



UNIVERSITY OF PITTSBURGH
DEPARTMENT OF CAMPUS RECREATION
2026 – 2027 PARTICIPANT HANDBOOK

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1. INTRODUCTION

1.1 Mission, Vision & Values

- **University of Pittsburgh Division of Student Affairs Mission:** To enhance the college experience and support students in their personal, academic, and professional development.
- **The Division of Student Affairs Vision Statement:** Student Affairs curates extraordinary experiences for all students to actively engage in holistic development for a fulfilled life.
- **Department of Campus Recreation Mission:** To cultivate a vibrant and inclusive environment that champions holistic well-being by fostering growth and engagement within the Pitt community.

1.2 Intramural Sports Jurisdiction

All participants are expected to follow all policies, procedures, sport-specific rules, and instructions provided by Intramural Sports staff. Staff members have the authority to interpret rules and make final decisions on all matters pertaining to the Intramural Sports program and participants.

1.3 Sports Rules and Policy Changes

General and sport-specific rules will be provided to participants prior to competition. The Intramural Sports office may implement rule changes or policy updates at any time. All rule changes or policy updates should be communicated to participants as soon as possible.

1.4 Intramural Department Contact Information

Name	Position	Email	Phone Number
Abby Harvey	Assistant Director Competitive & Recreational Programs	AHH75@pitt.edu	(412) 624-2453
Dylan Linn	Coordinator (Intramurals) Competitive & Recreational Programs	DYL34@pitt.edu	(412) 383-2667
AJ Franco	Coordinator (Esports) Competitive & Recreational Programs	AJF89@pitt.edu	(412) 648-0234
Intramural Sports Office		pittcompsports@pitt.edu	

2. ELIGIBILITY

2.1 Eligible Participants

Eligibility rules ensure fair play and equal opportunity for all intramural participants. Each participant is responsible for verifying their own eligibility. Team captains are accountable for their team members.

In order to participate in the intramural sports program, participants must be a University of Pittsburgh undergrad or graduate student and paying the wellness fee.

Please contact the intramural sports team with any questions regarding eligibility.

2.2 Intercollegiate Athletes

Varsity athletes are ineligible to participate in their associated intramural sport for one academic year after their last membership on the university team. The academic year resets on the 1st of August.

2.3 Check-In Policies

Participants must check-in prior to participating in a contest. To check-in, participants must present a valid university ID (physical or virtual) or a government issued photo ID to an intramural sports staff member. IDs must be original and include a clear photo. Using false or shared IDs will result in immediate suspension for one semester, a required meeting with an Intramural Sports Professional Staff member, and possible further penalties.

Failure to check-in prior to a contest could result in forfeiture of the contest.

2.4 Number of Teams

Participants are allowed to participate in one single gender league (Men or Women) and one Co-Rec team per intramural sport. Participants who join a team and check-in to one contest for that team will be locked onto that team for the remainder of the season.

2.5 Non-Binary and Transgender Participation

Students who identify as nonbinary may elect to participate on a Co-Rec team and either a Men's league or Women's league team.

In Co-Rec, there may be no less than two of any gender on the field/court at a time. A student who identifies as non-binary may count towards either gender minimum.

Any individual that has a question, comment, or concern regarding the participation of nonbinary individuals should contact the Intramural Sports Professional Staff.

2.6 Illegal Participation

- Teams forfeit any game with ineligible players.
- Teams with two or more forfeits will be ruled ineligible for playoff brackets.
- Forfeits due to ineligible players may result in a penalty to the team captain.
- Ineligible players are ejected and suspended from all intramural sports competition for at least one week after a meeting with an Intramural Sports Professional Staff member.

3. REGISTRATION

3.1 Registration Procedure

The Intramural Sports program requires all participants to register via [IMLeagues](#), have an active account in the University of Pittsburgh IMLeagues network, and agree to the participation waiver before competing.

To create a team, navigate to the sport you would like to play, click the league you would like to participate in, and select “Create Team” under the timeslot that is appropriate for you. Your team will join the waitlist until your team has the minimum number of players on your roster for that league.

Team registrations are first-come, first served. Space is limited, so early registration is encouraged. Late entries are accepted if time and space permit. Teams may be added if another team drops out of the league due to forfeits or sportsmanship issues, with waiting list teams inserted in order of entry.

