1) Go to und.edu/intramurals and click “CLICK HERE” to start registering.

The Intramural program offers students, faculty and staff the opportunity to participate in a variety of competitive and recreational sport activities and special events.

CLICK HERE

to register now!

2) Then, go to the top right hand corner and click “Log In”, NOT “sign up”.
   a. When logging in, please use your campus connection email and password to gain access.

3) On the next screen, click the Intramural logo.
4) Then click “Register” in the tab that opens up underneath the Intramural logo.

5) Then you will be brought to a screen where you are able to select the appropriate Season, Sport, and Division/League that you want to sign up for.

   a. To filter through the Seasons, Days, Divisions/Leagues you can look at the left hand side of the screen to help filter through the site.
6) Make sure that the division is the correct division and day that you are registering for, then click “Register” on the bottom right hand corner.

7) Once you have clicked “Register” it will ask you if you are registering a team or registering as a player.
   a. If you are registering as a player be sure to click “Register as a player”
   b. If you are registering to create a team for the league, click “Register a team”
   c. Or the third option if you don’t have a team to make or don’t have a team to play on, you can easily register as a “Free Agent” and hopefully you’ll be picked up by a team!
8) After completing that step you must read the Intramural Wavier that is presented in front of you. Once you’ve read the wavier you can scroll to the bottom and click “Accept”, then it will send you to the quiz that covers sports specific rules.

a. The Quiz must be passed with a 100% in order to successfully register.

b. The wavier must be accepted in order to move on to the quiz.

When adding players to your team, be aware that there are additional steps:

- Player REQUESTS to join the team.

- Captain gets email notice to APPROVE or deny the player.

- After Captain approves the player, the player must JOIN the team.

- After joining, the player must take the quiz and PASS to be placed on the roster.