

The University of Akron



Intramural Sports Participant Handbook 2026

www.uakron.edu/rec

NOTE: The policies and procedures outlined in this Intramural Sports Participant Handbook are subject to change at any time by the administration of the Intramural Sports program. For professional staff contact information, please visit <https://www.uakron.edu/rec/intramurals/>

Introduction

Student Recreation and Wellness Services Department

Mission Statement

The mission of Student Recreation & Wellness Services is to **serve** and **engage** all students to **learn, develop** and **succeed** through innovative recreation, wellness and leadership opportunities that **encourage** healthy and balanced lifestyles.

Core Values

Student Recreation and Wellness Services' core values are articulated by the following statements:

- We are student focused
- We provide a supportive environment that is Safe, Accessible, Fun and Educational
- We model behaviors that inspire: Pride, Respect, Integrity, Responsibility, Sportsmanship, Wellness and Community

Vision

Supporting **Health, Fun, and Friendship**

Intramural Sports Program

IMS Purpose Statement

The Intramural Sports program is designed to provide opportunities for students, faculty and staff of The University of Akron to participate in sports experiences, which will help develop leadership and team building, among many other skills. The Intramural Sports program also allows the University community to participate in recreational activities in an organized competitive atmosphere. By participating in one of our many activities, we aim to provide people with the following opportunities:

- Develop social relationships
- Encourage good sportsmanship
- Maintain health and fitness
- Promote The University of Akron through organized recreational activities
- Most of all, HAVE FUN!

IMS Vision Statement

To provide a variety of organized sport programs which enhance the social, mental, and physical well-being of the campus community.

IMS Program Components

- Leagues
- Tournaments
- Special Events
- Extramurals / Officiating

Activities Offered

Each semester we aim to offer a variety of different programs and sports to reach our unique and diverse student body. Below, you will find a list of possible sports or programs that we will choose from each semester

Badminton	Canoe Battleship	Flag Football	Home Run Derby	Kickball	Punt, Pass, Kick	Sports Trivia	Table Tennis	Volleyball
Basketball	Combine Clash	Floor Hockey	Hot Shots	Kin-Ball	Racquetball	Soccer	Tennis	Wallyball
Bowling	Dodgeball	Futsal	Innertube Water Polo	Pickle Ball	Sand Volleyball	Softball	Ultimate Frisbee	Wiffleball

Professional Staff Offices

The Intramurals Sports office has relocated to the main Student Recreation & Wellness Center. The “Programming Suite” (directly across from fitness equipment near the locker rooms) will serve as the “hub” for the IMS program. The Manager of Intramural Sports will be located in this space. In this office you will be able to find the Intramural Sports Manager and in addition Outdoor Adventure and Fitness Services. This office is where participants can visit to get help with DSE account creation or access, Play pass information, sport registration, roster additions, free agent listings, registration fee payments, rules clarification, and much more!

Eligibility

ID Policy

Zip Card

All Intramural Sports participants **MUST** show their valid University of Akron Zip Card prior to the start of each contest, regardless of location. Any participant attempting to check-in without their Zip Card will not be permitted to participate. No other forms of identification will be accepted (ie: Driver’s License, Military ID, etc.) – NO EXCEPTIONS.

Assumed Name

Any participant(s) found to be participating under an assumed name will be in violation of the Student Code of Conduct as “furnishing false or misleading information to university officials.” The Zip Card(s) involved will be confiscated, and an incident report will be sent to Student Judicial Affairs. Both offending participants will be suspended from SRWS programs and facilities until a decision is made by Student Judicial Affairs. The Student Judicial Affairs decision may extend or suspend use of SRWS programs and facilities, at their discretion.

Ineligible Player

Any and all games in which a team is found to be playing with an ineligible player will be considered a forfeit. Players may be deemed ineligible for any number of reasons, including but not limited to:

- Not registered for a Play pass
- Not being on the roster
- Not meeting eligibility requirements
- Playing while under suspension
- Playing for more than one team in the same league

Participant Eligibility

The Intramural Sports program does not assume responsibility for player eligibility but will assist team captains and individuals with eligibility interpretation prior to competition. Each person is responsible in ensuring they meet eligibility requirements. **All participants are required to be at least 18 years of age to participate in any Intramural Sports activities.**

Students

All students are eligible to participate in Intramural Sports, provided the student is registered for a single class in the semester in which they wish to participate and have paid the Facility Fee assessed to their tuition at The University of Akron. Students partaking in a Co-Op program may opt-in to pay the corresponding Facility Fee, and should contact the Intramural Sports office for more details.

Staff/Faculty

All full-time Staff, Contract Professionals and Faculty are eligible to participate in Intramural Sports, provided they are current SRWC Members and have purchased a play pass.

Restricted Participants

Each Intramural Sports team roster is limited to a total combined three (3) restricted participants, with no more than two (2) from any one category, as per specific group restrictions outlined below:

Alumni/Retirees

Individuals who have retired from The University of Akron, and were previously employed as a Staff, Contract Professional or Faculty member are not eligible to participate in Intramural Sports, provided they are current SRWC Members.

Club Sport Members

Members of The University of Akron Club Sports program are allowed to participate in Intramural Sports and events in their related sports. Each intramural team roster, however, will be limited to a maximum of two (2) club members from the corresponding sport on the court at one time. This means the team may have more than two club sports members on their roster, but they may only play two on the field/court at one time. In the case of playing more than two, this will carry a penalty and sportsmanship points will be lost. This maximum includes both male and/or female Club Sport players, in the case of Co-Rec Intramural Sports. A Club Sport member is defined as any individual who is/has actively participated with the club at any point throughout the academic year; this includes attending club practices and/or travelling for club competition.

<u>Intramural Sport</u>	<u>Corresponding Club Sport(s)</u>
Soccer / Futsal	Women's Soccer Club / Men's Soccer Club
Bowling	Bowling Club
Floor Hockey	Men's Ice Hockey Club / Roller Hockey Club
Basketball / 3v3 Basketball	Men's Basketball Club / Women's Basketball Club
Ultimate Frisbee	Ultimate Frisbee Club
Innertube Water Polo	Water Polo Club
Softball / Wiffleball	Men's Baseball Club
Volleyball / Sand Volleyball	Women's Volleyball Club

Current Student-Athletes

Current student athletes at The University of Akron are NOT eligible to participate in the related Intramural Sport. This includes red-shirt, walk-ons and students who are admitted to The University of Akron under special NCAA guidelines.

