

# University of Arkansas



INTRAMURAL SPORTS  
PARTICIPANT HANDBOOK  
2024-2025

A program of University Recreation

Participation in all University Recreation facilities and programs, regardless of location, is voluntary on behalf of all participants. **All participants acknowledge and agree that the University of Arkansas does not provide insurance for any of its activities and shall not be liable for any injuries that occur at any of these locations or any of its programs.**

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## INTRAMURAL SPORTS MISSION

The University of Arkansas Intramural Sports Program offers programming and opportunities for everyone on the University of Arkansas campus. Intramural Sports is designed to provide opportunities for students,

faculty, and staff to participate in recreational activities in a fun, competitive and safe environment. Participation in Intramural Sports will afford the following opportunities:

- Provides enjoyable recreational experiences for the University community.
- Develops habits of participation that will carry over into everyday life.
- Promotes wholesome social relationships and sportsmanship through group and individual activities.
- Supports an opportunity for the development of a healthy body and mind.

## PURPOSE OF THE HANDBOOK

The purpose of this handbook is to establish policies and procedures that govern participation in Intramural Sports. Rules are reviewed annually, and modifications may be made at the conclusion of each semester. Please note that it is the responsibility of each individual to adhere to these policies and procedures. If you have any questions, comments or suggestions concerning rules or the program itself please contact our staff.

**\*\*All 2024-2025 handbook updates are highlighted in yellow. \*\***

## INTRAMURAL SPORTS PROFESSIONAL STAFF

Name	Position	Phone	Email
Steven Walton	Assistant Director	479-575-6783	sw132@uark.edu
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**UREC Intramural Sports Inclusion Policy:** It is the goal of the intramural sports team to provide an inclusive and comprehensive schedule of intramural activities. If there is a new and exciting sport that you would like to see incorporated into our schedule, email [imsports@uark.edu](mailto:imsports@uark.edu).

## CAPTAIN'S RESPONSIBILITIES

Captains will serve as the liaison between Intramural Sports and their team.

**The team captain is responsible for team representatives at all times.** "Team representatives" are defined as the following but are not limited to; a player, non-player, captain, coach, manager, spectator or anyone associated with a team. Team Representatives can affect the team's sportsmanship standing, playoff eligibility, and may be asked to leave the premises. These actions and disciplinary steps can happen at any time, before, during or after any intramural sports event.

Captain's duties include but are not limited to:

- Create the team online
  - Select a proper and appropriate team name.
    - Any team name deemed inappropriate will be changed immediately
    - Examples of inappropriate team names include but are not limited to foul or vulgar language, sexual innuendos, political statements, or discrimination of any kind
- Ensure your team has the minimum number of players on the roster (not the invite list) in order for the team to be eligible and hold a spot in a division/league before the close of registration
- Ensure the eligibility of each player prior to competition (*See Eligibility*)
- Educate team members and maintain individuals' compliance on sport specific rules and regulations set forth in this handbook
- Inform team members of game times and dates to avoid forfeits, the forfeit fine and potential removal from the league
- Pay forfeit fine(s), if applicable, following the specified deadlines for payment set forth by Intramural Sports
- Check the UREC Instagram and **Fusion Play Notification Tab** for inclement weather updates, postponements, and rescheduled activities.
- Captains' meetings will be held virtually, via Teams, the week before the season begins for all officiated sports. It is the responsibility of your captain to have a team member present, or the team will not be eligible for playoffs

## PARTICIPANT ELIGIBILITY

All participants must provide a valid University of Arkansas student ID, UREC membership card, or valid form of government issued **PHYSICAL PHOTO** ID to participate in intramural sports.

All participants must agree and sign the Intramural Participant Waiver prior to participation and are prompted to complete it when registering for a team. Participants must be 18 years or older to sign the waiver on their own behalf. A parent/guardian must sign the waiver if the participant is younger than 18 years of age.

Every individual is responsible for verifying their own eligibility for each sport they choose to participate in. The Intramural Sports Staff is not responsible for checking the eligibility of all participants. Any concerns that arise regarding opposing teams' eligibility should be reported to the Intramural Sports Supervisor by the captain prior to the start of the game.

