

**UNIVERSITY OF COLORADO
RECREATIONAL SERVICES**



**INTRAMURAL
HANDBOOK**

CU INTRAMUALS
Make it Part of your Life!

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MISSION

The mission of The University of Colorado Intramural Program is to provide students, faculty, and staff with the opportunity to participate in a variety of competitive recreational sports in a safe environment; to promote and provide quality service and facilities; to promote healthy lifestyles, and wellness.

PROGRAM OPPORTUNITIES

The Intramural Program provides opportunities for men and women to compete in various skill levels against other students, faculty/staff members, graduate students, student groups, and recreational center members. The Intramural Program also offers the opportunity for men and women to play together in Co-Recreational sports. Participants may choose to participate in individual or team activities.

Intramural Sports provides a healthy environment that promotes growth and development of leadership, social, and interpersonal skills.

INTRAMURAL SPORTS ADVISORY BOARD

The Intramural Sports Advisory Board and consists of various student leaders and serves in an advisory capacity to the Intramural Sports Coordinator. Board members are appointed during the Fall semester and serve for one academic year. Specific duties of the board include but are not limited to the following:

1. To assist and advise the administration of the Intramural Sports Program.
2. To develop and recommend policies and procedures to the Intramural Sports Coordinator.
3. To promote interest in the Intramural Sports Program.
4. To serve as a “sounding board” for students attending University of Colorado in all matters pertaining to the Intramural Sports Program.
5. To rule on appeals related to disciplinary decisions made by the Intramural Sports Staff.

CAPTAINS

Captains provide a very important link between teams and the Intramural Department. The successful flow of our program greatly depends on the abilities of the captains. Team captains’ responsibilities include (but are not limited to) the following:

- Due to the constraints of the online system, all Intramural Sports team captains must be full-fee paying students.
- Review the Intramural Handbook and becoming familiar with all Intramural Policies and Procedures.
- Review and be familiar with all rules pertaining to each and every sport of which they are a captain.
- Turn in a complete online entry form with team information, captain’s complete contact information, and full payment within 24 hours of team entry. **Failure to do so will result in a \$20 fine and having their team entry dropped from registration.**
- Complete a captain’s quiz for each and every Intramural Sport they have registered as a captain for. If the captain does not complete the quiz with a 90% by the set due date, their team will not be eligible to advance to the post season tournament.
- Maintain contact with the Intramural Office. The Intramural Office will communicate any pertinent information to team captains via email. This information can include such items as when schedules are posted, post-season tournament information, game cancellations, and additional game opportunities.
- Check eligibility of all team members according to the Intramural Sports Handbook.
- Notify each team member that they must present a valid Buff OneCard or Rec Center Membership ID before they can participate in the scheduled contest. **NO ID, NO PLAY, NO EXCEPTIONS!**
- Inform every member of your team about all pertinent Intramural Policies & Procedures, sports rules and eligibility restrictions.
- Control and be responsible for team and spectators during participation.
- Ensure that each desired player is added to the team’s online roster by no later than 3:00pm the day of the game they wish to attend. If the game in which they wish to participate should fall on a weekend, that player must be added by no later than 3:00pm on the Friday preceding that game.
- Ensure that enough players are checked in and ready to play at game time, failure to do so will result in a Forfeit and a \$20 fine. If the fine is paid within four business days following this forfeited game, the team will be allowed to continue in the league, but any subsequent Forfeit will accrue and additional \$10 fee and ejection from the league. If not, the team will be dropped.

- Sign the game sheet after each game to verify the score and sportsmanship rating.
- Handle any team or player judicial issues that may arise during their season.

ENTRY INFORMATION

After signing up a team online, **the team captain MUST pay either online or at the Recreation Center Cashier within 24 hours of the team entry, failure to do so will result in a \$20 fine and having their team entry dropped from registration.**

If payment is made at the Recreation Center Cashier, bring the receipt, your Buff OneCard, and entry form to the Intramural Office.

If a team captain registers a team and fails to pay the team registration fee within 24 hours of registration, the team will be dropped from the league and the team captain will be charged a \$20 cancellation fee.