<u>Intramural Sport</u>	<u>Corresponding Varsity Sport(s)</u>
Softball / Wiffleball	Baseball / Softball
Basketball / 3v3 Basketball	Basketball
Flag Football / Indoor Flag Football	Football
Soccer / Futsal	Soccer
Tennis	Tennis
Volleyball / Sand Volleyball	Volleyball

Current student-athletes are eligible to participate in other Intramural Sports or events with a limit of two (2) student-athletes per intramural team roster, and provided that each athlete has permission to participate from his/her coaching staff.

Former Student-Athletes

Former student-athletes, who participated in a Division I program, are eligible for participation in the corresponding sport (see above) one (1) calendar year from that sport's national championship in the student-athlete's last year of competition. In addition, each intramural team is limited to two (2) former Division I student-athletes in that sport or counterpart sport.

Professional Athletes

Anyone who is/has been a professional athlete in a particular sport is ineligible to participate in that corresponding sport or counterpart. A professional athlete is defined (from the NCAA) as one who receives any kind of payment, directly or indirectly, for athletics participation.

Ineligible Participants

The following individuals are NOT eligible to participate in Intramural Sports:

Post-Secondary Students – including Post-Secondary Enrollment Options Program (PSEOP) students, or any other early college program students

Alumni – any graduates of The University of Akron, who have not re-enrolled as a current student and/or have not taken a position as a Faculty/Staff member at UA.

Satellite Campus Students – any students who are not enrolled at The University of Akron's Main campus, including students at Wayne College, Medina County University Center, UA – Lakewood, Midpoint Campus Center (Lorain County CC) and Northeast Ohio Medical University.

Community Members – individuals who are not affiliated with The University of Akron in any of the eligible categories previously outlined.

Summer Eligibility

Summer eligibility for Intramural Sports is as follows:

- A) Students enrolled in summer classes,
- B) Students not enrolled in summer classes (who were enrolled Spring, and are also enrolled Fall):
 - * Purchased a full SRWS Membership for the summer to access all facilities/services **OR**
 - * Purchase a Summer Intramural Pass for \$10.00
- C) Full-time Staff/Faculty are allowed at no charge to access Intramural Sports programs; this does not grant them full access to the facility or leisure pool.

NOTE: Students who graduated in the Spring semester, or incoming students new to UA in the Fall semester will NOT be eligible to play.

Registration

Intramural Sports Play Pass (IMs Pass):

Beginning in the Spring 2026, all patrons will need to purchase an Intramural Sports Play-Pass to be eligible to create or join an Intramural Sports team for any activity. The Intramural Sports Play-Pass, also referred to as the “IMs Pass,” is a one-time purchase which grants the membership that is required to create or join a team on the DSE sports website.

Intramural Sports Play Pass Defined:

The Intramural Sports Play-Pass is an account membership which allows the user to pay a one-time fee, that grants them the eligibility to participate in Intramural Sports activities for the duration of their selected pass. All participants must have an active IM Pass to create a team, join a team, and to participate in an intramural activity/game (there are exceptions like fantasy football and other free events). Once an IM Pass has been purchased, the patron will be able to participate in as many sports, teams, and leagues which they are eligible for, within the guidelines that are listed throughout the rest of this document (i.e. one men’s team and one Co-rec team not 2 men’s teams).

PASS Eligibility:

Who is eligible to purchase an IMs Play Pass?

The following individuals are eligible to participate in Intramural Sports and can purchase an IM Play-Pass.

1. Students currently enrolled at The University of Akron that have paid the facility fee associated with their account.
2. Full-time Faculty/Staff at The University of Akron
 - * *Students/faculty/staff must have an active Student Recreation and Wellness Center (SRWC) membership before they are eligible to purchase an IM Pass.***

Please refer to our [SRWC Membership Webpage](#) for more information on membership costs. SRWC memberships can be purchased in-person at the SRWC Welcome Desk or online at uakron.edu/rec

Pass Options and Duration of Membership:

Patrons may choose how long they would like their eligibility to last, by selecting the pass that suits them best:

All Participants must purchase a valid IMS play pass to be eligible for any intramural sports programming.

Individual Play Pass Options:

FOR THIS SPRING 2026 SEMESTER ONLY

1. **Intramural Sports Spring Play Pass: \$20**
 - a. Unlimited participation for all intramural leagues/tournaments throughout the entire Spring 2026 semester.

Starting Fall of 2026:

2. **Intramural Sports Fall Semester Play Pass: \$20**
 - a. Unlimited participation in any intramural league/tournaments for **Fall semester**.
 - b. can purchase from First day of Fall Semester- 11/20
 - c. All Fall semester sports included
3. **Intramural Sports Academic Year Play Pass: \$35**
 - a. Unlimited participation for all intramural league/tournaments for **the entire school year (Fall and Spring Semesters)**
 - b. can be purchased from First day of Fall Semester-10/23
4. **Intramural Sports Spring Plus Semester Play Pass: \$25**
 - a. Unlimited participation for all Intramural league/tournaments for **spring semester**, plus any intramural event from **10/23-December** of the Fall Semester!
 - b. Can purchase from 10/23- 5/4

DSE- Do Sports Easy

All registration for Intramural Sports will occur online via the DSE website, which can be accessed at Uakron.dserec.com/online/dashboard. Sport details/rules, registration information, schedules, playoff brackets and other important information will be posted and accessible on the DSE site.

Purchasing a Play Pass Membership

All participants must have a DSE account to participate in intramural sports activities. Follow these steps to purchase an intramural play pass:

1. Go to the [DSE online dashboard](http://Uakron.dserec.com/online/dashboard)
2. Select the box that says "Membership"
3. Type "Intramural sports" into the search bar to see the current pass options and select the pass option that best fits your needs.
4. Click the blue "Sign up" button
5. You will be prompted to log in. Select the "University account" login option and use your university credentials on the Authenticator SSO page.

6. Follow the instructions to complete payment.
 - a. Once finished, you will be eligible to create/join an intramural team!

Note: Only use your UAkron ID/Email to create/log in.

Registering for an Intramural Sport

1. Log in to your DSE Rec account and click on the intramural sports tab, or directly at this link: <https://uakron.dserec.com/online/intramurals>
2. The current sports will be displayed and the status for each one; click on the sport you wish to join.
3. Clicking on the sport or the “see more” option will show details for the sport.
4. Once you select a sport you can toggle for which season (either Fall or Spring) to see the offerings.
5. Choose the league and division you wish to play in i.e. 7v7 Flag Football - Men's 1 (Monday's 7:30pm)
6. Users can Register their team, request to join a team, register as a free agent, see current free agents available, and additional program info from the drop down window.
7. Registering a team is done by:
 1. selecting “Register your Team”
 2. entering a team name and selecting “create”
 3. adding players to the roster by email or from the free agent list (they must have a valid pass to be added to the roster)
8. Captains can edit their team entry info and add a team image from their team page.
9. When players login to register or captains type the email of the teammates they want to add to their team- the system automatically verifies that the player is eligible for Intramurals (based on the program’s policies) and automatically retrieves their personal info (and validates they have a correct pass option).