The Intramural Sports Staff may suspend and/or forfeit any team, organization and/or individual that willfully uses or attempts to use ineligible player(s) or forfeit any games in which the individual(s) played.

If you become aware of a potentially ineligible after your contest, report your protest of eligibility by noon the next business day. All reports should be submitted to [imsports@uark.edu](mailto:imsports@uark.edu)

## Who can participate in Intramural Sports?

**Students-** All undergraduate and graduate students who are enrolled in at least one (1) credit hour at the University of Arkansas (Fayetteville campus) are eligible to participate in intramural sports.

**Full-Time Faculty/Staff-** All currently employed faculty and staff members **with a UREC membership** are eligible to participate in intramural sports.

**Part-Time Faculty/Staff-** Part-Time faculty and staff **members with UREC memberships must provide written documentation** from their department stating that they are currently employed by the University of Arkansas Fayetteville with a minimum of 20 hours per week.

- Affiliate or Hourly paid staff are not allowed to participate in Intramural Sports.
- Community and Alumni memberships are also not eligible to participate in Intramural Sports.

**Spouses-** Spouses/partners of any eligible participants are eligible to participate in intramural sports provided that they have a **current UREC membership and must be on the same team as their spouse/partner.**

**Olympic and Professional Athletes-** Olympic athletes are considered individuals who competed for their country in the Olympics or World Championships. An athlete will be deemed “professional” if at any point they received financial compensation for participating on a team in a professional or semi-professional league. Olympic and professional athletes are not eligible to participate in their related sports.

**Club Sports Members-** a UREC Club Sports member is defined as one who has:

- Paid membership dues
- Traveled on a club trip
- And/or appears on the club’s roster
- Played

\*\*A person only needs to meet one of these qualifications to be considered a club sport member. Any player who starts their respective season as a club member and quits, or is removed from the team, for any reason will still be considered a club member for the remainder of the academic year.

Each intramural sport has a club sport member restriction. The numbers are as follows:

### Club Sports Member Limits

Intramural Sport	# of Club Members allowed per roster
Volleyball (6v6)	2 Club Volleyball members
Volleyball (4v4)	1 Club Volleyball member

Wallyball	1 Club Volleyball member
Tennis (Doubles)	1 Club Tennis member
Tennis (Singles)	0 Club Tennis member
Soccer (indoor, outdoor and Futsal)	2 Club Soccer Members
Softball	2 Club Baseball members

**Varsity Team Managers or Practice Team Players-** Any student who assists the varsity team as a practice team member or a manager will follow the same restrictions as a club sport member. Since these participants are classified as club sport members, they will be considered part of the club sport count (i.e. 6v6 volleyball team has 1 Club Volleyball member and 1 Varsity Volleyball practice squad or manager, they have met their max).

**Varsity Athletes-** Any student practicing with (officially or unofficially), playing for or listed on the team roster after the first competition at any four-year or junior college institution will be considered a varsity athlete. This includes red shirts and walk-ons who are admitted to the University of Arkansas under special NCAA guidelines. Any student who tried out for a varsity sport and was cut or dropped from the team before the first regular season varsity game will be eligible to participate in the related intramural sport. Varsity athletes are ineligible to participate in the related intramural sport as which they received varsity status. Varsity athletes are ineligible to participate in the related intramural sport for 365 days from their removal from the official University roster. Varsity athletes are eligible to participate in un-related intramural sports. If you have questions about eligibility, please email [imsports@uark.edu](mailto:imsports@uark.edu).

Varsity Sport	Intramural Related Sport
Baseball/Softball	Softball
Basketball	Basketball (in any form)
Football	Flag Football (in any form)
Soccer	Soccer (in any form)
Tennis	Tennis
Volleyball	Volleyball (in any form)

**“Greek” Leagues (Fraternity/Sorority):** Greek organizations recognized by the Greek Life Office may participate in these leagues. Members of these teams must be active members of the organizations they are representing. Teams must have the name/letters of their organization in their intramural team's name.