3.2 League/Division Definitions

Intramural Sports offers four different divisions for students to participate in:

- **MEN’S** – Teams may only consist of male identifying participants and non-binary participants
- **WOMEN’S** – Teams may only consist of female identifying participants and non-binary participants
- **CO-REC** – Teams must be composed of a minimum number of players of each gender
- **OPEN** – Teams have no gender restrictions.

If a sport has a Women’s league that does not fill or run, women may join a Men’s league team.

3.3 Free Agents

Team Captains must invite other participants to join their team, and the intramural sports program will not place individuals on specific teams. However, a free agent list is made available for teams who are interested in acquiring more players.

- The free agent list can be found on IMLeagues. Participants on this list are allowed to “Request” to join teams. Captains will be notified by IMLeagues once a request has been offered.
- It is suggested to “Request” to join teams that have not met the minimum player requirement or have a lower number of team members
- Teams that know they need additional players are suggested to check “Looking for Free Agents” during the team registration process. This will help teams meet the minimum player requirement as well as get all free agents on a team’s roster.

3.4 Roster Additions

Players can be added to a roster at any point throughout the season prior to the playoffs. Games with illegal participation result in a forfeit loss and potentially a forfeit fee being assessed to the team’s captain. Participants

may only join one team per league that they are eligible for. Participants will be locked onto a team and will not be able to switch teams after they have checked into one contest for that team.

3.5 Team Name Policy

Intramural Sports ensures that activities are free from discriminatory or disrespectful conduct. We reserve the right to reject or change any team names. Restrictions include:

- No vulgar language
- No references to alcohol or drugs
- No discriminatory references (race, religion, color, national origin, or sex)
- No references to controversial people or ideas

4. SCHEDULING

4.1 IMLeagues

All intramural sports schedules for the regular season and playoffs will be available and updated on the IMLeagues website. Please contact the Coordinator of Competitive & Recreational Programs with any perceived scheduling errors or inconsistencies.

4.2 Forfeits and Defaults

FORFEITS

- Game time is forfeit time. Teams that do not meet the minimum player requirement will receive a forfeit loss.
 - A five-minute grace period is allowed if at least one player is checked in at game time.
 - The Manager/Supervisor's watch is the official time when determining forfeit times.
- Sportsmanship Rating: A forfeited contest results in a rating of 1 for the forfeiting team

DEFAULTS

- A team may default a game (no forfeit fees will apply) by requesting to cancel their game on IMLeagues. Captain's may do so by visiting the game page and clicking the "Cancel Game" button. Default requests must be submitted prior to 4:00PM the day of the scheduled contest.
- Sportsmanship Rating: A team that defaults their contest will result in a rating of 3 for the defaulting team

Teams that forfeit/default two or more games within a season will be ruled as ineligible for playoff brackets. They may continue to play in the remainder of their regular season games.

4.3 Forfeits and Default Point Differentials

In the event of a forfeit/default, the following scores will be assessed:

SPORT	POINT DIFFERENTIAL
3v3 Basketball	2-0
5v5 Basketball	20-0
6v6 Volleyball	2 -0
4v4 Flag Football and 7v7 Flag Football	19-0
6v6 Indoor Soccer and 9v9 Indoor Soccer	5-0
Ultimate Frisbee	5-0
Futsal	5-0
Individual/Dual Sports	1-0 or dependent on sport

4.4 Playoffs

At the end of the regular season, each league sport will have at least one single elimination tournament. To minimum qualifications for teams to be eligible for a playoff bracket include:

- Having fewer than two forfeits/defaults
- Maintaining a sportsmanship rating of at least a 3.0
- Win or tie at least one game (for select sports)

Teams that meet the minimum qualifications for playoffs may not be placed in a playoff bracket based on space limitations and playoff timing considerations.

Teams must maintain a sportsmanship rating of at least a 3.0 to qualify for and stay in the playoffs. Playoff games may not be scheduled on the same date/time as regular season games and may require multiple games in a week.

The Intramural Sports office may assign teams to either a Competitive or Recreational playoff bracket based on regular season records.

Standing Tie-Breakers

1. Winning percentage
2. Head-to-Head
3. Sportsmanship Rating
4. Point Differential
5. Coin Toss

4.5 Reschedules

Playoff schedules can be modified with the agreement from both teams and approval from an Intramural Sports Professional Staff member. Teams with scheduling conflicts can propose rescheduling through IMLeagues, subject to approval. If the reschedule is not possible, teams may add players or default the contest.

