IM Leagues Users' Guide Joining a Team

Getting Started

I. Login by accessing http://recregistration.uconn.edu



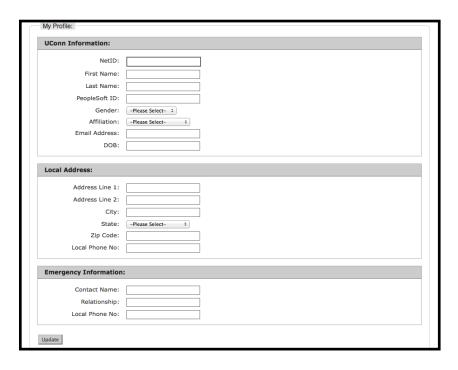
- A. Enter your NetID and Password
- B. Click Login



- C. **If you are NOT a first time user, and already have RecRegistration access, skip to step G.**
- D. First time users will be prompted to create a *Profile*. Click *Create Your Profile*.



E. Enter the My Profile details.



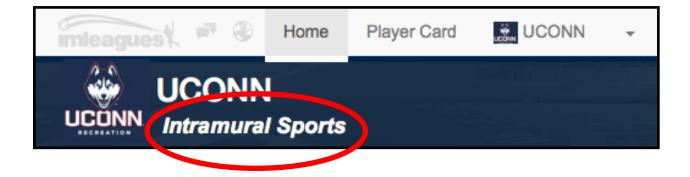
F. Read the "General Release and Agreement", and click the check box next to statement, attesting that you agree. You may not complete a profile if you don't attest to the statement. Click *Update* when completed.

General Release and Agreement:
○ I hereby attest that I have read, fully understand, and agree without exception to all the provisions, releases, and waivers outlined in this Participant General Release and Agreement. I understand that this document is a legally binding document that limits the legal liability of the Released Parties. I attest, under penalty of fraud, that I am at least 18 years of age.
○I am under age 18.

G. Click the IMLeagues link.

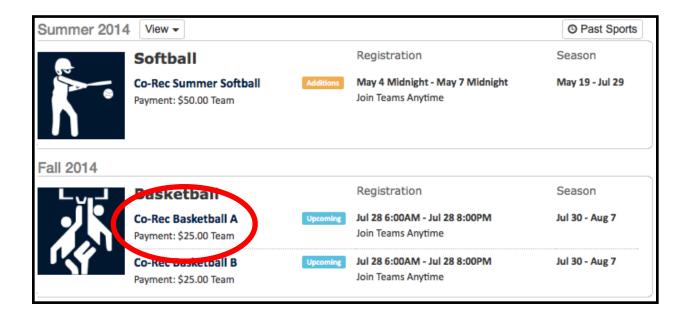


- II. Joining a Team without an invitation from a Captain
 - A. Click on *Intramural Sports* from your home screen to view a list of all available leagues and tournaments.



- B. Select the specific sport league, including the division you want to join (for example: *Co-Rec Basketball A*).
 - 1. Open: Most competitive
 - 2. A: Highly competitive
 - 3. B: Recreational

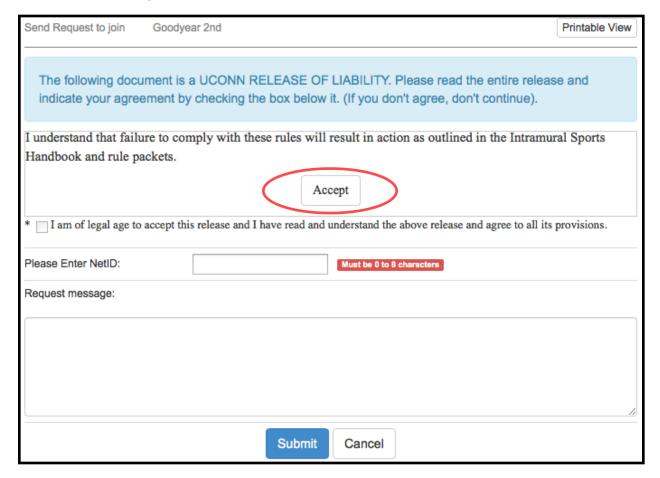
*Note: You may only register and participate on ONE team per league, regardless of the division.