To avoid being assessed a cancellation fee, the team captain must either pay the registration fee or completely remove their team from the league within 24 hours of registering.

- Team registrations will be taken on a first come first serve basis until the league is full.
- Team names cannot be changed once the schedule is posted.
- The Intramural Sports Department reserves the right to change any team that is deemed inappropriate or offensive to participants (including, but not limited to, names involving profanity or of sexually implicit nature).
- Teams are required to wear like colored shirts/uniforms in basketball, soccer, flag football, and ultimate. Numbers are required on the shirts for basketball.
- Please use the proper judgment when selecting names and uniform artwork. Our goal is a pleasant, fun atmosphere for everyone competing. If you are unsure if a team name or t-shirt artwork will be acceptable, please contact the Intramural Sports Office.

ELIGIBILITY

Undergraduate Students: All full fee paying students and members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. All participants must present their Buff OneCard or Recreation Center I.D. at every game to check-in. **No Card =No Play!**

Graduate Students: All full fee paying graduate students and graduate students who are members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. Graduate students who opt out of paying Recreation Center fees and who are not members of the Recreation Center are not eligible to participate in Intramurals.

Faculty, Staff, and Alumni Members: All faculty, staff, and alumni members that have a Recreation Center Membership are eligible to participate in the Intramural Sports Program.

Part-Time Students and Continuing ED: All full fee paying part-time and continuing ed students or part-time and continuing ed students who are members of the Student Recreation Center are eligible to participate in the Intramural Sports Program. Part-time and continuing ed students who opt out of paying Recreation Center fees and are not members of the Recreation Center are not eligible to participate in Intramurals.

Student/Faculty/Staff Spouses: Spouses of eligible undergraduate and graduate students, and faculty or staff members, who have a Recreational Center Membership are eligible to participate in the Intramural Sports Program.

Miscellaneous: All others who have a Recreational Center Membership (i.e. for the semester, not just a one day pass) are eligible to participate in the Intramural Sports Program. Graduate students, faculty, staff, alumni, and part-time students must show their Recreation Center Membership I.D. Card at all games.

The Intramural Staff cannot assume responsibility for player eligibility but will assist team captains and individuals with eligibility interpretation questions prior to competition.

Competing on Two Teams: A player who is otherwise eligible may participate on one Co-Rec team and one men's or women's team respectively for the same sport per season. A player may not participate on two men's, women's or co-rec teams for the same sport in the same season. If a player is playing on more than one team, the second team that he/she is playing for may be dropped from competition and the player will be ineligible for the rest of the semester in that sport.

Assumed Names: Players that are participating under an assumed name will be suspended from all Intramural Sports indefinitely until he/she meets with the Intramural Coordinator. Minimum suspension is six school weeks. The team may also be dropped from competition.

Roster Additions: Players may be added to a team's roster at any point during the regular season. To be eligible for a participation in a particular game, a player must be added to the team's online roster by no later than 3:00pm the day of the game they wish to attend. If the game in which they wish to participate should fall on a weekend, that player must be added by no later than 3:00pm on the Friday preceding that game..

Failure to Check-in: It is the player's responsibility to check-in for every game. Failing to check-in for a game is a violation of the rules. All players should check-in 15 minutes before game time with their Buff OneCard or Recreation Center Membership I.D. Card.

Professional Athletes: Current professional athletes are not eligible to participate in their sport or any related sport. A professional player or athlete is defined as one who has received monetary compensation for his/her athletic services. Former professional players may participate in their sport if approved by the Intramural Coordinator.

Intercollegiate Athletes: Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players, and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire school year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.

Club Players: A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

Eligibility Protests: For an eligibility protest contact the Intramural Office within 48 hours, any protest filed after this time will have no bearing on the game in question.

The following information must be provided:

- Date, time, place, and level of game
- Names of the teams
- Names of the ineligible player
- Reason why player is ineligible

The final decision will be made by the Intramural Coordinator.