To propose a reschedule, teams will navigate to their game page and select the “Reschedule” button. All timeslots that show up in a light green color are able to be requested. Once sent, the other team’s captain may either approve or deny the rescheduled contest. If denied, the contest will remain at the originally scheduled time.

At this time, only playoff games may be rescheduled. Regular season games will not be eligible for any reschedules.

4.6 Protests

Protests ensure equal opportunity for victory and must be filed by the team captain with the Intramural Sports Supervisor/Manager immediately when the question arises.

Protests are accepted for the following:

- Rule interpretations
- Policies & Procedures
- Player eligibility

Protests are not accepted for any judgement calls that are made by an official.

- Example that **CAN** be protested: An official calls a holding penalty, but incorrectly enforces it as a 5-yard penalty instead of a 10-yard penalty.
- Example that **CANNOT** be protested: An official rules a receiver to be out of bounds at the time of a catch.

Protests are settled on-site if possible and recorded on a protest form. The game will continue under protest, and an Intramural Sports Professional Staff member will review the form and ensure the correct ruling.

If the ruling was incorrect, the game is replayed from the protest point. Otherwise, the ruling will stand. Special arrangements for replaying games are made by the Intramural Sports office, and all decisions are final.

Regular Season and Playoffs – Player Eligibility Protest

Eligibility protests must be submitted in writing (Protest Form, Staff Report, email, etc.) to the Intramural Sports office by 12:00PM the following day.

- If submitted prior to a contest and the player is confirmed ineligible: The player and captain will be notified and the participant will not be allowed to compete. If the player participates, the game will result in a forfeit
- If submitted at the game site but the eligibility of the player remains unclear: The game will proceed under protest. Captains will be informed of protest and players involved. The player's eligibility will be reviewed and a decision will be made by the Intramural Sports office prior to their next game.
 - If the player chooses not to play, the result of the game will stand.
 - If the player chooses to play, result of the game will be dependent on the outcome of the protest.
- If the protest is upheld: The team in compliance will be awarded the win. If in playoffs, the team in compliance will advance in the bracket.

5. PARTICIPANT CONDUCT

5.1 Sportsmanship

After each contest, intramural sports staff will rate teams on their sportsmanship before, during, and after the contest. Sportsmanship Rating points may be deducted for various reasons including poor sportsmanship, foul language, fighting, or harassment to staff, opponent, and/or fans.

Team captains are responsible for informing players and spectators about the rating system. Intramural staff may issue warnings, penalties, or ejections for poor conduct. Staff may also review or adjust ratings as needed. Ratings are not shared on-site but can be viewed on IMLeagues.

To qualify for playoffs and to maintain eligibility in the playoffs, teams must maintain a sportsmanship rating of 3.0 or higher. Teams who receive a sportsmanship rating of 1 or lower may be removed from playoff brackets or be required to meet with an Intramural Sports Professional Staff member prior to their next contest. Teams who receive a sportsmanship rating of 2 may be required to meet with an Intramural Sports Professional Staff member prior to their next contest.

5.2 Sportsmanship Rating System

4 – Exceptional Conduct & Sportsmanship: Participants and spectators show respect to the officials, game, and spectators. Participants address questions or concerns to the officials in a calm and respectful manner. Teams that win by “forfeit” or “default” will receive a “4.”

3 – Good Conduct & Sportsmanship: Participants and spectators are not respectful to campus recreation staff. A team receiving a technical foul in basketball, unsportsmanlike penalty in flag football, or a yellow card in soccer or volleyball will receive no higher than a “3” in sportsmanship.

2 – Fair Conduct & Sportsmanship: Participants or spectators are disrespectful to Campus Recreation staff on multiple occasions. Team captain has little control over their teammates/spectators. Teams receiving multiple technical fouls, unsportsmanlike penalties, or yellow cards that are not on the same player will receive no higher than a “2.”

1 – Poor Conduct & Sportsmanship: Team constantly comments to the officials, Campus Recreation staff, or opposing team from the field or sidelines after multiple warnings. Team captain has little or no control over their teammates/spectators and themselves. Teams that have a participant ejected from the contest will receive no higher than a “1.”

0 – Unacceptable Conduct & Sportsmanship: Team is completely out of control before, during, or after the game. This may include engaging in harmful behavior such as fighting, threatening another person, or any other physical abuse or intimidation. Teams receiving multiple ejections that result in the game being forfeited will receive no higher than a “0.”