Refund Policy:

Unless otherwise noted, all Intramural Sports Play-Pass sales are final. Refunds will not be issued for participants who have purchased an Intramural Sports Play-Pass. Once a participant has created or joined a team, and the date and time of their first scheduled game has passed (whether they competed in the game or not), the sale becomes solidified as non-refundable. All refund decisions are at the sole discretion of the Intramural Sports Manager. All decisions are final.

The expenses that are covered by the IM Pass (staff wages, equipment, field renovations, etc.) have already been applied. Refunds will never be granted or considered negative comments, feedback, or dissatisfaction with matters relating to the Intramural Sports program, offerings, staff, or affiliation with Recreation and Wellness Services. It is the participant’s responsibility to remain aware of all communication, updates, and changes to their team’s status, schedule, game time, and eligibility. Refunds will not be awarded for a failure to view communications. If a participant suddenly becomes unable to participate in intramural sports due to illness, injury, or separation from the institution, a formal refund request may be submitted to the manager for review. In order to accept or approve this request, the participant must include sufficient documentation and evidence that would constitute a refund being awarded. All refund decisions are at the sole discretion of the Intramural Sports Manager. All decisions are final.

***Intramural sports programs are not available to individuals who are not current students or Full-time faculty/staff SRWC members. Alumni and past employees will not be eligible.**

Forfeit Fee Policy

1. If a team has forfeited with zero communication prior to their game time, and the league/division/tournament was full or had teams waitlisted, the team that forfeited may be subjected to a forfeit fee. This covers the cost of staffing the court/field with officials/scorekeepers and the facility rental fees associated with the league/tournament (i.e. court/stadium rental fees).
2. That team may be ineligible to return to play and or make the playoffs if the fee is not paid for.
3. All instances and fees assessed will be at the discretion of the Intramural Sports Manager.

Home

Program Sports

 Basketball	4 events - Registration Open	See more >
 Flag Football	1 event - Registration Closed	See more >
 Indoor Soccer	4 events - In Progress 1 event - Upcoming	See more >
 Softball	4 events - Upcoming	See more >
 Squash	2 events - Upcoming	See more >
 Tennis	5 events - Completed	See more >
 Volleyball	3 events - Completed	See more >

Title	Entries	Status
Co-Rec Thu 7:30pm Regular Season	0/6	IN PROGRESS
Fraternity 1 (Wed 7:30pm) Regular Season	0/6	IN PROGRESS
Fraternity 2 (Wed 8:30pm) Regular Season	0/6	IN PROGRESS
Fraternity 3 (Wed 9:30pm) Regular Season	0/6	IN PROGRESS
Men's 1 (Monday's 7:30pm) Regular Season	2/6	IN PROGRESS
Men's 2 (Monday's 8:30pm) Regular Season	0/6	IN PROGRESS
Men's 3 (Monday's 9:30pm) Regular Season	0/6	IN PROGRESS
Sorority Thu 8:30pm Regular Season	0/6	IN PROGRESS
Women's Thu 9:30pm Regular Season	0/6	IN PROGRESS

Showing 1 to 9 of 9 entries
Intramural Sports

Hi, Jim Mellow

[Home](#) > [Basketball](#) > Men's A Regular Season

[ACCOUNT](#) [PROGRAM INFO](#)

Registration Dates: 6/1/2023 - 10/27/2023
Event Start Date: 10/29/2023

[FAQ](#)
[IM Policies](#)
[News](#)

[Entries](#) [Free Agents](#)

Status
All

[REGISTER YOUR TEAM](#) [REGISTER AS FREE AGENT](#)

Team Names

Student Recreation & Wellness Services is committed to ensuring that its programs are free from

discriminatory, inappropriate, and disrespectful conduct or communication. The Intramural Sports program, therefore, reserves the right to disallow any team name that is deemed unacceptable.

When choosing a team name, please ensure it is in good taste and is not offensive to individuals or groups on the basis of race, ethnicity, religion, disability, age, gender, sexual orientation, or culture. We ask that all team names not contain profanity, racial slurs, sexual innuendo, or other words that may be offensive or otherwise degrading in nature.

Team names may be rejected at the discretion of the Intramural Sports administrative staff; in the event we need to remove a team name, we will simply change the team's name to the captain's last name and provide the captain an opportunity to choose a new one. Should the Captain be unable to submit an appropriate name again, the team will remain named with the captain's last name for the duration of the season.

Posting as a Free Agent

NOTE: While posting as a Free Agent is the best possible way to join a team, unfortunately there is no guarantee of placement on a team. All Play passes bought by free agents will be non-refundable, so join a team or create one to secure your spot!

If you would like to join a sport/team, but do not have enough people to create a team of your own, you can post as a "Free Agent."

1. Log in to your DSE account.
2. The current sports will be displayed; click on the sport you wish to join.
3. Choose the league you wish to play in (Men's, Women's, Co-Rec, etc.)
4. Choose the division you'd like to play in (Monday 5PM, Tuesday 5PM, etc.)
5. Click the "Join as Free Agent"

Before each major sport (i.e. Flag football, soccer, volleyball) there will be a free agent meeting! Come connect with other free agents looking for a team to join or create one! These will be held @ Noon the day before the registration deadline ends in the Rec Center conference room 233!

You can list yourself as a free agent in as many divisions (days/times) within a league as you'd like; however, you are still restricted to the same team limitations as any other participant, which means you may only join one team per league. Captains who are seeking additional players can then request that you to join their team.

Free Agent Meetings

Before each major sport (i.e. Flag football, soccer, volleyball) there will be a free agent meeting! Come connect with other free agents looking for a team to join or create one! These will be held @ Noon the day before the registration deadline ends in the Rec Center conference room 233!

Rosters

Roster Restrictions

Play for One Team

All participants are restricted to play for one team only in any given league, and may only participate in a given sport on one (1) single-gender team, (1) Greek team and one (1) co-recreational team. When there is opportunity for participation in both a Greek and single-gender team, Greek affiliated members will be restricted per team in the single-gender league.