LEAGUE PLAY

Email: Email is the main form of communication of the Intramural Sports Office. If you do not receive an email from imsport@colorado.edu by the first week of play, please notify the office ASAP.

Schedules: All schedules are posted online on the Intramural website. Game schedules will not be given over the phone or in person.

Reschedules: The Intramural Office does not reschedule league play or tournament games once the schedule has been posted. If your team is unable to make a game *the team captain must* email the Intramural Office at least 24 hours in advance at imsports@colorado.edu. The Intramural Office will email your game out to all the other teams and if your game is picked up, your team will not be credited with a Forfeit. If your game is not picked up then your team is responsible for playing that game.

Any extra games picked up will count as a regular season game

Forfeits: GAME TIME IS FORFEIT TIME! Any team failing to report, “**ready-to-play**”, at the scheduled starting time shall forfeit to their opponent. All teams should arrive **15 minutes prior** to the scheduled start of the game to check in and get the necessary equipment for the game.

Forfeit Fee Policy

Teams receiving one Forfeit

- If a team accumulates one Forfeit during the regular season, they will automatically be charged a \$20 fee that must be paid within the four business days following that forfeited game.
- If a team receiving one forfeit pays the assessed \$20 fee within the four business days, this team will be allowed to continue on in the league for the remainder of the regular season and will still be eligible for the post-season tournament.
- If the team fails to pay this \$20 fine within the four business days, they will still be responsible for the \$20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.

Teams receiving two Forfeits

- If a team accumulates two Forfeits during the regular season, they will automatically be charged an additional \$10 fee. This team will then be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.

How to avoid being charged the Forfeit Fee

- If your team is unable to make a regular season game, your team captain must email the Intramural Office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the Intramural Office by the deadline stated will

result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).

Any team receiving a win by forfeit will be awarded a 4.0 sportsmanship rating. A 0.0 sportsmanship rating will be assigned to the forfeiting team.

The Intramural Sports staff maintains the official time at each activity area and determines forfeit time.

Honest Effort Forfeits (HEF): An Honest Effort Forfeit will be given to a team if part of a team shows up and is able to participate in a scrimmage game. Each sport has a minimum number of players needed per sport to be given an honest effort. Any team that accumulates two Honest Effort Forfeits will not advance into the tournament. Any team receiving an HEF will receive a 3.0 sportsmanship rating.

Teams receiving two Honest Effort Forfeits will be allowed to buy their way back into the tournament for an additional \$20 fee. Teams can buy their way back into the tournament by no later than noon (12:00pm) of the day following the last regular season game for their respective sport.

Defaults: Any basketball, flag football, soccer, ultimate or broomball team that does not wear like-colored uniforms to games will receive a Default.

1. Teams that receive one Default for not wearing like-colored uniforms may advance to the tournament provided that they wear like-colored uniforms to the remaining games.
2. Teams receiving two Defaults will not be allowed to advance to the tournament.
3. Teams showing up to the playoffs without like colored uniforms will be allowed to play that game but will not be allowed to advance.

Teams receiving one Default and one Honest Effort Forfeit or two Defaults will be allowed to buy their way back into the tournament for an additional \$20 fee provided they correct the reason for the Default. Teams can buy their way back into the tournament by no later than noon (12:00pm) of the day following the last regular season game for their respective sport.

INCLEMENT WEATHER

In the case of inclement weather please call the weather hotline, 303-492-7244, one hour before your game to determine the status of your game. Please do not call the Intramural Sports main office line.

Any game cancelled due to weather will be rescheduled time permitting. This will be left to the discretion of the Intramural Coordinator. Games that are cancelled and rescheduled will be posted online by 3:00pm the following day. It is the captain's responsibility to check the schedule the next day.