Note: Yellow Card = Technical foul in basketball, unsportsmanlike conduct in flag football, etc.

Anytime a team reaches the “0” rating, with or without cards, in a game shall be declared a forfeit immediately and a penalty may be addressed to the team captain. A team that receives a sportsmanship rating of “0” must have their captain and the player(s) who were ejected meet separately with an Intramural Sports Professional Staff member to determine the eligibility status of their team. It is the team captain’s responsibility to schedule this meeting.

Red and Yellow cards can be given by any staff member until the entire team has left all Intramural Sports playing areas (out of sight and sound).

Any team that receives four or more cards (yellow or red) in the same sport will be declared ineligible until the team captain has met with an Intramural Sports Professional Staff member.

The manager/supervisor has the authority to change a sportsmanship rating if they feel the team’s conduct warranted a lower rating. They may also lower a team’s rating based on their observation of the team’s conduct and behavior after the game including, but not limited to being disrespectful to staff members, being disrespectful to fellow participants, or not picking up trash from the playing area.

Forfeit, Default, & Cancelled Games Sportsmanship Guidelines

- Games that are cancelled by the Intramural Sports office: 4
- Team winning by Forfeit/Default: 4
- Team losing by Default: 3
- Team losing by Forfeit: 1

5.3 Captain’s Responsibilities

Each Intramural Sports team must appoint at least one team captain, who will serve as the liaison with the Intramural Sports office and must be listed on the roster. The captain’s responsibilities include but are not limited to:

- Attending mandatory captain’s meetings or sending a representative
- Ensuring team members know rules, schedules, and policies
- Representing the team in protests
- Cooperating with Competitive Sports Staff on all team matters
- Promoting fair play and a positive atmosphere
- Being responsible for any issued forfeit fees
- Serving as the team’s spokesperson for all official communications
- Being accountable for teammates’ and fans’ conduct

Captain’s Meetings are held at the start of each season. Missing a Captain’s meeting will cause your first regular season game’s sportsmanship rating to drop by 1 point. Otherwise, missing a meeting will not affect team eligibility for regular season and playoffs. Individual/dual sports may not require a meeting. Captains should check schedules regularly and ensure compliance with all policies.

Captains and participants are notified of captain’s meetings through the participant instructions emailed upon registration for each team, from IMLeagues emails sent from the Coordinator of Competitive & Recreational

Programs, and from the information section on each league's description.

5.4 Participant and Spectator Conduct

Any player who commits any acts of misconduct are subject to disciplinary procedures by the Intramural Sports office. The following acts incorporate a suspension from activities within the Intramural Sports program.

Participants and spectators will be **suspended indefinitely** until a meeting occurs with the Intramural Sports office. The length of the suspension that is established for these acts will not begin until this meeting occurs.

Acts of participant and/or spectator misconduct include:

- Any player that is ejected from any intramural sport will be immediately suspended from all intramural sport activity or sponsored event. The player will receive a **minimum one-week suspension** if sportsmanship related from all intramural activities and sponsored events. The suspension includes all intramural sports for the duration of the suspension.
- Theft of Intramural sports property including but not limited to sports balls and pinnies/jerseys may result in suspensions and/or fees that will be used to replace equipment.
- Any player that verbally abuses or threatens an Intramural Sports staff member will be suspended a minimum of one semester during which they will not be eligible for any Intramural Sports activities and sponsored events.
- Any player or team that withholds a name of a teammate or fan when asked by a member of the Intramural Sports Staff or any player or team giving a false name/identity will be suspended immediately from all Intramural Sports activities and sponsored events and is subject to further disciplinary action.
- Any player that hits, strikes or attempts to hit or strike (this includes pushing or shoving) a Intramural Sports Staff member will be suspended from all Intramural Sports activities and sponsored events for a minimum period of one calendar year.
- Any player that hits, strikes or attempts to hit or strike (this includes pushing or shoving) another player will be suspended a minimum of one semester. Any severe incident will warrant suspension of that individual from all Intramural Sports activities and sponsored events for a minimum of one calendar year.
- Any team that has two or more players involved in a fight will forfeit that contest in which the fight occurred and will be suspended from that sport for the remainder of the sport (season or tournament).
- Any participant or team found using slurs regarding race, sex, gender identity, religion, or sexual orientation or harassment (whether sexual or not) of any nature towards participants, teams or staff will be suspended immediately for a minimum of one calendar year.
- Any acts that create a hostile environment including, but not limited to physical violence, racism, sexism, homophobia, discriminatory harassment, or extreme disrespect will be reported to the Offices of Student Conduct and/or Title IX as deemed necessary by the Intramural Sports Professional Staff

