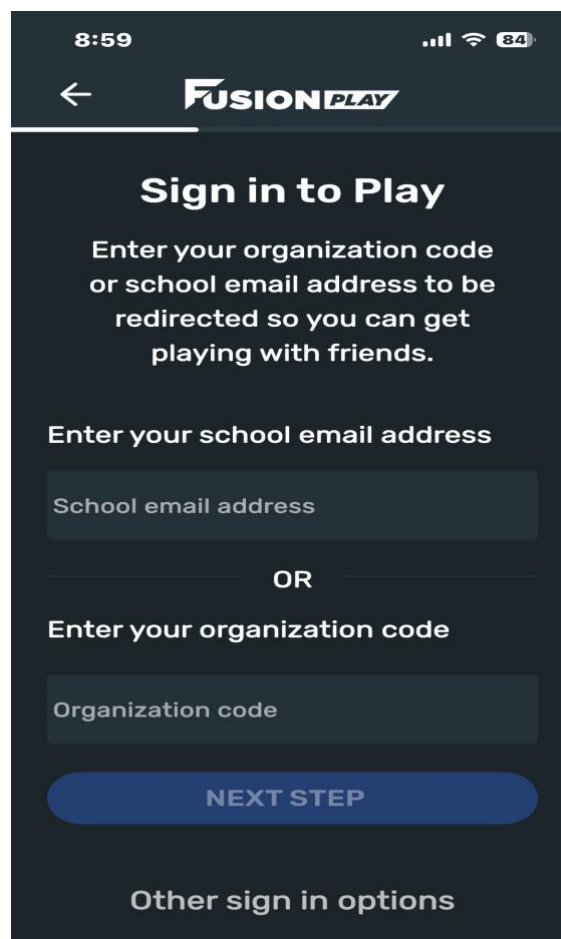


# Fusion Play How to Guide

## Signing In

Fusion Play is the Intramural Sports software used by UREC Sports. You can download the app from the [Google](#) or [Apple](#) store then sign in using your UARK email. If you are a Student, Faculty, or Staff you will sign in with your UARK email. If you are a spouse of anyone previously listed and have a University Recreation + Wellness Membership, you may log in using the organization code. The organization's name is *UARK Intramurals*, and the organization's code is *URECIM25*.



The screenshot shows the 'Sign in to Play' screen of the Fusion Play app. At the top, the status bar shows the time 8:59, signal strength, Wi-Fi, and 84% battery. Below the status bar is a dark header with a back arrow and the 'FUSION PLAY' logo. The main content area has a dark background with white text. It starts with the title 'Sign in to Play' followed by instructions: 'Enter your organization code or school email address to be redirected so you can get playing with friends.' There are two input options: 'Enter your school email address' with a text field containing 'School email address', and 'OR' followed by 'Enter your organization code' with a text field containing 'Organization code'. A blue 'NEXT STEP' button is at the bottom, and below it is the text 'Other sign in options'.

8:59

← FUSION PLAY

### Sign in to Play

Enter your organization code  
or school email address to be  
redirected so you can get  
playing with friends.

Enter your school email address

School email address

OR

Enter your organization code

Organization code

NEXT STEP

Other sign in options

If you are a *Student, Faculty, or Staff*, once you have entered your email, you should be rerouted to the Single Sign On, sign in page. If you have issues getting past this page, please contact us at [imsports@uark.edu](mailto:imsports@uark.edu)

The screenshot shows a mobile browser interface. At the top, the status bar displays the time 9:00, signal strength, Wi-Fi, and battery level at 84%. The browser's address bar shows a URL starting with 'n.microsoftonline.com'. Below the address bar is the University of Arkansas logo and the text 'Sign in'. A text input field contains the placeholder 'username@uark.edu'. Below the input field is a link that says 'Can't access your account?'. A blue 'Next' button is positioned to the right of the input field. Below the 'Next' button is a box with a key icon and the text 'Sign-in options'. At the bottom of the page, there are links for 'Terms of use' and 'Privacy & cookies', followed by a mobile navigation bar with a back arrow, a share icon, and a refresh icon.

9:00

n.microsoftonline.com

UNIVERSITY OF ARKANSAS

Sign in

username@uark.edu

Can't access your account?

