

NEW

Intramural

T-Shirt Policy

Matching colored team shirts will be required in:

Flag Football

5 -on- 5 Basketball

Soccer

Ultimate

Specific Sport Shirt Regulations:

The sport of soccer requires each goalie to have a different color than his/her teammates and opponents.

One or two-digit numbers are required in basketball and must be at least 3" tall. Numbers can be heat-pressed, painted-on or written-on with permanent marker. Using tape or any other non-permanent markings is not permissible.

- Teams will have the opportunity to select a team color during the registration process of the sport.
- All players must wear the same shade of their selected team color to every game.
- The team will default if they do not have the minimum number of players with their selected team color.
- If neither team has the minimum number of players, who meet the t-shirt requirements, both teams will default their contest.

The IM Supervisor has the right to allow a participant to play when their t-shirt shade does not exactly match their teammates.

The Intramural Staff recognizes that there are cases in which t-shirt colors will not match exactly. We are striving to ensure that participants are able to play while maintaining the integrity of the game. For example, if Team A is wearing black shirts and Team B is wearing orange shirts, the IM Supervisor may allow a player from Team B to wear a shirt that is red, so long as both the game officials and IM Supervisor feels there will be no confusion among staff or participants. **If in week 2, Team B was wearing orange and Team C was wearing red, then the Supervisor would not allow a Team B player to wear red.**

Example 1: A team doesn't have the minimum amount of players in their designated color to start a game.
Result: Team defaults game. Teams can scrimmage on the field without officials.

Example 2: One player doesn't have a shirt to match his/her team's designated color.
Result: Individual player may check out a Recreational Services jersey to wear for one game.