5.5 Disciplinary Policies and Enforcement Procedures

- Ejected players, coaches and/or fans must remove themselves immediately from the playing area (out of sight out of sound). Failure to comply within one minute will result in a team forfeit. It is the captain's and/or co-captain's responsibility to assist the Intramural Sports staff in this process.
- Intramural Sports staff reserve the right to remove or prohibit individuals from spectating intramural or sport club events.
- The Intramural Sports Office may determine disciplinary action for any participant/spectator conduct

that is not listed in this or any other policy set forth in the Intramural Sports policy manuals.

- Suspensions that are longer than two weeks may be appealed to the Intramural Sports Office by email no later than 24 hours after the disciplinary meeting.
- A player will not be eligible to participate on his/her teams for at least one week (if ejection was sportsmanship related) after the disciplinary hearing for the following:
 - Receiving a red card
 - Receiving 2 yellow cards in the same contest
 - Receiving 3 yellow cards during one semester
 - Receiving 2 separate yellow cards within the same sports season (i.e., 2 separate yellow cards received in flag football during two different days)
- Any player who receives a yellow or red card after a suspension of one week or longer in the same semester will be ineligible for a minimum of 4 weeks after the disciplinary hearing meeting has occurred. If this player receives another yellow or red card they will be suspended for one calendar year, minimum.
- Any player with the above will be ineligible for at least one week and must set up a meeting with the Intramural Sports Office to determine their eligibility status. Any player playing in any contest that is ineligible will cause that contest to be forfeited and the team will receive a “0” rating.

5.6 Reinstatement Process

Before any suspended individual may be reinstated, they must submit an email requesting a reinstatement meeting with an Intramural Sports Professional Staff Member.

Upon receipt of this email, a meeting will be scheduled. The suspended participant must show up to the meeting and may be accompanied by the team’s captain. Based on the email and meeting, a decision will be made within two business days following the meeting. Additional sanctions may be enforced against any individual(s) receiving a conduct warning and/or an ejection. Action may also be taken against said individual’s team.

6. EQUIPMENT

6.1 Jewelry

Select jewelry is allowed to be worn during intramural competition. Below is a list of jewelry that is not allowed:

- Hard plastic/metal jewelry including rings, watches, bracelets, etc.
- Jewelry with loose hanging loops/hoops
- Non-stud piercings

If necklaces are worn, they must be tucked in and always remain tucked into a shirt/sweatshirt

6.2 Religious and Medical Jewelry

Individuals wearing religious or medical alert jewelry will be allowed to participate. In such cases, the jewelry should be taped to the skin with the medical information visible.

6.3 Footwear

Athletic, close-toed shoes are required for all intramural competition. Cleats with rubber studs are allowed for sports on the Pitt Sports Dome turf and Cost Center turf. Metal cleats/studs are not allowed.

6.4 Headwear

Hats/Headgear are not allowed to be worn during flag football, basketball, and soccer. Illegal headwear consists of any hats, bandannas, baseball caps, metal or hard plastic headbands, and any similar headgear. Religious headwear such as hijabs, turbans, kufis, yarmulkes, or other soft, non-abrasive coverings are permitted. These items must be secured and made of soft material that does not pose a safety risk.

6.5 Staff Discretion

The Intramural Sports staff on duty have the authority to disallow any participant from participating if they feel their equipment would endanger themselves, their opponent, or the facility. The intramural sports staff have final say on approved equipment including jewelry, footwear, and headwear for each sport. The Intramural Sports staff will not be held liable for any non-visible misapplication of the equipment policies.

6.6 Provided Equipment

Required equipment will be provided for each sport that Intramural Sports facilitates. Teams may check-out intramural sports equipment by checking with a manager/supervisor on shift. Players must return all borrowed equipment to the manager/supervisor on shift either before or after their scheduled contest.

Failure to return equipment may result in suspensions and/or fees that will be used to replace equipment. Any concerns regarding the quality of provided equipment should be relayed to the Intramural Sports staff on site.

7. INJURIES

7.1 Informed Consent

Participation in Pitt Intramural Sports could result in physical injury to a participant. The University of Pittsburgh, the Department of Student Affairs and the Department of Campus Recreation assume no responsibility for injuries received during intramural participation.

