UTHSC 2011 Dodgeball Rules

GENERAL INTRAMURAL DODGEBALL RULES
- Dodgeball will be played by NADA rules, unless noted below.
- Participants may only play on one men’s/women’s team and one co-rec team.
- A team may have at most 2 Non-UT Fitness Center Members per team.

ELIGIBILITY
- All players must present their UT ID in order to participate in an event.

EQUIPMENT
- ONLY Non-marking Sneakers are allowed
- Players must remove ALL jewelry prior to participating, regardless of timing of piercings. Any exceptions - wedding bands, religious, etc - must be cleared by the IM Coordinator at least 24 hours prior to the contest.

PLAYERS
- 6 players will compete on a side; others will be available as substitutes.
- Substitutes may enter the game only during timeouts or in the case of injury.
- A team may start and play a game with as few as four (4) players.
- Co-Rec: 3 men/3 women on the field at a time. One sex may not outnumber the opposite sex by more than one.

FORFEITS
- All teams must turn in a $20 forfeit check. The check is only deposited in the case of a forfeit.
- **Game time is forfeit time.** All teams must be signed in and ready to play at game time in order to not receive a forfeit.
- A team may play with as few as four players. The game will begin when at least four players are present.
- In order to claim forfeit, a team must have the correct number of players present and ready to play.
- If neither team is able to field a team, a double forfeit will be declared.
- If a team is unable to field a roster for a game, and contacts the IM coordinator before 2pm the day of the contest, they will be given a default and not a forfeit.

THE FIELD
- IDEAL MEASUREMENTS: 60’ x 30’ – Identical to a volleyball court.

TIME-OUTS & SUBSTITUTIONS
- Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.
THE GAME

- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
  - Hitting an opposing player with a LIVE thrown ball.
  - Catching a LIVE ball thrown by your opponent before it touches the ground.
    - Catching a LIVE ball also allows for a team member who has already been eliminated to return into the game.
    - The team gets to choose which player is returned
  - Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball.
  - An opposing player stepping out of bounds.

- Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)

BOUNDARIES

- During play, all players must remain within the boundary lines.
- Players may leave the boundaries through their end-line only to retrieve stray balls.
  - A stray ball is one that has not been picked up and is lying on the ground.
- When retrieving a ball, the player must also immediately re-enter the playing field through their end-line only.
- A player who is IN BOUNDS may be handed/tossed a ball from out of bounds by an eliminated team member.
  - A player may not be handed/tossed a ball while standing out of bounds.
- A player shall not:
  - Have any part of their body cross over the sideline
  - Exit or re-enter the field through their sideline.
  - Leave the playing field to avoid being hit by, or attempt to catch, a ball.
  - Have any part of their body cross over the center-line and contact the ground on their opponent’s side of the court.
    - Exception: Beginning of game

THE OPENING RUSH

- Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other.
- Players then take a position behind their end line.
- Following a signal by the official, teams may approach the centerline to retrieve the balls. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
  - If at the start of a game a player fails to take it behind the attack-line, throws the ball and it’s caught in the air by an opponent, the player who threw the ball is out.
- If a player leaves early, a false start shall be called
  - The non-offending team will be given a ball for each false start committed.
  - The opening rush will be redone, clock reset to 5 minutes, minus any ball(s) awarded.

TIMING AND WINNING A GAME

- A match consists of the best of 5 games.
- A 5-minute time limit has been established for each game.
- The first team to legally eliminate all opposing players will be declared the winner.
- If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.
- If at the end of regulation both teams have the same amount of players, a one minute 3v3 overtime round will be played. For each overtime period, players must rotate through their roster. Teams with less than 6 players may have to play down a person.
5-SECOND VIOLATION

- In order to reduce stalling, a violation will be called if a team controls all six (6) balls on their side of the court for more than 5 seconds.
  - ALL balls will then be turned over to the other team

Protests

- No protests on a judgment call by the official(s) are allowed. In the event a team feels that an official has misinterpreted a rule, they must protest at the time of the incident. The official should stop the game and contact the supervisor. The supervisor will then hear the protest and make a ruling. If the team feels the supervisor ruling is incorrect, they may lodge a written protest by 12:00 p.m. the next working day at the IM office. If the team wishes to file a protest, be sure to indicate on the back of the score sheet: 1) game time remaining, 2) the score, 3) game situation (1st or 2nd half, free throw shooter, team poss. and arrow, etc.), 4) the rule that is being protested.

Playoffs

To be eligible for playoffs a team must have:

- A .500 record
- No forfeits
- Sportsmanship of 2.5 or higher
SPORTSMANSHIP RATING

The Intramural Sports Program is committed to providing a safe, fair and enjoyable environment during IM contests. Unsportsmanlike behavior occasionally causes games to become unenjoyable, unfair and, in some cases, unsafe. In an effort to maintain the proper playing environment for IM games, the Sportsmanship Rating System has been established and will be in effect for regular season and playoff games in basketball. Awards will be given to the team with the highest rating.

GENERAL RATING SYSTEM CRITERIA:

"A"  4.0 EXCELLENT RATING: Players cooperate fully with the officials and supervisor. An open and calm rapport exists between the captain and the officials. The captain has full control of her/his teammates and fans.

"B"  3.0 GOOD RATING: Some players dissent verbally with the officials decisions but, in general, the captain and players cooperated well with the officials and supervisor. The captain had good control of team.

"C"  2.0 AVERAGE RATING: Players more verbal in disagreeing with officials calls. The captain may have failed to control her/his team.

"D"  1.0 POOR RATING: Dissent is open among team members. Players arguing with officials and themselves. The captain fails to assist the officials in game control.

"E"  0.0 UNACCEPTABLE RATING: The team displays little or no sportsmanship. A team causing a game to be terminated due to unsporting behavior will receive an "E" rating. Managers of teams receiving an "E" rating must meet with the IM Coordinator. The outcome of the meeting will determine further league participation.

2. METHOD OF RATING:
The officials will rate each team in each contest on a sportsmanship basis. The supervisor can also assist in the rating. The rating will be noted on the score sheet. Officials are not to discuss ratings with the teams. Teams are not to question the officials about the ratings. Teams can check their ratings at the IM Office. (SAC 312)

3. PLAYOFFS
For a team to be eligible for the playoffs, they must have an average sportsmanship rating of 2.5 or higher. Teams failing to meet this mark must have their Captain meet with the IM Coordinator to determine their playoff eligibility.