Roster Minimum / Maximum

For each team sport there is a minimum and maximum number of players required to play. The roster minimum is typically the number of players required for a complete team in that sport, and may differ from the minimum number of players required to avoid forfeit and start a game (see “Forfeits” section for further details). Team Captains are responsible for ensuring the corresponding roster minimum is reached prior to their team’s first game.

Team sports will also have an imposed roster maximum, in order to limit team sizes and encourage creation of multiple/separate teams by groups of participants. A sport’s roster maximum may vary from the maximum number of awards granted to a team (see “Awards” section for further details).

Sport	Roster Minimum	Roster Maximum	Sport	Roster Minimum	Roster Maximum
Soccer	7	15	Kin-Ball	4	8
Kickball	6	12	Futsal	4	12
Flag Football	7	15	Indoor Soccer	4	8
Co-Rec Flag Football	8	15	Adventure Challenge	2	2
Battleship	4	8	Wiffleball	6	12
Innertube Water Polo	6	12	4v4 Flag Football	4	8
Wallyball	4	8	Dodgeball	6	12
Basketball	5	12	Softball	10	15
Volleyball	6	12	Ultimate Frisbee	7	15
3v3 Basketball	3	6	Sand Volleyball	4	8
Floor Hockey	6	12	Spikeball	2	4

Creating Rosters

Captains Inviting Players

Captains can invite players to join their team by clicking the “Invite Members” link on the team page. Any invited members must accept the invitation to join your team; without the individual player accepting the invitation, he/she will NOT show up on the team’s roster. **ALL PLAYERS MUST HAVE A PLAY PASS TO BE ELIGIBLE TO PARTICIPATE!**

1. If they’ve already registered on DSE: search for their name, and invite them
2. If they haven’t yet registered on DSE: scroll down to the “Invite by Email Address” box and input their UA email address.

Players Requesting to Join

Players can request to join a team in several different ways:

- a. Use the “Create/Join Team” button at top right of every page
- b. Accept a request from the captain to join his/her team
- c. Find the team and captain name on division/league page and request to join
- d. Go to the captain’s player card page, view his/her team, and request to join

In any of the above manners, the player’s request to join must be accepted by the team captain; without the **captain’s approval of the request**, the player’s name will **NOT** show up on the team’s roster.

Adding Free Agent Players

Captains who are looking for additional players may search the available Free Agents list for interested players. From the team home page, click the “Available Free Agents” link on the left-hand side of the page. Any individuals who have posted messages seeking to join a team will be displayed here. Invites can then be sent to individual players, asking if they would like to join the team. In the same manner as adding any other players, the invitation to join **MUST** be accepted by the player in order for him/her to show up on the team’s roster.

Roster Addition Deadlines

Switching Teams

If you have already joined and played a game for your current team, you may not join another team (in the same league, i.e. Men’s team to another Men’s team).

Play Deadline

To play in a particular game, players must be added to the team’s roster by noon of game day. Remember that players are not considered to be on a team’s roster until either a) the player has accepted the captain’s invite, or b) the captain has accepted the player’s request to join. **If a player does not show on the online roster, they are NOT on the roster for participation eligibility.**

Season Deadline

During each team sport's season there will be a season deadline for roster additions, which is the last possible date to make any additions to a team's roster for the duration of the season; any person not on the roster by this deadline will not be able to play throughout the remainder of the season and/or playoffs.

The season deadline to add anyone to the roster is the last week of the regular season. After this, roster additions will close, and all team rosters will be finalized for playoffs.

NOTE: *TO BE ELIGIBLE FOR THE PLAYOFFS, YOU MUST HAVE PLAYED IN ONE REGULAR SEASON GAME*

Scheduling

Leagues Offered

Wherever possible, a variety of leagues are offered within any given sport. Descriptions of possible leagues offered are listed below:

Men's

Men's leagues, otherwise known as Men's Independent, are available to any eligible male participant(s).

Women's

Women's leagues, otherwise known as Women's Independent, are available to any eligible female participant(s).

Co-Rec

Co-Rec leagues may be available to both male and female eligible participants. Each sport offering a Co-Rec league will have set co-rec modifications and male/female gender ratio requirements to register and play.

Fraternity

Fraternity leagues are available to eligible male participants who are active members of the same fraternity, as recognized by The University of Akron's Office of Fraternity and Sorority Life. Members of a fraternity team may NOT also play on a men's team in the same sport.

Sorority

Sorority leagues are available to eligible female participants who are active members of the same sorority, as recognized by The University of Akron's Office of Fraternity and Sorority Life. Members of a sorority team may NOT also play on a women's team in the same sport.

Divisions

Divisions offered within a league (as defined above) will consist of a specific day and time(s) of play. For instance, a Men's league may offer a "Mondays at 7:00pm" division, and also a "Thursdays at 10:00pm" division. Depending on the nature of the sport, divisions may/may not be limited to one specific day and one specific time.

Regular Season Schedules

Leagues

Regular season schedules for sport leagues will most likely follow a set day/time throughout the regular season, as indicated by the division in which teams register to play.

Tournaments

Schedules for tournaments will vary, and registered participants or teams are required to be available at any of the possible times listed in the sport description found on DSE.

Re-Schedules

During the regular season, no re-schedules will be permitted. Teams register for a specific day/time division with the understanding they will be available to play on those days and at those times. Due to the nature of playoff scheduling, wherein teams may play on any variety of days/times, re-schedules **may** be permitted if a team cannot meet the minimum number of players required due to academic class schedules. Intramural Sports encourages team captains to recruit the maximum amount of participants allowed before the roster addition deadline to avoid potential forfeits or defaults, especially in playoffs. Teams should contact the Manager of Intramural Sports within 48 hours of the playoff schedule being released if they notice an academic conflict within a playoff/tournament contest. During the final week of the regular season, we encourage all team captains to communicate to the Manager of Intramural Sports what schedule conflicts they could potentially have as playoff brackets are being created.

There are many factors that come into scheduling including multiple facilities, event, and group reservations, student staff schedules, participant schedules, and more. It may not be possible to grant reschedules.

Inclement Weather

Should games be postponed due to inclement weather, the Intramural Sports office will re-schedule games wherever possible and notify affected teams of this change. Please note that re-schedules due to weather will more than likely have to be played on a different day/time than the regularly scheduled division games.

Forfeits

GAME TIME = FORFEIT TIME! Participants should arrive five minutes early to sign-in and prepare for their scheduled game. If a team does not have the required number of players signed-in and **ready to play** at game time, but the opposing team is ready to play, then: the team ready can choose to either a) take the forfeit win immediately, or b) grant a grace period to the other team who is short players (see below).