- Pledges and bids are not considered active members

**Participants under 18 years of age-** Students under 18 years of age wishing to participate in intramural sports must visit the main UREC office, located in HPER 225 and obtain a participation waiver. The participant and their parent/legal guardian must sign the waiver before the student is eligible to participate in any intramural sports. These forms need to be filled out for each intramural sport the participant would like to play.

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**Eligibility Protests will happen in the following order:**

1. Before the start of the game, the team captain will notify the officials and/or supervisors to state they have reason to believe a participant is playing illegally.
2. If the eligibility issue can be corrected immediately, the supervisor will make the correction.
3. If the eligibility issue cannot be corrected immediately, the supervisor on duty will inform both team captains that the game will be “played under protest” until the participant’s eligibility can be confirmed.
  - a. The participant in question may continue to play at their own risk.
  - b. If the participant is found ineligible and participated in the game, the game will be forfeited to the opposing team no matter the outcome of the game.
  - c. If the participant is found eligible, the game results will stand.

This protest must be written and submitted to the Coordinator of Intramural & Club Sports by 12:00pm noon the following business day [if not made at the time of the game.](#)

## ID POLICY

The Intramural Sports Program at the University of Arkansas is partially funded through tuition and is open only to members of the university community (i.e. students, faculty, staff and eligible spouses). In order to ensure that only eligible members participate in intramural activities, all participants must bring their University of Arkansas ID, UREC membership or valid government issued **PHOTO ID** to all activities. There are NO exceptions.

Any person who alters or intentionally mutilates a University ID card, or who allows another to use their ID card will be subject to disciplinary action.

An ID card is subject to confiscation by an agent of the university when acting in the performance of their duty if:

1. The ID card is in the possession of an individual other than the person to whom the ID was issued,
2. The ID card is presented by the person to who it was issued but it is not valid for the current term of registration, and the individual uses the ID in an attempt to access university services for duly registered students.

**Fraudulent Acts-** Any individual or team who uses an illegal player during any time will forfeit- all contests in which the ineligible individual participated, regardless of the outcome. Some examples of fraudulent acts include but are not limited to: misrepresentation of a score, playing while ineligible or suspended, participation under an assumed name, playing on more than one team in the same league, violating any

eligibility rules. The offending individual, team captain and/or representative must meet with the Assistant Director and Coordinator of Club and Intramural Sports for disciplinary actions and reinstatement.

**LEAGUE PARTICIPATION**

The “Big Five” intramural sports: Flag Football, Soccer/Futsal, Indoor Volleyball, Basketball and Softball will be organized into three (3) major leagues: CoEd, Women’s, and Men’s.

A player may play on only one (1) men’s/women’s team and one (1) coed team in the same sport.

Each of these larger leagues will then be divided into smaller divisions of play. These divisions are structured to better accommodate levels of play and competition. The divisions for each league are as follows:

<b>Men’s</b>	Men’s Competitive
	Men’s Recreational
	Fraternity
<b>Women’s</b>	Women’s
	Sorority
<b>CoEd</b>	CoEd
	Open

**Competitive-** this is the most competitive level of competition for intramural sports. Teams who are looking to play against other competitive people, have a background in the sport, or would like to challenge themselves are recommended to join a competitive division. Teams in this division who meet the sportsmanship and winning percentage will advance to the playoff bracket.

**Recreational-** this is the more casual league. Teams who are looking for fun, a way to try a new sport, or just stay connected with a sport they love without the pressures of competitiveness are recommended to join a recreational division. Teams in this division who meet the sportsmanship and winning percentage will advance to the playoff bracket.

*\*Competitive and Recreational will be utilized based on projected registration for leagues within a sport  
 \*\*Teams may be relegated or promoted for the playoffs, based on their performance in the regular season*

**“Greek” Leagues (Fraternity/Sorority):** Greek organizations recognized by the Greek Life Office may participate in these leagues. Members of these teams must be active members of the organizations they are representing. Teams must have the name/letters of their organization in their intramural team name.

**EXAMPLE:** If a participant already plays on a Men’s Competitive team, they are NOT allowed to play on another Recreational or Fraternity team. If a participant plays on a Women’s team, they cannot play on another Sorority team.