7.2 Insurance

The Campus Recreation Department does not insure its participants. All students are encouraged to avail themselves of the relatively inexpensive program offered through the Student Health Service.

7.3 Health Examination

All persons planning to participate in the Intramural program are encouraged to undergo an annual physical examination. The Department of Campus Recreation reserves the right to require proof of such examinations prior to participating in selected activities.

7.4 Scope of Intramural Sports Staff Training

All Intramural Sports staff are required to be certified in Basic First Aid/CPR/AED. Staff are able to provide care within the scope of this training for all participants to ensure a safe environment. Staff are not permitted to perform medical treatments such as taping ankles, wrapping injuries, applying specialized braces, or providing any service that exceeds basic first aid. Participants needing advanced care will be referred to the appropriate medical professionals.

In situations involving a serious injury that exceeds the scope of Intramural Sports staff training, staff will ask the injured participant whether they would like an ambulance to be called. Participants will NOT be charged for the ambulance unless they leave in the requested ambulance.

8. ALCOHOL, DRUG & TOBACCO USE

8.1 SANCTIONS

Alcoholic beverages, drugs and tobacco products are not permitted on or within the playing confinement of the intramural sports playing areas. Contests will not be played and will result in forfeits if such substance abuse is present.

The Intramural Sports Staff assigned to the playing contest have the authority and responsibility in making decisions regarding individuals who are not permitted to participate based on:

- A student's breath or clothing smells of alcohol or illegal substances
- A student's actions and language are unacceptable
- Teams and/or individuals guilty of alcohol or drug use will be asked to leave the playing area and will be barred from further participation. Violators will be suspended for one semester or the equivalent of one semester
- Such violation may also be subject to prosecution under the terms of the University Student Conduct Policies

Any participants or teams who have been ejected due to substance abuse may be required to meet with the Office of Student Conduct and provide documentation to an Intramural Sports Professional Staff member before they are reinstated to the Intramural Sports program.

9. EMPLOYMENT

9.1 Reasons To Join

Student employees are the backbone of our Intramural Sports program. The Intramural Sports program requires many student employees, made up of officials, managers, and supervisors, to allow for our program to be a success.

Students are encouraged to apply for employment within our program. Below are some of the few reasons why we would encourage you to apply:

- Work with a supportive and tight-knit group of students
- Flexible scheduling that supports your academic priorities and extracurricular commitments
- Build transferrable skills such as communication, decision-making, conflict resolution, etc.
- Develop experience that is leverageable on a resume
- Enjoy working in a sports environment where you'll stay active and engage with others
- Opportunity for promotion within the program within the first year/semester

9.2 Position Descriptions

Intramural Official - \$10/hr

Intramural Officials are responsible for ensuring smooth execution of intramural sports events by officiating games, managing participant check-ins, keeping accurate time and scores, and assisting with event setup and takedown. They are expected to prioritize safety, enforce rules, and maintain the integrity of gameplay. This position requires excellent communication and problem-solving skills to handle potential conflicts during games.

Individuals with an extensive playing background are encouraged to become an intramural official, but previous officiating experience is **not required**. Mandatory training clinics prior to each sport cover rules, mechanics and procedures. You may officiate and continue to play intramural sports.

All students who are interested in becoming sports officials should contact the Pitt Comp Sports email or may click the link below to apply online.

Intramural Manager

Intramural Managers play a key leadership role in supporting intramural operations. They oversee day-to-day operations, including managing equipment, monitoring risk, scheduling officials, and ensuring a high-quality participant experience. Managers work daytime or evening shifts and are responsible for assisting with tournaments, evaluating game-day risks, and supporting intramural officials and staff. To be eligible for promotion to an Intramural Manager, applicants must be employed as an Intramural Official for at least one semester.

Intramural Supervisor

Intramural Supervisors oversee the overall operation and administration of the intramural sports program, serving as a primary point of contact for officials, managers, and participants during games. Supervisors ensure the success of the program by managing staff, resolving conflicts, evaluating officials, and addressing risks. This role requires strong leadership, communication, and problem-solving skills, as well as the ability to manage high-pressure situations. To be eligible for promotion to an Intramural Supervisor, applicants must be employed as an Intramural Manager for at least one year.

9.3 Link to Apply

- [Intramural Official - Pitt Talent Center](#)