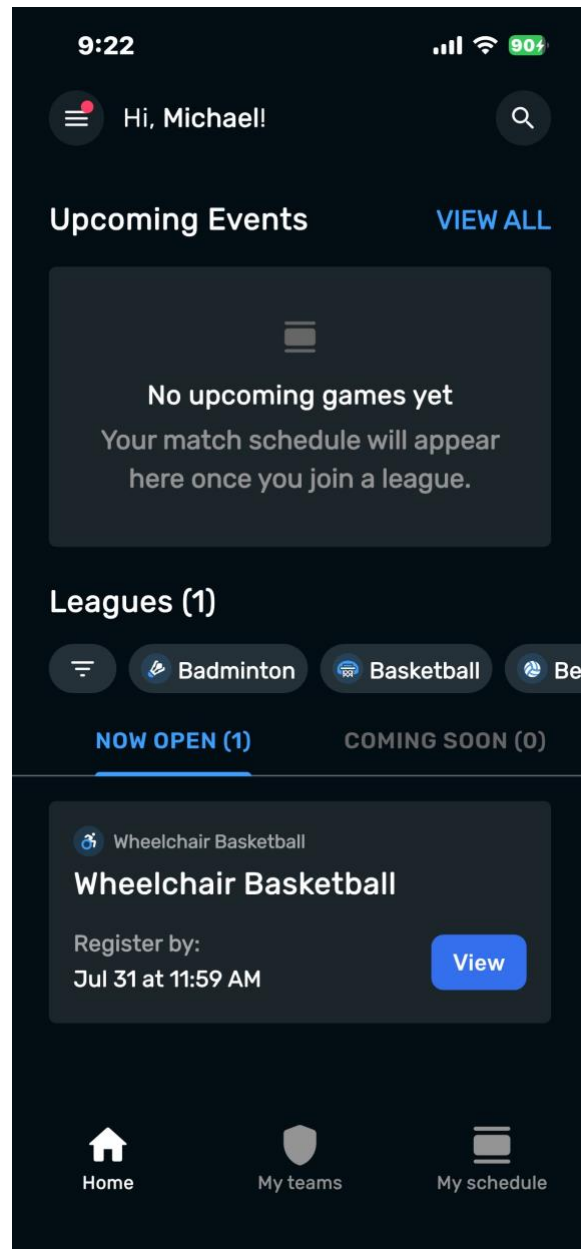
Next

Sign-in options

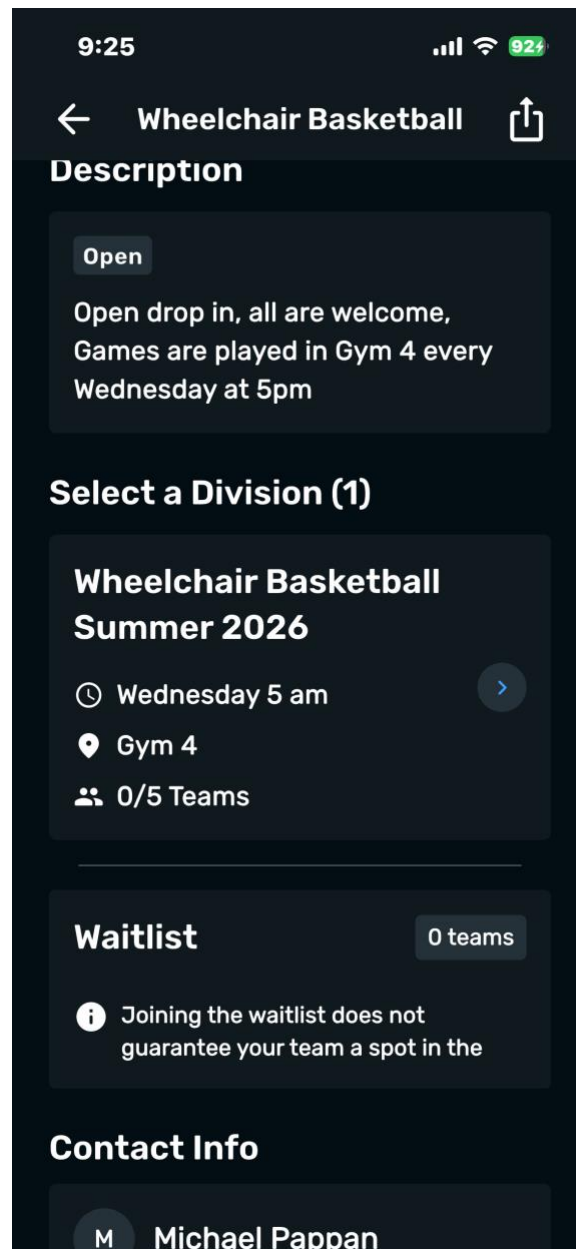
Terms of use Privacy & cookies

## Create/Join Team

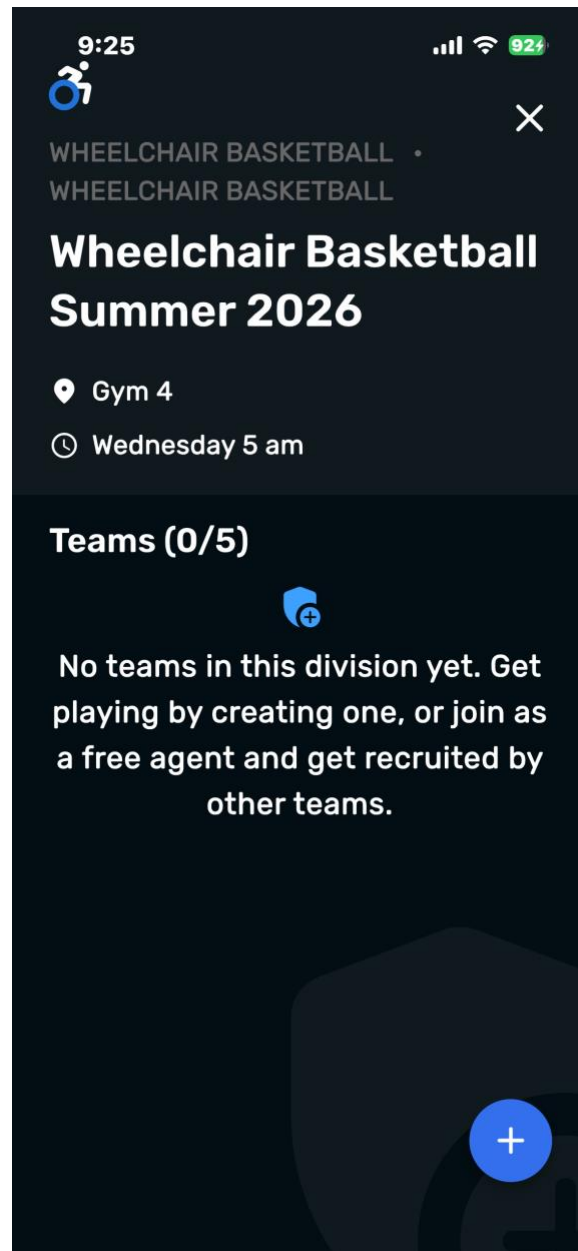
The image you see below is what the home screen to the app looks like. As you can see, when this was created, the only league available to register for was Wheelchair Basketball. To select a time to play you will select the blue *view* button of the league you desire



Once you are on the league page, you will see the description for the league (sport) at the top and all the divisions (time slots) under *Select a Division*. The number that follows is the number of time slots available. Within the division, you will also see the following information: day and time of game, location of games, and how many teams have registered for the division. To register for a division, you will select the blue arrow.



This image shows you what a division will look like if no teams have joined it. You will create a team by selecting the blue + button.



Before creating or joining a team, all participants must complete the Intramural Sports Waiver. You may be required to do this for each sport or team.

9:27 92%

← Create a team ×

Step 2 of 2

**Intramural Sports Participant Waiver**

**Jul 2, 2026**

This waiver is required to play in this league.