**Open:** If a division/league is called Open, this means that there will be no gender restrictions. All genders can sign up and there will be no specified gender requirements. Division named CoEd, not Open, could have specific gender requirements (example: 2 males and 2 females).

## ROSTER INFORMATION

*Reminder: After playing/checking-in for one game with any team, a player may not transfer to another team in that sport or be removed from the roster.*

**League Regular Season-** Players may be added to the roster throughout the regular season for team sports. Individuals must be listed on a team's roster in order for them to be eligible to participate. Players may be added on-site at game times. These players must still have a government-issued photo I.D. to be added to the roster and check-in. By checking-in on-site, the player is locking themselves onto the team's roster and they may not transfer to another team.

**League Playoffs-** Players may be added up until the start of the first playoff game for their league. After that point the roster will then be locked. Players must be added before that deadline to participate in a playoff game. (Exception: See FREE AGENTS below).

**Tournaments-** Player substitutions in individual, dual or team tournaments are not permitted after a team has played their first game in the tournament. (Exception: See FREE AGENTS below) Players may be added on-site at game times. These players must still have a government-issued photo I.D. to be added to the roster and check-in. By checking-in on-site, the player is locking themselves onto the team's roster and they may not transfer to another team.

**Free Agents-** Individuals that don't have a team to play on can sign up as individuals, this is known as signing up as a free agent. After registration closes, free agents could have one of the following events occur:

- If there are enough free agents registered to create a stand-alone team, the intramural admin will create a free agent team. A captain will be selected from the pool of free agents.
- If there are only a few free agents registered, the intramural admin will work with the free agents to find a team. Teams that select they are open to free agents, could have players added to their roster.
- **Free Agents in Playoffs:** If a team that is competing in the playoffs or a tournament and needs an additional participant added to their roster in order to meet roster minimums, they are only able to add a free agent who meets the following criteria:
  - o Registered by the sport registration deadline.
  - o Are NOT already listed on another team's roster.
- Once this free agent is added to a team's roster and checks in for a game, they are locked in on that roster. This option is only available for teams who have not met the roster maximum yet.

**Roster minimums and maximums** will be listed in each individual sport's rules.

Sport	Roster size minimum for leagues	Max roster size
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3v3 Basketball	3	10
4v4 Sand Volleyball	4	10
4v4 Flag Football	4	10
Basketball	5	15
Indoor Soccer	6	15
Indoor Volleyball	6	15
Flag Football	7	20
Outdoor Soccer	8	20
Softball	10	25
Kickball	10	25

## PARTICIPANT CONDUCT POLICY

Intramural Sports prioritizes sportsmanship by all teams, spectators, and staff. The captain is responsible for the behavior of all its team members and representatives. Everyone is expected to conduct themselves in accordance with The Code of Student Life, University conduct standards, and policies set forth by University Recreation. Actions by team members and representatives during intramural activities that extend beyond the realm of decency will not be tolerated. Individuals violating will be suspended until meeting with the Assistant Director and/or Coordinator of Club and Intramural Sports.

*We will be using a “2, 3, 4” method of determining eligibility for all leagues and major tournaments. The following will be in effect for the activity’s season:*

- *The accumulation of TWO (2) unsporting conduct fouls in a game will result in the ejection of the individual from the game, and procedures outlined in the “Ejections” section.*
- *The accumulation of THREE (3) total unsporting conducts fouls during an activity’s season will result in the dismissal of the individual from the activity for the remainder of its season. The accumulation of Three (3) unsporting conduct by a team will result in in the forfeiture of the contest*
- *The accumulation of FOUR (4) total unsporting conduct fouls by the team’s individual participants during an activity’s season will result in the dismissal of the team from the activity for the remainder of the season.*

*\*Unsporting totals rollover to playoffs*

### Participant Conduct Facts

- Any flagrant attempt to cause physical harm to another participant and/or staff member will result in immediate ejection and suspension from all UREC facilities and programming.
- Any Participant Conduct will be reviewed by the Intramural Sports professional staff.

