship shirts that were not given out at the conclusion of the championship game for that sport.

XIII. EQUIPMENT

The Intramural Sports office provides most equipment for intramural team sports. Individual participants are responsible, however, for supplying most necessary equipment in the individual or dual sports.

Individual participants are responsible for providing the proper footwear for all Intramural Sports events. No metal cleats or spikes will be permitted. **Any individual playing with prohibited shoes will be asked to leave the field until they put on proper footwear.** Officials will strictly enforce this rule.

All headwear is prohibited with the following exceptions: Stretchable headbands; stocking caps/beanies during cold weather for outdoor sports; and baseball caps as designated by ASA rules may be worn in softball. Headgear that must be tied on, is prohibited.

Individuals who wish to check out equipment must have a valid UTA ID card.

**ADDITIONAL INFORMATION ABOUT INTRAMURAL SPORTS CAN BE OBTAINED FROM OUR
WEBSITE**

<http://www.uta.edu/intramuralsports>