SCROLL TO SIGN

University of Arkansas -  
Department of University  
Recreation + Wellness

**Acknowledgement, Release and  
Waiver of Liability for**

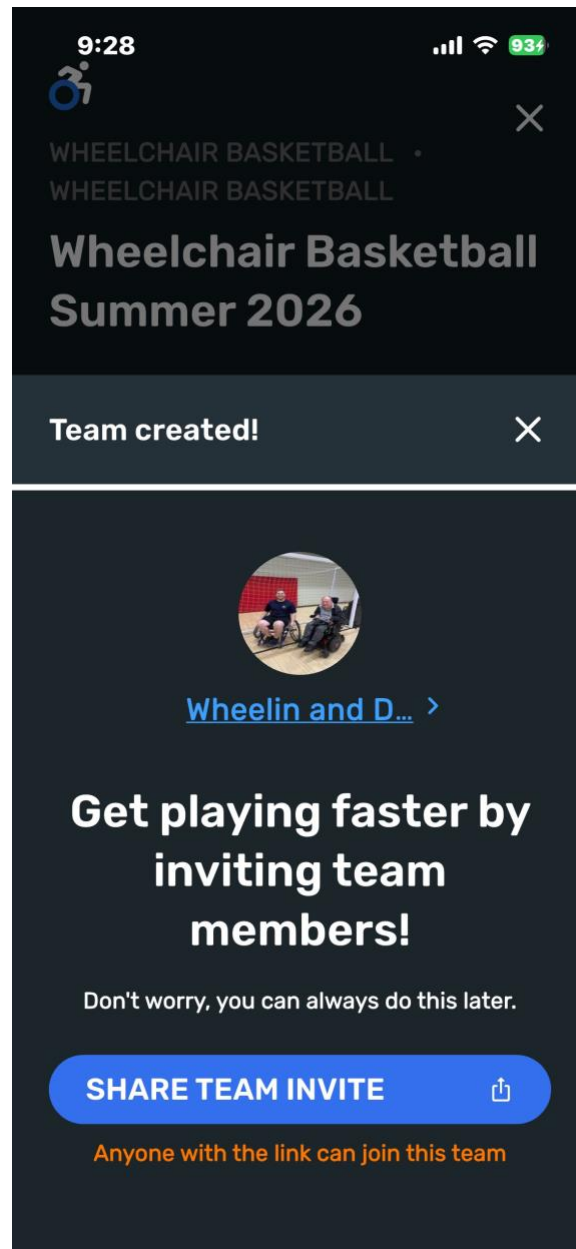
**Participation in UREC Intramural  
Sports**

This Acknowledgement, Release and Waiver of Liability for Participation in **UREC Intramural Sports** (hereinafter, the "Agreement") must be signed and returned before the above-named participant may enter UREC facilities or participate in UREC

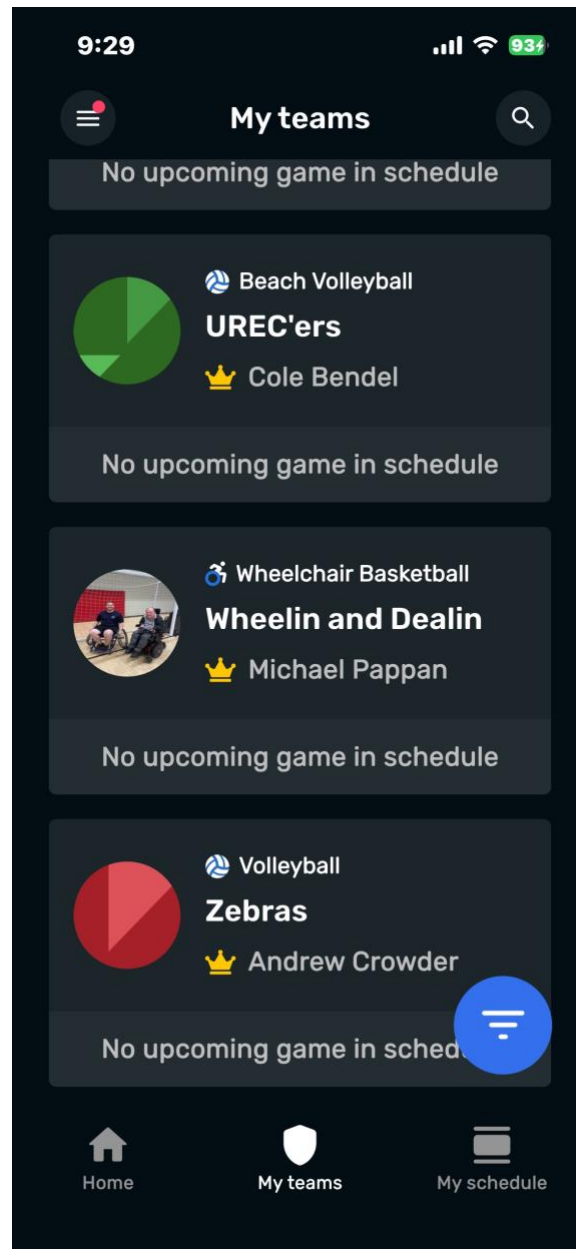
Next, you will be prompted to add your team's name and logo. Team names must be appropriate. Inappropriate team names include but are not limited to foul or vulgar language, sexual innuendos, political statements, or discrimination of any kind. If your team would like to wear the same color throughout the regular season, you should name your team "team name – red," provided another team in your division has not already called that color.