**Ejected Players/Teams:** Intramural Sports officials and supervisors reserve the right to eject anyone, any team or team representative at any time. The Intramural Sports Staff's decision is final. Any time an individual/team or team representative is removed from a contest or playing area, an Ejection/Incident Report will be completed and placed on file in the University Recreation office. Participants, teams and/or team representatives removed from a contest due to unsporting conduct or disruptive behavior must leave the facility immediately. Failure to comply with this policy will result in the notification of UAPD and may lead to further disciplinary actions being taken. If team representatives do not assist the intramural staff with the removal of the ejected participant and the participant must be escorted out by UAPD, the game will be forfeited.

The player(s)/team will additionally be suspended from Intramural sports until they schedule a meeting with the Coordinator of Club and Intramural Sports. A meeting must be scheduled by the ejected player(s)/team by emailing [imsports@uark.edu](mailto:imsports@uark.edu). After this meeting the Coordinator of Intramural Sports will make the final determination of eligibility in Intramural Sports. Participants that are suspended from play in a sport may also lose their UREC membership privileges. Teams that use players who are suspended will forfeit all games in which they used suspended players and may be subject to further suspension. When necessary, cases may be referred to the Office of Student Accountability

Unsportsmanlike Sport Specific Equivalents		
Sport	Yellow	Red/Ejection
Flag Football	Unsportsmanlike Conduct Penalty	2 <sup>nd</sup> Unsportsmanlike Conduct Penalty
Volleyball	Yellow Card	Red Card or 2 <sup>nd</sup> Yellow Card
Soccer/Futsal	Yellow Card	Red Card or 2 <sup>nd</sup> Yellow Card
Basketball	Technical Foul ( <b>unsporting like</b> )	2 <sup>nd</sup> Technical Foul ( <b>unsporting like</b> )
Dodgeball	Technical Foul ( <b>unsporting like</b> )	2 <sup>nd</sup> Technical Foul ( <b>unsporting like</b> )
Non officiated Sports	Unsportsmanlike Conduct Penalty	2 <sup>nd</sup> Unsportsmanlike Conduct Penalty

## FORFEITS AND DEFAULTS

**Default-** Any team knowing in advance that they will be unable to attend a scheduled contest should "Default" their game via Fusion Play by 1:00pm the day of their scheduled game. For games happening on Friday - Sunday, teams must complete this process by 1:00pm the Friday before their scheduled game. If you cannot default your game via Fusion Play, you must notify [imsports@uark.edu](mailto:imsports@uark.edu) by 1:00pm the day of your game for your default to be valid and avoid the Forfeit Fine. Defaults will result in:

- Waived forfeit fine
- Opposing team will be notified
- Opposing team awarded the win

**\*\*A second default will be considered a forfeit and will result in a Forfeit Fine being assessed.**

**Forfeit** – Any team or individual not ready to play a contest at the scheduled location and time shall forfeit the contest. Forfeit losses and fines may be assessed for the following reasons, but are not limited to:

- Use of "ineligible player"
- Non-appearance or late appearance for event
- Failure to have the minimum number of players in attendance at the scheduled game time
  - Minimum player numbers vary by sport. *See table below.*
- Apparent use of alcohol/drugs/tobacco products

**5-Minute Rule-** If one or both teams have fewer than the minimum number of players ready to participate when the official/staff member indicates the start of the game, the 5-Minute Rule will come into effect:

\*Note: At least one (1) person from a team must be checked-in for this rule to apply. If no one is checked-in for a team, the game will be an automatic forfeit.

1. The game clock will start.
2. The captain/team that is not prepared to play with the minimum number of players will have 5 minutes to become ready to play.
3. For each minute that passes the team with the minimum number of players will accrue points.
  - a. The number of points accrued per minute is dependent upon each sport, as listed in individual sports handbook.
4. If the 5-minute time limit expires and the team still does not have the minimum number of players, the game will be forfeited to the team that has the minimum number of players present.
5. If at any time, during the 5-minute limit, the team acquires the minimum number of players, the game will begin. The game clock will remain at the time that has passed and will continue in accordance with sport rules.