Grace Period

If the team ready chooses to allow a grace period, a total of five (5) minutes will be granted to allow time for other players to arrive. **This grace period is by no means a requirement – it is a privilege, and entirely up to the team ready to decide.** Once a team has decided to allow the 5-minute grace period, they must wait the *entire* 5 minutes (ie: they cannot change their mind to take the forfeit after 3 minutes). **These 5 minutes will be taken off the game clock.**

If the late team is fielded and *ready to play* before the 5 minutes has expired, the game will be started; otherwise, it will result in a forfeit. Should both teams not have the required players at game time, a 5-minute grace period will automatically begin; after those 5 minutes, a double forfeit will be assessed. Once a forfeit has been declared, intramural staff will NOT officiate any pick-up games to be played.

Any team that forfeits will lose seven (7) sportsmanship points for that game. Forfeit losses may also be assessed for use of ineligible players, excessive unsportsmanlike behavior (as per specific sport rules), and/or apparent use of drugs or alcohol, as per the discretion of the Intramural Sports staff. Receiving a forfeit will result in being ineligible for the playoffs.

Any teams that forfeit are not subject to a refund

Defaults

A default is one option to avoid a forfeit. If a team knows they will not have the required number of players able to play, they may notify the Intramural Sports staff to prevent being assessed a forfeit at game time. Timely default notification allows the IMS staff to conveniently notify the opposing team and any scheduled officials that the game will not be played as scheduled. In addition, a default will only result in a loss of three (3) sportsmanship points for that game.

Default Notification

In order to notify the IMS staff of an upcoming default situation, the team's Captain must email the IMS office staff at rcr35@uakron.edu. All defaults must be declared in this way in an email or in-person, and be completed by **NOON** the day OF the scheduled game. Defaults may NOT be reported over the phone, as the IMS staff will have no way of verifying who is reporting the default. **Defaults for Sunday games must be completed by 2:00pm on the Friday before.**

Forfeit/Default Scores

Teams granted a win by forfeit and/or default will be recorded with the following score:

Sport	Winning Score	Sport	Winning Score
Soccer	5 – 0	Kin-Ball	10 – 0
Kickball	5 – 0	Futsal	5 – 0
Flag Football	14 – 0	Indoor Soccer	3 - 0
Co-Rec Flag Football	14 – 0	Adventure Challenge	-
Battleship	-	Wiffleball	7 – 0
Innertube Water Polo	5 – 0	4v4 Flag Football	14 – 0
Wallyball	12 – 0; 12 – 0	Dodgeball	3 – 0
Basketball	20 – 0	Softball	5 – 0
Volleyball	15 – 0; 15 – 0	Ultimate Frisbee	5 – 0

3v3 Basketball	15 – 0	Sand Volleyball	15 – 0; 15 – 0
Floor Hockey	5 – 0	Spikeball	10 – 0

Playoff Eligibility

Standings

Playoff standings or “seedings” will be decided by a pre-determined set of formulae via the DSE website. Teams will be ranked according to the following statistics, in order to break any ties that may exist following the regular season:

1. Overall Record
2. Best Overall Average Sportsmanship Rating
3. Head-to-Head
4. Point differential total of regular season games (Final)
5. Points against total of regular season games (Final)

Win/Loss Record

The win/loss record required to make playoffs will vary by sport, and will be indicated in each sport’s set of specific rules. Possible scenarios may require a) a .500 record minimum, b) a minimum of one (1) win, or c) no wins required.

Sportsmanship Rating

A Sportsmanship Rating system will be in place for all Intramural Sports activities. Sportsmanship ratings will play a role in determining which teams are eligible for playoff participation; teams will be required to have an **average of nine (9) sportsmanship points to qualify and continue throughout playoffs. This scale continues throughout the playoffs!** Please refer to the “Conduct” chapter (under “Sportsmanship”) for complete details regarding the rating system.

*Verbal/Physical abuse of any participant will not be tolerated.

Playoff Schedules

Single Elimination Format

Playoff brackets will follow a single elimination format, meaning teams must win, and maintain the required sportsmanship average, in order to advance in the bracket; a loss, or insufficient sportsmanship rating, will result in elimination from the tournament completely. If the winning team falls below the required sportsmanship average, neither team will advance to the next game.

Conflicts

Due to the nature of a single elimination tournament, playoff schedules will vary from regular season scheduling days/times. Teams may also be required to play more than one game each night, and may play games on back-to-back nights. Due to the nature of playoff scheduling, wherein teams may play on any variety of days/times, re-schedules **may** be permitted if a team cannot meet the minimum number of players required due to academic class schedules. Intramural Sports encourages team captains to recruit the maximum amount of participants allowed before the roster addition deadline to avoid potential forfeits

or defaults, especially in playoffs. Teams should contact the Manager of Intramural Sports within 48 hours of the playoff schedule being released if they notice an academic conflict within a playoff/tournament contest. During the final week of regular season, we encourage all team captains to communicate to the Manager of Intramural Sports what schedule conflicts they could potentially have as playoff brackets are being created.

Safety

Inherent Risk

The University of Akron or Student Recreation and Wellness Services is NOT responsible for injuries incurred by participants or spectators while competing in Intramural Sports. It is strongly recommended that each participant carry health and accident insurance. Participants should understand that the possibility of injury is inherent in sport activities. Also, participants should be careful to follow any doctor's instructions concerning physical disabilities, injuries, illness, and the involvement in any activity.

The University of Akron and Student Recreation and Wellness Services staff will perform necessary immediate first aid, CPR, and other lifesaving measures, according to SRWS and UA emergency procedures.

Liability

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of facilities and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All injuries should be reported to a Student Recreation and Wellness Services employee immediately. The staff member will fill out an Accident Report and assist in seeking further care. If a participant is injured and does not have transportation, campus security or an ambulance may be called to assist.

Waivers

Each Intramural Sports participant is required to complete a waiver prior to participating. When signing on to DSE, this waiver is signed electronically.

Inclement Weather

Outdoor Intramural Sports activities will play through weather conditions, with the following exceptions:

Field Conditions

In the event of excessive rain preceding a scheduled game (including the days prior to play) this may result in postponement of activities, due to poor field conditions. The IMS administrative staff will make every effort to keep games as scheduled, but the unforeseen nature of weather conditions may not always allow that.

