

# Intramural Registration

In Fall 2008, the ETSU Intramural Program transitioned to **Imleagues**, a new online registration/scheduling system. **Imleagues** is a website specifically designed for college intramural departments. ETSU was one of the first schools to make use of this great new resource. A few of **Imleagues'** features include online sign up and scheduling, customizable team and group pages, message boards, and much more.

All intramural participants will be required to create an account on **Imleagues.com**.

## To create an Imleagues account:

1. Go to [www.imleagues.com](http://www.imleagues.com). (A link is provided on the intramural website, [www.etsu.edu/IMSports](http://www.etsu.edu/IMSports))
2. Click on the "**Create Account**" link.
3. Enter your information, **including your school email address** (@etsu.edu), and submit.
  - **You must use your school email address.** The Imleagues system recognizes your school's domain and will only allow you to join the ETSU section of the site with the proper email domain.
4. You will be sent an account verification to your **ETSU email account**.
5. Log in to **imleagues.com** by clicking on the link provided in the verification email.
6. After verifying your email address, the East Tennessee State University link should pop up. Click "**Join School.**"

## How to sign up for an intramural sport:

1. Log in to your **imleagues.com** account.
2. Click on the "East Tennessee State University" link.
3. The current sports are displayed toward the bottom of the screen. Click on the sport you wish to join.
4. Choose the league you wish to play (i.e. Men's Competitive, Men's Recreational, Women, etc.).
5. You can join the sport one of three ways:
  - a. **Create a team** (for team captains)
    - i. You will need to decide which division suits your team the best. Divisions are assigned based on days/times games will be scheduled.
    - ii. As a team captain, you can search for your friends and send a request to join your team.
    - iii. **NOTE:** Captains must accept team members' requests before they are officially on the team's roster. Division space is limited and is on a first come first served basis. Teams must have the minimum number of players on their roster **before** their placement in the division is confirmed. Teams without the minimum number of joined players by the entry deadline will be **removed** from the league.
  - b. **Join a team** by:
    - i. Finding the team and captain name on division page and requesting to join.
    - ii. Going to the captain's playercard page, viewing his team, and requesting to join.
    - iii. Accepting a request from the captain to join his team.
  - c. **Join as a Free Agent.** Team captains can search for free agents and extend invitations to join their team. Free agents may also request to join teams already created.

### **Captains Meetings are MANDATORY!**

**A meeting for all team captains is usually scheduled the day following the registration deadline. Failure to attend the meeting will result in the team losing their place in the league/division.**