Number of Players Needed for Each Sport

<i>Sport</i>	Players Needed	Players Needed to Start a Game	Number of Players for HEF	Number of players for a forfeit
Basketball	5	4	3	Less than 3
CoRec Basketball	5 <i>(At Least 2 of each sex)</i>	4 <i>(At Least 1 of opposite sex)</i>	3	Less than 3
CoRec Broomball	5 <i>(At Least 2 of each sex)</i>	4 <i>(At Least 1 of opposite sex)</i>	3	Less than 3
CoRec Dodgeball	7 <i>(At Least 2 of each sex)</i>	5 <i>(At Least 1 of opposite sex)</i>	4	Less than 4
Men's & Women's Football	7	5	4	Less than 4
CoRec Football	8 <i>(At Least 4 of each sex)</i>	6 <i>(At Least 2 of each sex)</i>	5	Less than 5
Hockey (Open/A/B)	6	6	5	Less than 5
Hockey (C)	5	5	4	Less than 4
Indoor Soccer	6	5	4	Less than 4
CoRec Indoor Soccer	6 <i>(At Least 2 of each sex)</i>	5 <i>(At Least 1 of opposite sex)</i>	4	Less than 4
Outdoor Soccer	8	6	5	Less than 5
CoRec Outdoor Soccer	8 <i>(At Least 2 of each sex)</i>	6 <i>(At Least 1 of opposite sex)</i>	5	Less than 5
Ultimate	7	5	4	Less than 4
CoRec Ultimate	7 <i>(At Least 2 of each sex)</i>	5 <i>(At Least 1 of opposite sex)</i>	4	Less than 4
Volleyball (Open)	6	5	4	Less than 4
Volleyball (A/B)	6	5	4	Less than 4
CoRec Volleyball(Open)	6 <i>(At Least 3 of each sex)</i>	5 <i>(At Least 2 of opposite sex)</i>	4	Less than 4
CoRec Volleyball (A/B)	6 <i>(At Least 3 of each sex)</i>	5 <i>(At Least 2 of each sex)</i>	4	Less than 4
CoRec Innertube Waterpolo	7 <i>(At Least 3 of each sex)</i>	5 <i>(At Least 1 of each sex)</i>	4	Less than 4
Wiffleball	6	5	4	Less than 4
CoRec Wiffleball	6 <i>(At Least 3 of each sex)</i>	5 <i>(At Least 2 of each sex)</i>	4	Less than 4

DIVISIONS

There are several skill level divisions offered in each sport. Please choose the skill level that best represents your team. Both win/loss record and the sportsmanship ratings will be used for team placement in the proper division for the tournament. Intramural Sports offers three different divisions based on ability –

Competitive League: Competitive and skilled players.

Intermediate League: Competitive but not as skilled players.

Recreational League: Recreational and beginning players.

These divisions are offered for most Men's, Women's, and Co-Rec leagues.

Men must play in the Men's Division and women must play in the Women's Division, Any combination of both/either gender are eligible to play in an Equal Opportunity (EO) league.

POST SEASON TOURNAMENT

All teams qualify for tournament play except teams that forfeit, have two honest effort forfeits, two defaults, and/or have below a 3.0 sportsmanship rating.

The Intramural office may merge leagues depending on the number of teams in each league for the post season tournament.

Tournament Days of Play: During the post season tournament your team will be scheduled to play during any day and time that the sport runs.

Petition to Add Players: If a team is not able to field a full team during playoffs they may **petition to add players** to their roster. The team captain must fill out a petition form at the Intramural Office no later than 12:00pm noon the day of the game. If the game in question should fall on a weekend, the captain must fill out the form by 12:00pm noon the Friday preceding.

Only players who are eligible for Intramural participation and have not played on a team in that same sport during that same season will be approved to be added.

Captains must petition to add players for each game needed, approved players will not roll over from a previous game.

Teams may petition to add only one more player than is allowed on the playing area (limit to one substitute).

CONDUCT & SPORTSMANSHIP

All Intramural participants are expected to display good sportsmanship and conduct. Any participant or spectator associated with attempts to commit, or aid others in committing, any acts of misconduct will be subject to disciplinary procedures by the Recreational Services. Severe cases of misconduct will be referred to the Dean of Students Office for possible university action.