Lightning Policy

Should lightning be seen during intramural play, all games will be suspended immediately. Fields will be cleared entirely, and facilities will be locked down accordingly. The following shelter sites will be designated for each outdoor facility used:

- | | |
|----------------------|---|
| • InfoCision Stadium | Shelter: Student Recreation & Wellness Center |
| • Shrank Turf | Shelter: Student Union |
| • Buchtel Field | Shelter: Student Recreation & Wellness Center |

Play will be suspended for thirty (30) minutes from the last lightning seen; should lightning be seen again within those 30 minutes, the clock will restart and a new 30 minute timeframe must be waited out. Where at all possible, games will continue once the 30 minutes have elapsed. However, individual time divisions may be cancelled in an effort to keep the remaining night's games on schedule. In case of the latter, games will be re-scheduled whenever possible.

Injuries

Any participant who becomes injured during intramural play may be removed from play at the discretion of intramural staff on-site.

Blood

Any participant who is actively bleeding or has blood visible on his/her clothing must be substituted for until the bleeding has stopped and all blood is removed; a change of uniform may be required in order to return to play. If by removing the player who is bleeding, the team falls below the minimum number of required players, then the game clock will be stopped for a maximum of five (5) minutes to remedy the situation. After approval from an intramural employee, the player may re-enter the game, and play will resume.

Significant Injuries

Participants with injuries that meet any of the following criteria will not be permitted to continue play, at the discretion of the First Responder and/or Intramural Sports Supervisor.

- **Injuries that are discolored, angulated, swollen or deformed**
- **Injuries to the head, neck or spine**
- **Injuries resulting in signs and symptoms of a concussion**

Return to Play Guidelines

Any participant, who sustains a significant injury, as determined by the Manager of Intramural Sports, will be unable to play in future contests **or access the Student Recreation and Wellness Center**, until cleared by a licensed medical professional. The participant will be suspended on DSE and at the front desk of the SRWC, due to injury, and will be ineligible to participate. Once documentation of medical clearance has been received by the Manager of Intramural Sports*, the suspension will be removed.

***NOTE: it is recommended to get medical clearance to the Manager of Intramural Sports well in advance of intramural play. Day of activity availability is not guaranteed.**

First Responders

Student employees who are certified in First Aid, CPR and AED may be on-site for all outdoor activities, to assist with injuries and emergency medical situations. Responders cannot tape pre-existing injuries, or provide preventative care of any kind.

Equipment

Game Equipment

All necessary equipment required to participate in Intramural Sports will be provided for the participants. Game balls will be provided for use in the game ONLY; teams must provide their own ball for warm-up (**exception: Intramural Sports will NOT provide game balls for Flag Football**). Should teams choose to provide their own game ball for any other sport, it must first be checked with the IMS Supervisor and approved by the opposing team prior to use.

Footwear

Regulation tennis shoes or basketball non-marking shoes are required to be worn in gymnasiums. Rubber-cleated shoes may be worn during outdoor activities; **no screw-in or metal-tipped** cleats may be worn. Open-toed shoes, non-athletic shoes, or bare feet will NOT be permitted.

Headwear

Brimmed hats, bandanas or any headwear with a knot is not permitted to be worn. Players may wear a one-piece elastic headband made of a soft, pliable material, and rubber or cloth bands may be used to control hair. Knitted winter hats will be allowed in cold weather, provided they do not include a “pom pom” type feature on the top.

Exception: ball caps are permitted for outdoor softball, and headwear worn for religious reasons will be permitted, provided it does not pose a safety hazard for that particular sport, as determined by the Intramural Sports staff on-site.

Jerseys

Teams are required to wear like-colored, numbered shirts/jerseys for team sports. Numbers **may not be** taped or pinned onto the shirt; any numbers drawn on must be visible from far distances, at the discretion of the on-site Intramural Supervisor. Numbered jerseys are available for check-out from the Supervisor on-site. Teams not complying with proper uniform requirements are subject to forfeiture. Uniforms with inappropriate or offensive images/language will not be allowed. If a participant intentionally rips or tears a jersey that they are wearing or of another player, they will automatically be ejected and will be suspended until they meet with the Manager of Intramural Sports. They will also be financially responsible for replacing the damaged equipment.

Participants may not wear just a provided intramural “pinnie” or jersey. There must be a shirt worn underneath all SRWC issued jerseys. Participants are encouraged to bring 1-2 shirts per contest to change into if needed. Contrasting colors with opponent jersey colors are not recommended and may be asked to change.

If both teams arrive with their own jerseys that are the same color, the visiting team for that matchup must change their jerseys with the provided IMs pinnies/jerseys.

Game Balls

The Intramural Sports program will provide game balls to be used in scheduled intramural contests, which may NOT be used by either team for warm-up. Any warm-up balls must be checked-out by providing a ZipCard at the front desk, or checked out of the RECRE Box. Reminder a ZipCard is required to check-in to an intramural game.

Lost/Damaged/Stolen Equipment

Any equipment that has been checked out from the intramural staff that is not returned will be the responsibility of the person who checked it out. Replacement charges will vary by item and must be paid in full before the participant is permitted to participate in Intramural Sports again.

Jewelry

Jewelry is not allowed, including but not limited to necklaces, earrings, facial piercings, rings, bracelets, and watches. Jewelry may NOT be taped over but must be removed completely. If you cannot remove it, you cannot play.

The only exception applies to **medical alert bracelets and/or necklaces**, which may be worn provided they are taped down to the body, and all pertinent information remains visible.

Casts/Braces

Hard casts may not be worn. Medical braces that contain hard plastic must be protected with an appropriate soft cover and/or covered in a tensor bandage or tape. It will NOT be permitted for hard casts to be covered using make-shift materials, not designed to protect that particular cast.

Personal Belongings

No personal belongings may be left under the supervision of intramural employees while participating in Intramural Sports. Program employees will not be responsible for any belongings left unattended in/around the facility. It is recommended that participants do not bring anything of value to the game venue. ☒

Conduct

Code of Conduct

In accordance with the Student Code of Conduct, the Intramural Sports program upholds the importance of displaying good sportsmanship at all times. To ensure proper conduct is displayed during all contests, game officials, supervisors, and administrative personnel shall make decisions on whether to warn, penalize, or eject players or teams for poor sportsmanship. These decisions are final. All team representatives, including players, substitutes, replaced players, “coaches,” trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by the same understanding set forth above.