C. You will see a list of all the teams that have previously registered. Find the specific team you wish to join. Then click *Join Team*.



D. Before joining a team, all participants must accept UConn Intramural's acknowledgement and responsibility of eligibility policies. Read the statement, and select *Accept* in the bottom of the text box. The BLUE message box will turn to GREEN, and you will be able to continue filling out your request to join a team. You won't be able to complete a request to join if you haven't accepted.



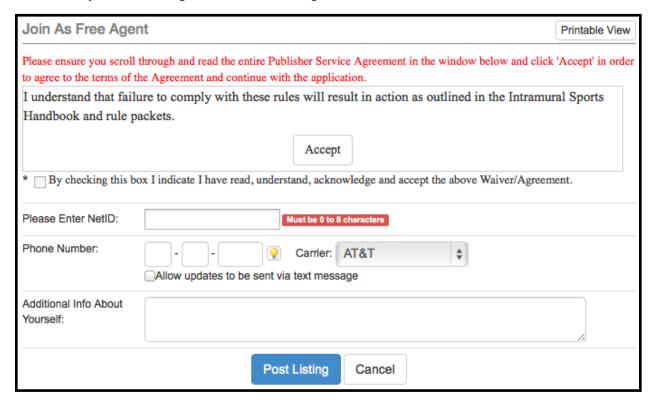
- E. Enter your NetID then click Submit.
- F. The Captain of the team will receive an email notifying them of your request to join that team.

III. Becoming a Free Agent

- A. Follow Section II "Joining a Team" steps A & B above.
- B. If you don't have a specific team to join, you may register as a Free Agent. Select Register/Signup, then select Free Agent.



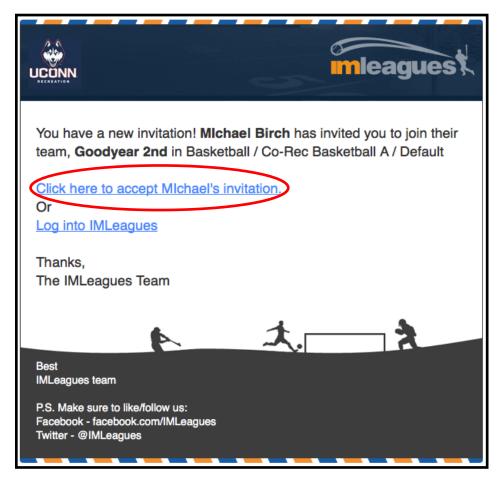
- C. Before becoming a free agent, all participants must accept UConn Intramural's acknowledgement and responsibility of eligibility policies. Read the statement, and select *Accept* in the bottom of the text box.
- D. Continue to fill out your NetID, and phone number, and write a message for Captains to see if they search Free Agents. Click *Post Listing* when finished.



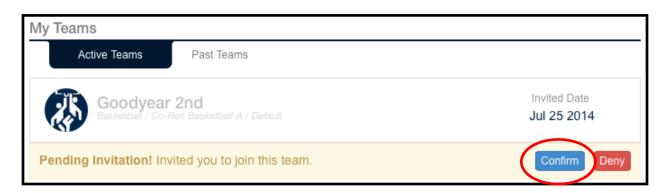
D. You will be added to the Free Agent list, which Captains can view available Free Agents, and request for them to join their team.

IV. Joining a Team with an invitation from a Captain

- A. Open your invitation email from IMLeagues to accept an invitation from a Captain.
- B. Click the link in the email.



- C. Follow Section I "Getting Started", steps A F, on Pages 1 & 2 of the User's Guide.
- D. Accept the invitation by clicking Confirm.



D. Before joining a team, all participants must accept UConn Intramural's acknowledgement and responsibility of eligibility policies. Read the statement, and select *Accept* in the bottom of the text box. The BLUE message box will turn to GREEN, and you will be able to continue filling out your request to join a team. You won't be able to complete a request to join if you haven't accepted.



- E. Enter your NetID then click Submit.
- F. You will receive a message on your homepage saying that you have successfully joined the team.



*If at any time, you need assistance completed this process, click on the *Live Support* link to speak directly to an IMLeagues Tech.