Alcohol/Drugs

The use of any alcohol, drugs, or tobacco products is prohibited before, during, and on the premises of any Intramural Competition. Any participant or spectator under the use of drugs, tobacco, or alcohol will be asked to leave the premises. If the person refuses leave willingly, CUPD will be called.

Ejections

Any player that has been ejected from an Intramural Event for any reason will result in an immediate suspension from ALL Intramural participation until official reinstatement. No individual will be reinstated without first meeting with the Intramural Sports Coordinator or appointed staff member (i.e. no self-imposed penalties). Suspensions will not start until after the ejected player meets with the Intramural Sports Coordinator or Assistant Coordinator.

The ejected individual is responsible for contacting the Intramural Coordinator in order to set an appointment to discuss reinstatement. Call 303-492-2893 or email imsports@colorado.edu in order to schedule an appointment with the Intramural Sports Coordinator.

The following is a list of infractions and minimum suspensions:

Infraction	Minimum Suspension
EJECTION	Automatic one game suspension. Game ejections, including pre or post game ejections, are not eligible to be appealed.
UNSPORTSMANLIKE CONDUCT: Any improper behavior that may include verbal or physical abuse, mental harassment, or other unsportsmanlike acts such as obscene gestures or actions.	Such conduct may be punishable by suspension from a game, the entire activity, or for the academic year. An individual or group may also be subject to being charged by the Office of Judicial Services.
VERBAL ABUSE: Any language deemed offensive or derogatory (not necessarily "swear words") directed at any Intramural participant, spectator, or staff.	Persons ejected for Verbal Abuse SHALL BE AUTOMATICALLY SUSPENDED FOR ONE GAME. If the Verbal Abuse is deemed to be harassment; the guilty party may be ejected for the remainder of the Intramural session. Persons ejected for Verbal Abuse more than once during the year may be suspended from all activities for the remainder of the academic year.
PHYSICAL ABUSE: The act of hitting striking, pushing shoving, grabbing, and/or throwing and/or kicking an object at another individual.	<p>Persons ejected for hitting or striking another individual SHALL BE AUTOMATICALLY SUSPENDED FOR NO LESS SIX ACADEMIC WEEKS and may be suspended for the remainder of the academic year. Player may also be subjected to suspension from the CU Recreation Center and could be subject to judicial review by the Office of Judicial Services.</p> <p>Persons ejected for pushing, shoving, grabbing and/or throwing and/or kicking an object at another individual SHALL BE AUTOMATICALLY SUSPENDED FOR NO LESS THAN ONE GAME and may be suspended for the remainder of the academic year. Persons involved could be subject to judicial review by the Office of Judicial Services.</p>
THREATNING PHYSICAL ABUSE TOWARDS OFFICIAL, SCOREKEEPER, or SUPERVISOR: Person who in any way physically abuse or attempts to abuse by hitting striking, pushing, shoving, grabbing, throwing and/or kicking an object.	Automatically suspended from the IM program for SIX ACADEMIC WEEKS. Player may also be subjected to suspension from the CU Recreation Center and judicial review by the Office of Judicial Services in Student Life.
Individual playing under an assumed name	Six academic weeks

Suspensions listed merely demonstrate the MINIMUM punishment an offender will receive for their respected infraction. Actual severity of punishment will be determined by the Intramural Sports Coordinator.

Protests

Judgment calls cannot be protested or appealed. Whenever a matter of a protest arises, the team captain must notify one of the officials and the opponents before the next live ball. If the protest is not lodged it voids the protest. Once the protest is noted, the official will suspend play. The captain will then state the basis of the protest. The official will then explain the basis of the decision. If the captain would like to appeal this decision he must request that the sport supervisor review the decision before play resumes. The supervisor will give the final decision.