## My Team

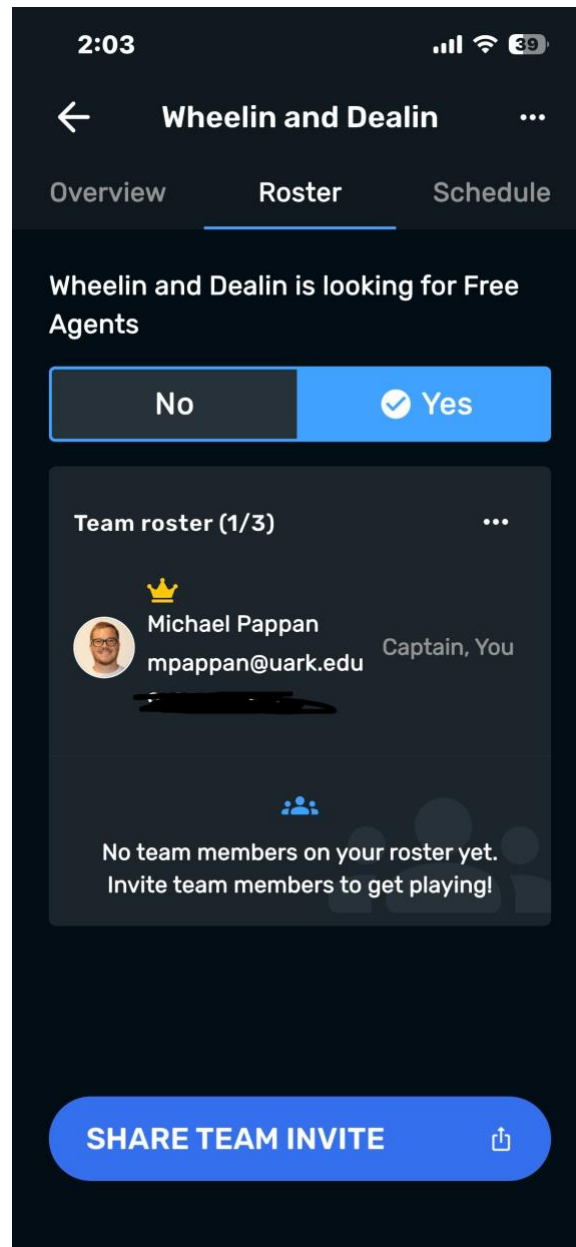
After your team is created, this page will populate. To invite players to your team, share the team invite link. This link will allow anyone with an eligible membership and Fusion Play account the chance to join your team.



If you need to send this link or add players later, you can find it by clicking my teams and selecting the team you wish to add players to. In this example, “Wheelin and Dealin” is the team we will look to add players.

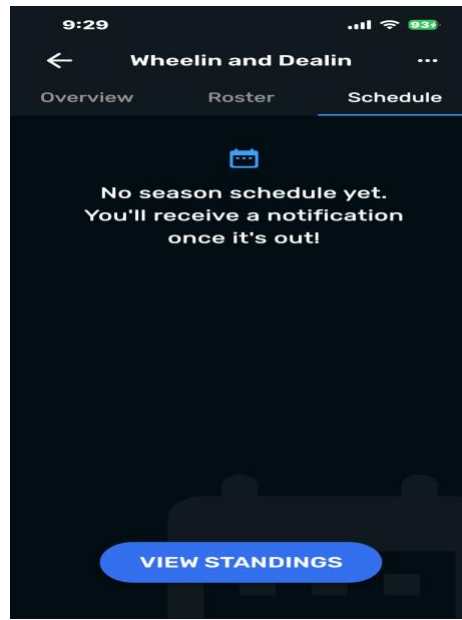


Once you have selected the team, select roster at the top of the page. You will then see who is currently on your roster. By clicking *Share Team Invite*, you will have the ability to send a link through all general communications (text, email, teams, GroupMe) or just by copying the link.