If a team forfeits **a night**, they will receive a "loss by forfeit" on their record. Forfeit fines are assessed for **official activities (\$50) and non-officiated activities (\$10)**. Forfeit fines will be assessed to the student account of the identified team captain, or participant at the conclusion of the season. In the case that more than one captain is listed, then the creator of the team will be assessed the fine. Team captains will have the opportunity to first pay the fine in the UREC Main Office, HPER 225. Captains will have a two (2) week window to pay the fine in the **UREC** Service Center (HPER 102) and to dispute the Forfeit Fine if they feel it should not be assessed. Failure to dispute the charge within the two (2) week window will result in the Forfeit Fine being permanent. All fines may be paid at the Student Accounts Office, located on the second floor of the Arkansas Union. Failure to pay the fine may result in a team/individual(s) being dropped from competition, or suspension from further participation in Intramural events. Contests that are completed prior to a team being dropped from the league shall remain official. **Two forfeits will result in the team being dropped from the league.**

## PLAYOFFS

League events will culminate into a single elimination playoff bracket. For a team to be eligible for the playoffs, they must meet *all* the following criteria:

- A winning percentage of .500 or above
- No forfeits during the season
- Team representatives present at the captain's meeting

*\*UREC Sports reserves the right to change or modify the requirements for playoffs.*

All eligible teams from each division will advance to the playoff bracket provided they meet the criteria listed above. The teams from each division will be combined into one playoff bracket. The brackets will be available for teams to view at the first possible opportunity after all regular season games have concluded and been recorded. Teams that are tied in their division will be further ranked on the following criteria:

- If a two-way tie exists, the decision will be determined based upon who beat whom in head-to-head competition. If a head-to-head is not sufficient the three-way tie rules will come into effect.
- If a three-way tie exists, the decision will be determined as follows:
  1. Head-to-Head
  2. Point Differential
  3. Unsporting Act Total (fewer the better)
  4. Forfeit- the team that has forfeited a game will be dropped to the lower position among other teams that are tied
  5. Coin Toss to break the tie

It is the team's responsibility to check their eligibility for the playoffs. Teams should check both their team's record and their sportsmanship standing by the end of the last scheduled regular season games. If there is an error or question, you will need to email [imsports@uark.edu](mailto:imsports@uark.edu) before the conclusion of the regular season. After the playoff schedule is sent out to teams, bracket placement and teams included will be set.

**Playoff Reschedules:** It is the captain's responsibility to alert the UREC Intramural Sports Office by 12:00pm (Noon) the day of their scheduled game or by 1pm Friday for games scheduled Saturday or Sunday, that they wish to reschedule a playoff game. As the Captain of your team, it will be your responsibility to arrange a reschedule with your opponent *after* contacting UREC Intramural Sports. Failure to alert UREC Intramural Sports by this time will result in the game not being rescheduled. UREC Intramurals reserves the right to not reschedule the game due to time/spacing or weather factors. As the opposing captain, you must make an attempt to find an alternative game time. Simply refusing to cooperate with the other team can result in your team forfeiting the game. If a consensus cannot be found between the captains, then the game will stay as scheduled.

## PROTESTS

**Protests may be filed based on eligibility or rules interpretations. Official's judgement, decisions, or official's accuracy will not be considered.** To protest a participant's eligibility or rules interpretation the team captain must immediately bring the issue to the attention of the official on their field/court. All rules protests must happen *before* the next live ball/play. **Notifying the official or supervisor after one or more plays have passed does not constitute a valid protest.**

Rule Interpretation Protests will happen in the following order.

1. The team captain will calmly and immediately call for a “time out” and inform the official that they wish to have a ruling on the interpretation and then alert the supervisors on duty.
2. The supervisors on duty will reference sport rules, handbooks etc. to make the final decision on the rule interpretation.
3. If corrections are necessary, the supervisors on duty shall rule immediately and the team/participant will not be charged with a time out.
  - a. If the interpretation is incorrect, the team/participant will be charged with a time out and play will resume.

*Example:* Rule- One foot in-bounds while in possession of the ball constitutes a legal catch in flag football.

*Case 1:* An official rules a pass incomplete because the “player did not have two feet in-bounds.” This is a rule misinterpretation, which *is* protest worthy.