Appeals

1. The appeal process exists to ensure that all rulings or disciplinary actions taken against Intramural teams or individuals are equitable. The person/board to which a decision is appealed will review the previous decision and rule on its appropriateness given the infraction(s) or circumstances surrounding the specific case. As with any appeal, the person/board may decide to lessen the penalty, uphold the previous decision, or increase the penalty levied by the staff or board.
2. Appeals of Intramural Staff Decisions
 - a. Individuals or teams wishing to appeal a decision by an on-site Intramural Employee (i.e. an Intramural Sport Supervisor) have 24 hours from the time of the decision in which to notify the Intramural Staff in writing of intent to appeal. All relevant reasons and circumstances should be noted in the appeal.
 - b. The written appeal must be turned in to the Intramural Sports Programs Office or a meeting scheduled with the Intramural Sports Coordinator within one business day of the original decision.
 - c. The Intramural Sports Coordinator may refer certain cases directly to the Intramural Sports Advisory Board.
3. Appeals of Intramural Sports Coordinator or Assistant Intramural Sports Coordinator Decisions
 - a. A written notice to the Intramural Sports Coordinator of intent to appeal must be made within one business day after the Intramural Sports Coordinator or Assistant Intramural Sports Coordinator decision.
 - b. A hearing will be scheduled before the Intramural Advisory Board. Upon hearing the case, the Intramural Sports Advisory Board will uphold, reject, or modify the Intramural Sports Coordinator's decision.
 - c. All decisions by the Intramural Advisory Board regarding game protests, eligibility questions, and suspensions are final.

SPORTSMANSHIP RATINGS

ALL TEAMS WILL BE GIVEN SPORTSMANSHIP RATINGS AFTER EVERY GAME. CAPTAINS MUST SIGN OFF ON THEIR RATING AFTER EVERY GAME.

Sportsmanship Policy: Teams will be given sportsmanship ratings by the officials and scorekeepers after each game. The ratings are as followed:

4 - Excellent Conduct and Sportsmanship – Players cooperate fully with the officials and the opposing team’s members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates.

3 – Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a technical foul. Teams that receive 1 severe behavioral penalty will receive no higher than a 3.0 rating.

2 - Average Conduct and Sportsmanship – Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a technical foul. Captain exhibits minor control over his/her teammates, but is in control of himself/herself. Teams receiving multiple technical fouls will receive no higher than a 2.0 rating. .

1 – Below Average Conduct and Sportsmanship – Teams constantly comment to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. A team which receives an ejection can receive no higher than a 1.0 rating.

0 – Poor Conduct and Sportsmanship – Team is completely uncooperative. Captain has no control over teammates, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a 0.0 rating.

- A team that receives a 0.0 rating must have their captain meet with the Intramural Coordinator the following day to be eligible to play their next contest.
- A team must have a 3.0 average or better sportsmanship rating to be eligible to participate in playoffs.
- A team winning a contest by Forfeit or Honest Effort Forfeit will receive a 4.0 rating.

Sportsmanship Ratings During the Tournament:

- If a team receives a 0.0 rating they will be eliminated from the playoffs.
- If a team receives lower than a 3.0 rating, the captain must come into the Intramural Office the following day to discuss the rating. A decision will be made as to whether the team will continue to participate in the playoffs.

Teams that forfeit a game will get a rating of 0.0

During tournament play teams that receive an HEF or Forfeit will not advance to the next round of the tournament.

AWARDS

Intramural Championship t-shirts will be awarded to all tournament winners in all leagues for individual and team league sports. The number of t-shirts is limited to three shirts more than the number of players on the court/field. Additional shirts may be purchased from the Intramural Office.

EMPLOYEMENT OPPORTUNITIES

Intramurals hires student officials, scorekeepers, and supervisors. All students interested must attend all the training clinics provided by the Intramural program. No experience is required. Training focuses on rules of the games, mechanics, and on court situations. For more information please visit our website:

<http://www.colorado.edu/rec-center/intramurals/index.html>

RECREATION SERVICES

Intramural Main Office Phone:	303-492-2893
Weather Hotline	303-492-7244
Email Address:	imsports@colorado.edu
Website:	http://www.colorado.edu/rec-center/intramuralsports
Recreation Director:	Cheryl Kent
Associate Director of Programs:	Tim Jorgensen
Intramural Coordinator:	Annie Mulvany
Assistant Intramural Coordinator:	Danielle Mutz