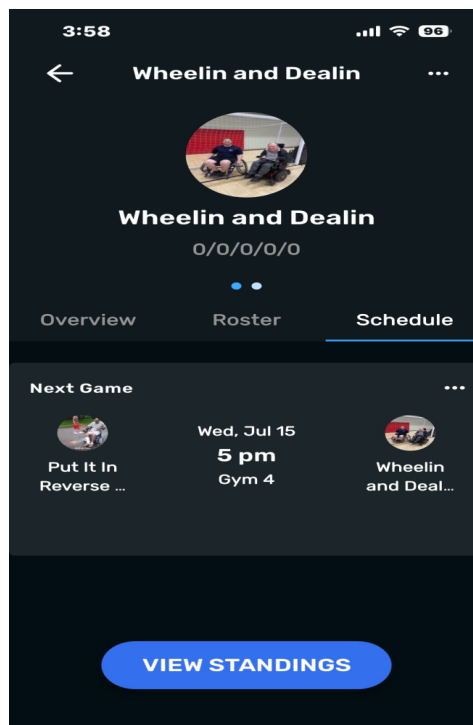


## Game Schedule, Forfeits and Defaults

Within the team page, you can view your schedule. The first image below shows you what it looks like when you do not have a game.



The second image shows you what you will see if you have a game.



In the event your team cannot make their game, you may default/forfeit using the Fusion Play App or emailing [imsports@uark.edu](mailto:imsports@uark.edu).

**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:

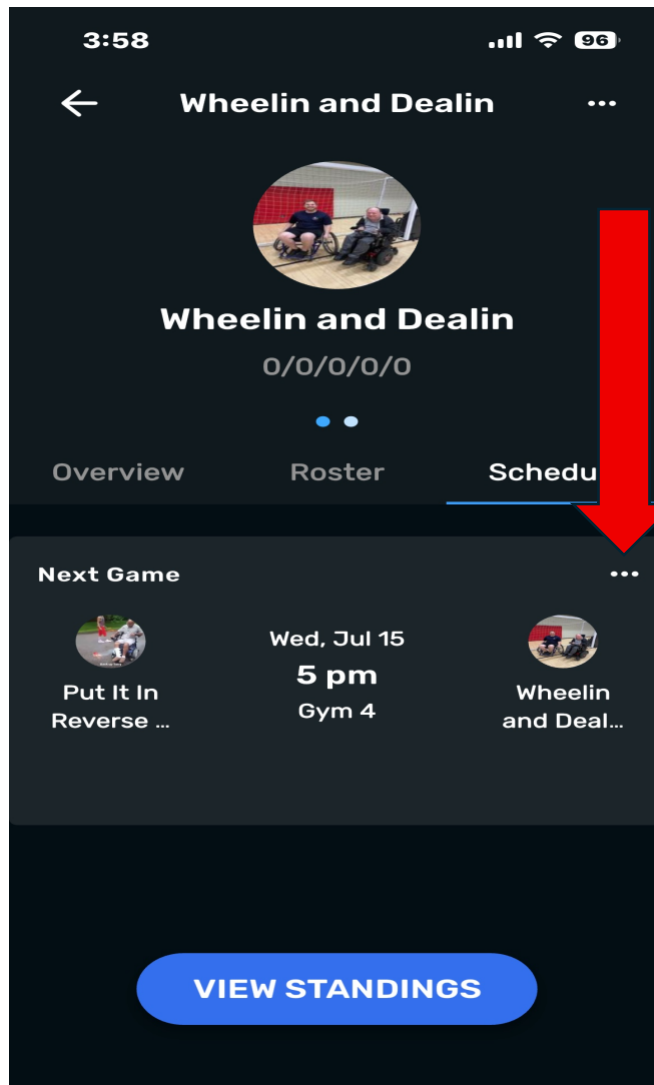
- Waived forfeit fine
- Opposing team will be notified
- Opposing team awarded the win

\*\*A second default in a season 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 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

Defaulting notifies your opponent that you cannot make your game. If you default after the corresponding 1pm deadline, games are forfeited which result in a fine. If you wish to default/forfeit on your own, you will click the three dots in the top right corner of your next game page. You can then click the *Default Game* button at the bottom of the screen.



If you are experiencing issues and need further assistance, please reach out to us at [imsports@uark.edu](mailto:imsports@uark.edu) .