Unsportsmanlike Behavior

Inappropriate player conduct will not be allowed within Intramural Sports. It is important that all participants ensure appropriate behavior is being displayed (both on and off the playing area) at all times, be it before, during or after a game. Players’ behavior may/may not warrant a verbal warning first; if the severity of the actions deems it necessary for an immediate ejection, then so be it. Examples of behavior that is considered unsportsmanlike conduct include, but is not limited to:

- Cursing loudly and/or in the direction of an individual person
- Waving off an official’s call
- Demonstrative actions (ie: running down the court with hands in the air after a call)
- Spiking/punting the ball away in objection to a call
- Taunting
- Offensive gestures and/or language directed to an individual
- Showing up or participating under the influence of alcohol, drugs, or any control substance
- Intentional** destruction of Intramural Equipment, including but not limited to: jerseys, volleyball nets, basketball nets, basketball game balls, cones/pylons, soccer goals, futsal goals, flag belts, softball bats, softball gloves, etc.

****Any damage that does not occur as the result of normal wear and tear during participation in Intramural Programming**

Discipline

Sport-Specific Infractions

Each sport will follow specific rules regarding conduct infractions. Examples of such infractions include, but are not limited to:

- Flag Football Unsportsmanlike Conduct Penalty
- Soccer Yellow Card / Red Card
- Basketball Technical Foul
- Floor Hockey Minor Penalty / Major Penalty

Any player who receives two (2) poor conduct penalties/fouls within one (1) game will be ejected. Any team receiving three (3) such penalties/fouls in one (1) game will result in immediate forfeiture of that game.

Forfeiture

While the accumulation of three (3) poor sportsmanship penalties by one team in the same game will result in a forfeiture (as described above) that is not necessarily required. A team may be assessed a game forfeiture should certain extreme acts of lewd conduct be displayed. Forfeiture of a game is at the discretion of game officials and/or supervisors on-site. If a team has 1 forfeit, either unsporting or failure to show up to a game, they will be removed from the league. **Forfeiture results in an automatic disqualification from the playoffs.**

Non-Players

Spectators

Spectators are restricted to the same conduct guidelines as participants. Any team's fans are subject to the same rules regarding unsportsmanlike penalties/fouls, which may be assessed to the team and/or the team captain.

In the case of Flag Football, no spectators are allowed within the field area. For the Stadium, this means all spectators must be in the bleachers. For Lee Jackson Practice Field, this means all spectators must be outside of the fence. In the case of indoor sports, spectators are permitted to sit along the benches and/or bleachers found in the 3-court and 2-court gymnasiums.

Noisemakers of any kind, including but not limited to air horns, vuvuzelas, or megaphones are not permitted in any facility at any Intramural Sports activity.

Coaches

The Intramural Sports program does not permit the standard use of a "coach" in any activity. Any teams with a "coach" will follow the above guidelines regarding participants and/or spectators. All "coaches" are considered non-players and, therefore, spectators. If a team chooses to use a "coach", the coach must be on the roster to be on the field/court. **Only one coach per team is allowed.**

Ejections

Any player and/or spectator who is ejected must leave the premises immediately. This includes leaving the entire facility (i.e.: a participant ejected from a basketball game on SRWC Court 1 must not only exit the gymnasium but then leave the SRWC entirely).

Immediate Ban

In addition to exiting the premises, ejected individuals are *immediately* banned from participating in ALL Intramural Sports, and are also banned from accessing the SRWC facility until they meet with the Manager of Intramural Sports.

Ejection Meeting

It is the responsibility of the ejected person to set up a meeting with the Manager of Intramural Sports to discuss the ejection. "Drop-In Meetings" will not be granted, and an appointment must be made by e-mailing rcr35@uakron.edu as soon as possible.

Suspension

After meeting with the Manager of Intramural Sports, an appropriate suspension will be assigned to the ejected individual. This suspension will only take effect AFTER the time of the meeting (ie: if an ejected participant does not meet with the IMS Manager for 3 weeks, the applied suspension will still only take affect *after* the time of the meeting.) Ejected students may temporarily lose access to the SRWC until a meeting is completed.

The *minimum* suspension for ALL ejections will be one (1) game, regardless of the nature of the ejection.

Student Conduct Referrals

In extreme disciplinary cases, ejected individuals will have their case referred directly to Student Conduct & Community Standards (SCCS) to handle. The SCCS office will then meet with the individual(s) in question to discuss the matter and apply whatever suspension and/or consequences they see fit. Examples of extreme disciplinary cases that will result in *immediate* referral to SCCS include but are not limited to:

- Destruction of property
 - Any damages to equipment, fields, facilities and/or other Intramural Sports property
- Fighting
 - Any *attempt* to initiate physical contact (whether or not contact is actually made)
 - Includes striking with arms, hands, legs, feet, head or body
- Severe Verbal Abuse / Threatening Behavior
- Assault on an Intramural Sports employee
 - Includes shoving, pushing, bumping, punching, spitting at or attacking an employee
- Alcohol and/or Drug use
- Multiple Ejections for one participant

Sportsmanship

Intramural Sports operates within the guidelines of a Sportsmanship model. Respect in the game is extremely important, and poor sportsmanship will not be tolerated, nor accepted. Each regular season game within a league will be valued at a possible total of ten (10) sportsmanship rating (SR) points.

Captains' Meetings

The pre-season mandatory Captains' meeting, will also be valued at ten (10) SR points.

Deduction Scale

As teams display inappropriate conduct and unsportsmanlike behavior, SR points will be deducted. The following scale illustrates *how* these SR points are deducted:

- | | |
|--|-----------|
| • Official Warning | -1 point |
| • Technical Foul/Unsportsmanlike Conduct Penalty/Yellow Card | -3 points |
| • Defaulting a game | -3 points |
| • Player Ejection | -7 points |
| • Forfeiting a game | -7 points |

NOTE: If the ejection was a result of a player receiving two technical fouls, the team loses 7 points total (ie: not an additional 6 points for the two separate penalties that resulted in the ejection).

Playoff Qualification

In order to be eligible to qualify and continue throughout playoffs, teams must maintain an average of nine (9) sportsmanship points. The Sportsmanship Rating system will also affect playoff rankings/seedings, in addition to deciding which teams do/do not make it into the playoffs (see "Playoff Eligibility" section for further details about seeding).

Protests

Participants may only protest **player eligibility** and **rule interpretation**.

Player Eligibility

Player eligibility may be protested before, during or after a game. When making a team protest the team Captain must announce "I would like to make a protest." The captain must present complete details of who they are protesting and why; assumptions regarding eligibility without details will not be acknowledged.

The Intramural Sports staff will check rosters regularly throughout a sport's season and may disqualify ineligible participants and/or teams accordingly; an official protest does not need to be received in order for player eligibility to be addressed. An example of protesting player eligibility can be seen below:

- Team A protests that a player on Team B is not who he/she claims to be.
 - Protest is acknowledged (this is regarding player eligibility)
 - Employee asks to see player's ZipCard again
 - Identify confirmed or negated, and the appropriate decision is made.