*Case 2:* An official rules a pass incomplete because the “player’s first foot landed on the sideline.” This is a judgement call which is *not* protest worthy.

For Eligibility Protests, see *Eligibility* on page 7.

## EQUIPMENT

Intramural Sports provides some equipment for the sports provided. Individual participants are responsible, however, for supplying some necessary equipment for individual/dual sports. If an item is not referenced in the following list, please see each set of sport specific rules. Individual participants are responsible for use of the proper footwear/equipment for all intramural sport events.

- Regulation athletic, non-marking, close-toed shoes are required to be worn in the gymnasiums.
- Rubber cleated shoes may be worn on the intramural fields during outdoor programming. Metal cleats, spikes or bare feet are **not** allowed. All screw in/on cleats must be plastic tips.
- Personal athletic equipment may be used provided the equipment meets the approval of the officials and supervisor. The judgement of the Intramural Sports Staff will be final.
- Hoodies may be worn provide the hood is tucked in (flag football: front pocket must be covered)
- No hard-billed hats (except during softball), bandanas or anything with a knot or unyielding material will not be allowed to be worn on the head during competition. Players may wear a one-piece elastic headband made of a soft, pliable material (i.e., sleeve, sweatband). Knit stocking caps will be allowed during cold weather. No other headwear will be allowed with exceptions for religious materials.
- The following jewelry and hair piece types are not allowed: exposed ear, nose, or body peircing(s) that are dangling in nature, watches, fitness trackers, rings, claw clips, or necklaces that cannot be tucked under the participants shirt. Individuals will be allowed to tape over any peircing.
  - Rubber, cloth, or elastic bands may be used to control hair. Hard items including, but not limited to, beads, barrettes, bobby pins, and other adornments in the hair that are securely

fastened to the head and do not present an increased risk to the player, teammates, or opponents are allowed.

- Medical Bracelets and religious medallions may be worn during intramural sports

All teams must have the same color jersey with permanent, legal numbers. Numbers must be sewn, ironed, or written in permanent marker or paint (tape is prohibited). Number sizes must be easily seen with the naked eye and legible.

- Not all sports require numbers, please check league rules for respective sports that require numbers.

## INCLEMENT WEATHER

In the event of inclement weather, Intramural Sports events may be postponed or cancelled. Information concerning the postponement or cancellation of Intramural Sports events is made available through email and the UREC Instagram announcements. In case of bad weather, please stay off the UREC Sports Complex Fields and Tennis Center Courts. Failure to comply with this request may result in suspension from Intramural Sports.

\*Trespassing- If the UREC Sports Complex fields are locked, please do not jump the fence. Those individuals caught trespassing will be suspended indefinitely and may face further disciplinary action.

## ALCOHOL, DRUG, AND TOBACCO POLICY

Alcoholic beverages, drugs, vaping/e-cigarettes, and tobacco products are not permitted on or around the playing areas. **Any person who is in the possession of drugs or alcohol or who appear to be under the influence of drugs or alcohol will be asked to leave the premises immediately.** The UAPD will be called in severe cases. Any Intramural Sports Staff has the authority to make this decision.

Possession and use of intoxicants in public areas of university facilities and at official university functions and social events held on campus is prohibited. Any infraction could lead to the probation and/or dismissal of that individual and/or team. Furthermore, violations of the University of Arkansas and UREC policies could lead to submission to the University's Office of Student Accountability.

## INJURIES AND LIABILITY

In the event of inclement weather, Intramural Sports events may be postponed or cancelled. Information concerning the postponement or cancellation of Intramural Sports events is available through announcements on the Fusion Play notification tab and UREC Arkansas Instagram.

In the event of inclement weather, please stay off the UREC Sports Complex Fields. Failure to comply with this request may result in suspension from Intramural Sports.

\*Trespassing- If the UREC Sports Complex fields are locked, please do not jump the fence. Those individuals caught trespassing will be suspended indefinitely and may face further disciplinary action.

