KEY ISSUES

• Intramural Sports are an integral part of Campus Recreation programs. They provide a safe, organized outlet for students to actively participate outside the classroom and maintain active and balanced lifestyles as described in our mission.

• Currently, team captains are instructed to sign up their teams online through the Campus Rec website and attend the captain’s meeting held the week prior to games starting. During the Captain’s Meeting, team captains are informed that teams who forfeit once will not be eligible for playoffs.

• During the 2009-2010 academic year, an average of 22% of games were forfeited per sport, and an average of $28.12 is lost per game on officials’ and supervisors’ wages.
  o $32.00 lost on games which require 3 officials per game; flag football, basketball, outdoor soccer
  o $24.25 lost on games which require 2 officials per game; indoor soccer, 4-on-4 flag football, volleyball
  o When a team forfeits once, the Graduate Assistant of Intramural Sports calls the team captain to see if they plan on returning to the league. After a 2nd forfeit, a team is removed from the league.

• In Fall 2009 and Spring 2010 combined, 183 out of 807 scheduled games were forfeited in league sports and $5,119.75 was lost.

• Students are currently not deterred from forfeiting an Intramural Sports contest. The possibility of not qualifying for playoffs is not enough.

<table>
<thead>
<tr>
<th>SCHOOL COMPARISONS</th>
<th>U of Miami</th>
<th>UCF</th>
<th>FSU</th>
<th>UWF</th>
<th>UF</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cost</td>
<td>$5-$40*</td>
<td>$30</td>
<td>$30</td>
<td>$10-$20*</td>
<td>$30</td>
</tr>
<tr>
<td>How fee is charged</td>
<td>Deposit prior to scheduling - teams without forfeits can be refunded</td>
<td>Captain fined: Access to Rec is restricted if unpaid by end of season</td>
<td>Charged to captain’s student account</td>
<td>Charged to captain’s student account</td>
<td>Charged to captain’s student account</td>
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<tr>
<td>Use of money</td>
<td>Supplements budget</td>
<td>Supplements budget</td>
<td>Campus Recreation capital</td>
<td>Supplements budget</td>
<td>Supplements budget</td>
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</table>
*The amount of the forfeit fee depends on the sport. For example, a league sport such as basketball or flag football results in a higher price as opposed to a one-day tournament such as dodgeball or kickball.

**Proposed Solution:**
FAU will initiate a forfeit fee of $30. Campus Recreation will add a “store” to the FAU Marketplace. The current Marketplace listing can be seen here: [https://epay.fau.edu/C20081_ustores/web/index.jsp](https://epay.fau.edu/C20081_ustores/web/index.jsp).

Prior to the season starting, captains will purchase a registration by inputting credit or debit card information through FAU Touchnet Marketplace and place $30 on hold. The Marketplace will keep record of the transaction, and if a forfeit occurs, then the card will be charged. If no forfeit occurs, the $30 hold will be cleared. When purchasing the registration, the captain would provide their information, along with team name, sport, and division. With this information, the FAU Marketplace can directly track each transaction and charge or release the $30 in accordance to team. This process would be added onto the registration process and will be a requirement to register a team.

Robert Pope, Senior Associate Controller, will be contacted in order for necessary Marketplace training.

After the first forfeit, teams will be charged the fee, but will be allowed to continue in the league if desired. If a second forfeit occurs, the team will be removed from the league. Teams are still given the option to default 1 game per season. A team that defaults must contact the Graduate Assistant of Intramural Sports via phone or email at least 24 hours prior to their scheduled game. A team that defaults will not be charged the fee, but only one default will be allowed per season.

There were 197 teams that forfeited in 183 games out of 807 games last year. Campus Recreation incurred a loss of $5,119.75 throughout the Fall and Spring; a $30 forfeit fee would have resulted in a profit of $790.25. The money collected from the forfeit fee would ideally be used towards extramural travel or deposited in the Campus Recreation budget. The total revenue gained from this fee would have been $5,910 for Fall 2009 and Spring 2010.