In the case of protesting player eligibility during playoffs and/or tournament-style activities, protests must be made by 2:00pm the following day or *before* that team's next scheduled game (whichever occurs first). Post-game protests can be made by emailing rcr35@uakron.edu.

Rule Interpretation

Protests regarding judgment calls made by officials will NOT be acknowledged. When protesting a rule interpretation, the team Captain must announce "I would like to make a protest" *immediately* following the incident they are protesting. The game will be stopped and the situation addressed. If the protest is not made immediately and the game has progressed (ie: ball has been snapped for next play in flag football, or next pitch has been thrown in softball, etc.) then the protest will no longer be valid. Examples of protesting a rule interpretation can be seen below:

- Team A protests that the ball landed out of bounds.
 - Protest is NOT acknowledged (this is a judgment call)
- Team A agrees that the ball landed on the line, but protests whether the line is considered out-of-bounds or in-bounds.
 - Protest is acknowledged (this is a rule interpretation)
 - Officials come together to discuss, and the appropriate decision is made.

Self-Officiated Leagues

Individual and team sportsmanship is also of paramount importance in all self-officiated activities. All participants and/or teams involved will share the responsibility of ensuring fairness is upheld in all games. Although no formal officiating will take place, teams will be held to the same code of conduct, as enforced by the Intramural Sports Supervisor on-site. The Supervisor may also assist with clarifying any rules and appropriate enforcement, although the responsibility remains with both teams to come to a consensus. In the event that opposing teams are not in agreement, or cannot reach a decision in a timely manner, the game will be declared a double forfeit, as determined by the Supervisor on-site.

Miscellaneous

Facilities

InfoCision Stadium

InfoCision Football Stadium is located near the Student Recreation & Wellness Center, and is immediately adjacent to the Stiles Athletic Fieldhouse and the Track & Field Stadium.

Student Recreation & Wellness Center

The Student Recreation & Wellness Center (SRWC) is located on the southeast corner of Coleman Commons, between the Stiles Athletic Fieldhouse and the Ocasek Natatorium (ONAT). The SRWC contains a 3-Court Gymnasium and a 2-Court Gymnasium used for Intramural Sports.

Lee Jackson Practice Field ("Shrank Turf")

Lee Jackson Field (otherwise known as the Practice Field and/or Shrank Turf) is located between the First Energy Soccer Stadium and Shrank Parking Deck, across the street from the Student Union.

Ocasek Natatorium

The Ocasek Natatorium (ONAT) is adjoining the SRWC on the east side, and is located across the street from the James A. Rhodes Arena (JAR). The ONAT contains a competition swimming pool and racquetball courts used for Intramural Sports.

Stiles Athletic Fieldhouse

The Stiles Athletic Fieldhouse is located immediately north of InfoCision Stadium, and is adjoining the SRWC to the south.

Student Union

The Student Union is located on the northwest corner of Coleman Commons, across the street from Lee Jackson Field. The Gameroom, which contains the Bowling lanes and Billiards tables used by Intramural Sports, is located on the bottom floor of the Student Union.

Buchtel Field / Courts

Buchtel Field Complex is located at the corner of Wheeler Street and Brown Street, and is one block south of InfoCision Stadium. It can be reached by driving south on Union Street and crossing Exchange Street. The complex includes a multi-purpose green space and tennis courts used by Intramural Sports.

Animals

Animals are not permitted into or on any of the facilities we use for Intramural Sports programming (service animals must show documentation).

Awards

The winning individual(s) and/or team(s) in all intramural activities will receive an Intramural Sports Championship award. For team sports, the maximum number of awards presented to each team will be pre-determined, based on the size of a team in that sport (see below).

Team Award Maximums

Each Championship team will be limited to receive a maximum number of awards, which will be distributed as a set of pre-determined sizes. In an attempt to ensure more accurate award production and inventory, every effort has been made to ensure an appropriate number for each sport and league; while some inconsistencies may exist, the Intramural Sports program will not be able to trade awards outside of what has been given to each team.

Extramural Opportunities

Overview

Extramural tournaments are an opportunity outside of the standard Intramural Sports programming here at The University of Akron. These events are available for teams to enter, providing an opportunity to play off-campus at a larger-scale event with high caliber teams from around the state, region and/or country. In addition, student officials from multiple institutions may be selected to officiate at these tournaments.

Extramural events are traditionally offered for the sports of Flag Football and Basketball; however, additional opportunities are always being introduced for other sports such as Soccer, Ultimate Frisbee, Softball, and Battleship. Tournaments are offered at the State, Regional and even National level in some cases. These extramural events provide students the chance to participate against some of the top teams across the country!

Team Entries

As information becomes available regarding Extramural opportunities, details will be posted on the SRWS website at www.uakron.edu/rec, in addition to being relayed to existing Intramural Sports participants via DSE messages. Extramural teams do not necessarily need to be already existing intramural teams (ie: three different flag football teams within Intramural Sports may combine players to create one extramural team).

The associated costs of attending extramural tournaments will be the responsibility of the team(s), as no funding will be provided by the Intramural Sports program. Registration fees may range from \$50 per team to \$300+ per team, depending on the location and level of the tournament, in addition to other travel costs, accommodation and meals.

Extramural Eligibility

All roster members for an extramural team must meet eligibility requirements of the specific tournament. Typically, tournaments require verification of student enrollment from the University's Registrar and/or the Manager of Intramural Sports.

Extramural Conduct

Teams representing The University of Akron must abide by Intramural Sports expectations regarding player conduct and sportsmanlike behavior. Any participants ejected from a game at an extramural event will face the same consequences as if it had occurred on-campus.

Officiating

Overview

Officiating Intramural Sports is a challenging yet rewarding opportunity for those who pursue it! We encourage all eligible students to seek employment with the Student Recreation & Wellness Center as a student referee. Students are encouraged to play and referee! Many of our leagues rely on student officials, so if you are looking for something on campus, fun, flexible, and where you can play and work, please consider joining our staff! All applications are done on handshake.com

For more information on how to become an Intramural Sports Official, please visit <https://www.uakron.edu/rec/intramurals/officiating>

New Events

The Intramural Sports program is always looking for innovative ways to improve the spectrum of activities offered. Participants are given the opportunity to propose new activities to be introduced into the Intramural Sports calendar of events for the upcoming academic year. Approval will be based upon the philosophy of the program, facilities required, student interest, safety, cost, personnel needs, etc. If you are interested in something or have an idea, please contact the Manager of Intramural Sports.