## BLOOD-BORNE PATHOGENS POLICY

Participants that are bleeding will be removed from play immediately. If blood is found on a participant's clothing, regardless of whose blood it is, they will be removed until the contaminated clothing has been removed. Prior to any participant re-entering an activity, bleeding must be stopped, and all cuts or open wounds must be covered. Participants will not be allowed to participate in any activity until all conditions stated above are met.

## LOST AND FOUND

The University of Arkansas and University Recreation are not responsible for lost, stolen, or unclaimed items. UREC strongly encourages all members and guests not to bring valuables to the facilities to prevent loss or theft. In the event of items becoming lost or misplaced, the UREC Staff will do the following to safeguard these items:

**Valuables:** Wallets, ID cards, credit cards, watches, Smart Devices, jewelry, etc.

These valuables and others not included in this list will be brought to the UREC Main Office located in HPER 225 and are kept with the front office staff. Items will be held for 30 days and then processed.

**Less Valuable Items:** Equipment, clothing, shoes, towels, etc.

These valuables and others not included in this list will be kept in the offices located on-site at the UREC Sports Complex for a period of ten (10) business days. After the ten (10) business days, the item(s) will be donated to charity.

**Theft:** If a theft is reported, an incident report will be filed with UREC. At the victim's request, UAPD will be called to complete a report and investigate the incident.

## MEDIA PASSES

Photos and video are not permitted at the UREC Sports Complex or HPER Building. If you wish to take photos and/or video a Media Pass must be obtained from the UREC Marketing Department.



## CHAMPIONSHIP T-SHIRTS AND PHOTOS

In recognition of achieving championship status in intramural sports activities, a championship t-shirt will be awarded to the overall champion of each league. Shirts will be available immediately after the championship game(s) have concluded. Shirts will only be given to those who have participated in at least one contest. Intramural Sports reserves the right to modify any awards for its programs.

In addition to receiving a championship t-shirt, teams and individuals may have their pictures taken and posted on the UREC Instagram.

## EXTRAMURAL EVENTS

The Intramural Sports program provides opportunities for intramural teams to participate in tournaments against other intramural and club teams from other institutions. Extramural tournaments are available for the following sports: soccer, flag football, basketball and tennis. Tournaments exist at the regional and national levels. For more information concerning extramural events, please contact [imsports@uark.edu](mailto:imsports@uark.edu). More information about extramural events can be found at the following link on the NIRSA website: <http://play.nirsa.net/>

## EMPLOYMENT OPPORTUNITIES

The Intramural Sports Department is always looking for students who have an interest in officiating various sports. No experience is necessary, training will be provided for each sport. Individuals will have many opportunities to interact with their fellow peers, while enhancing their skills in communication, management, confidence and leadership. All Intramural Sports Staff will have the opportunity for advancement within the department.

The application process for becoming an official has many steps.

1. Visit <http://jobs.uark.edu>
2. Complete the application for UREC Sports Official.
  - Please note that if you are hired, you will need to have at least **one (1)** of the following *original* documents as soon as possible.
    - United States Passport or Passport Card
    - Permanent Resident Card or Alien Registration Receipt Card
    - Foreign passport containing a temporary I-551 stamp/notation
    - Employment Authorization Document with photograph
    - Foreign passport with Form I-94 or I-94A
    - Passport from the Federated State of Micronesia or the Republic of the Marshall Islands (RMI) with Form I-94 or I-94A

OR gather *one item from List B AND one item from List C* of the following documents. (See Table below)

<b>List B</b>	<b>List C</b>
Driver's License or State issued photo ID	Social Security Account Number card
Photo ID issued by federal, state or local government agency	Certificate of Birth Abroad issued by the Department of State (Form FS-545)
School ID with photo	Certification of Report of birth issued by the Department of State (Form DS-1350)
Voter's Registration card	Original or certified copy of birth certificate issued by a state county, municipal authority or territory of the United States bearing an official seal
U.S. Military card or draft record, Military dependent's ID card, IS Coast Guard Merchant Mariner card	Native American Tribal document, US Citizen ID card (Form I-197) Identification Card for use of Resident Citizen in the United States (Form I-79)
Native American Tribal document	Employment Authorization document issued by the Department of Homeland Security
Driver's License issued by Canadian Government Authority	