

---

UTC Campus  
Recreation

---

# INTRAMURALS

## Dodgeball

Fall 2017

All games will be governed by the 2017 National Collegiate Dodgeball Association (NCDA) rules book with the exception of the following Intramural Sports Modifications.

### Section 1: Players and Equipment

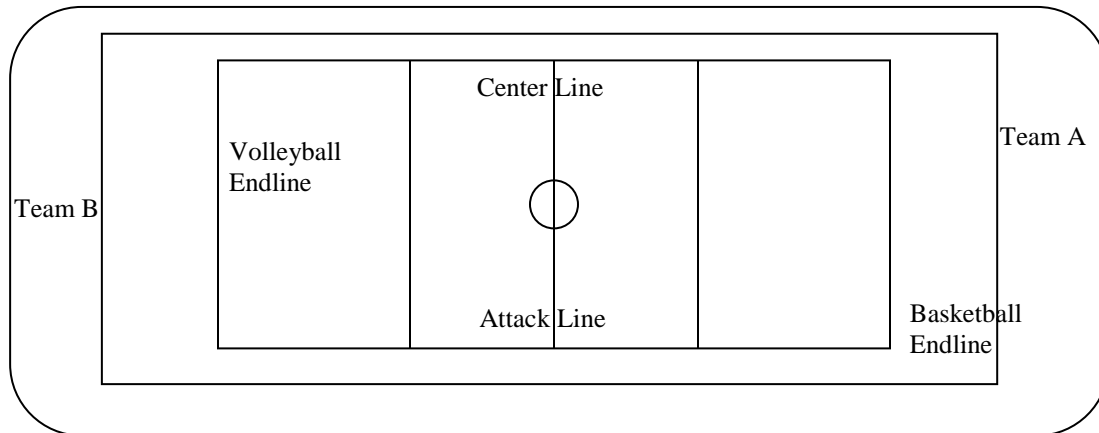
1. Each participant must present a current, valid UTC student or faculty/staff ID card and be a member of the Aquatic and Recreation Center in order to be eligible to participate.
2. Each Men's and Women's team shall consist of six (6) players. A team may begin with as few as four (4) players. For safety reasons, no game will be played with fewer than four players.
3. **Uniforms:** Each team is urged to wear shirts of one distinguishable color. Any team not dressed in like colored shirts may wear the colored intramural jerseys provided.
4. **Shoes:** Tennis shoes are the recommended footwear. Players may not play barefoot. No combat boots or hiking boots may be worn. Tennis shoes must be approved court shoes and have a non-marring sole. No sandals of any kind are allowed.
5. **Jewelry:** No jewelry of any kind will be allowed during play. Any player wearing jewelry will not be permitted to play.
6. All the necessary equipment will be supplied by Intramural Sports. Teams will not be allowed to provide their own dodgeballs.
7. No hats, bandanas or any other headwear will be allowed. Players may wear sweatbands.

### Section 2: Game Format and Playing Surface

1. The match will be a best three of five game format. The first team to win three games will be declared the winner.
2. Each game will have a three-minute time limit. If time runs out during play, the team with the most players on the court will be declared the winner. If teams have the same number of players, then the game will continue until there is a winner.
3. Games will be played within the boundaries of the volleyball court boundary.
4. During play, all players must remain within the barrier of the volleyball court. If they leave the confines for any reason, they will be called out for that game.
5. **The mid-court line on the basketball court will serve as the attack line. All balls must be thrown with the player being behind the line. Crossing the attack line for any reason will result in that player being "out."**
6. The attack line on the basketball court will be the restraining line for each team. Players must stay on their side of the court at all times. Players may move up to their attack line to retrieve a stray ball and throw the ball at any time while in their legal playing area.
7. The official/supervisor will have final say on all boundary infractions.
8. Each team will receive one thirty second time-out per game.

### Section 3: Beginning The Game

1. Six dodgeballs will be placed along the center line. Three balls will be placed on each side of the center circle.
2. Players will take a position touching the back wall.
3. At the official/supervisor(s) signal, players will approach the center line and retrieve any or all of the balls in play. The balls must be taken back behind the endline of the basketball court before they may be legally thrown. Players hit by a ball that was just picked up in the middle will **NOT** be called out.
4. A false start will be called if a player or players leave their wall prior to the officials signal. This will result in a ball being placed on the attack line closest to the opponent's wall.



### Section 4: The Game

1. The team winning the coin flip will have the choice of sides to begin the game.
2. Teams will alternate sides following each game.
3. The object of the game is to eliminate all opposing players by getting them "out". This is done by:
  - a. Hitting an opposing player with a LIVE ball below the shoulders. (If a player ducks so that the shoulders are below where they would normally be and gets hit by the ball, then the player is still "out")
  - b. Catching a LIVE ball thrown by your opponent
  - c. Causing an opponent to drop a held ball as a result of contact from a LIVE thrown ball.
  - d. A player leaving the confines of the gym other than to retrieve a ball.
4. **LIVE** ball: a thrown ball that strikes or is caught by an opposing player before it contacts the ground, another player, a non-held ball, official or any other object.
5. A player may block a thrown ball with a ball being held, provided the holder does not lose control of the ball as a result of contact with the thrown ball.
6. A LIVE ball deflecting off player "A" remains live only to player "A". If "A" catches the deflected ball then the thrower is out. If the deflected ball is caught by anyone but "A" or hits another object then player "A" is out.
7. Once a player is out, they must exit the playing area immediately. They may not intentionally interfere with any live ball. Failure to do so will result in a "free throw" by the other team.
8. The following procedure will be used to prevent "stalling":
  - a. A team trailing must be given the opportunity to eliminate an opposing player. This requires the ball to be at the disposal of the trailing team.
  - b. It is illegal for the leading team to control all of the balls for more than five seconds. If the leading team controls all of the balls, they must make a legitimate attempt to get at least one ball past the attack line and the ball becomes at the disposal of the trailing team. If this is not done

within five seconds, then a “five second violation” will be called. Intentionally throwing the ball across the opposing teams end line will also result in a “five second violation”

- c. First “five second violation” – Play is stopped and the balls will be divided evenly between the teams.
  - d. Second “five-second violation” – Play is stopped and the opposing team is given a “free throw”.
9. A “free throw” is a penalty in which one player from the opposing team is allowed an unobstructed throw at their opponents without risk of elimination. A caught “free throw” does not result in the thrower being put “out”. Play will resume, live, as soon as the throw is caught, deflected or bounces away.

## **Section 5: Substitutions and Ejection Policy**

1. A substitute may replace a player when the ball is dead or between games.
2. If a player has been eliminated, they are not eligible to become a substitute.
3. Any player ejected from a game for any reason must leave the gym for the remainder of their game. They will not be allowed to participate in any further Intramural activities until they have met with the Intramural Sports Professional Staff.
4. Actions that warrant an ejection include but are not limited to:
  - a. Repeatedly striking opposing players above the shoulders.
  - b. Foul language
  - c. Arguing with the game officials or supervisors
  - d. Repeatedly breaking game rules
5. Two ejections from the same team in the same game will result in an automatic forfeit.