

University of Virginia Intramural Sports Dodgeball

Each player must present a valid UVA student ID or current Recreation Membership Card and photo ID before each contest to be eligible to participate - No Exceptions. All players must have checked in with an Intramural Supervisor and be recorded on the game sheet before they are allowed to participate.

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their family physician or the Elson Student Health Center before participating in an Intramural Sports contest.

Game time is forfeit time! Teams that do not have the minimum number of players needed to start a game at game time will be assessed a forfeit. The forfeit will result in expulsion of that team from the remainder of league play.

The officiating will be done by Intramural Officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in assessment of an unsportsmanlike penalty, ejection or forfeiture of the game. Two ejections will result in an automatic forfeiture. Spectators must also remain in the area designated by the Intramural Officials. The Intramural Officials and Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules.

The National Amateur Dodgeball Association (NADA) rules will govern play for any rules not mentioned in the following Intramural rules:

Teams:

- 1.1 Teams will consist of a six player line-up for each game.
- 1.2 Substitutions will not occur during a game; **Exception:** Injured, non-eliminated players may be replaced during a game, but are ineligible for the remainder of that particular match.
- 1.3 Teams may change line-ups for each game of a match.
- 1.4 Teams must field four players to start a match.

Court and Boundaries:

- 1.1 The dodgeball playing court will be the indoor sport court at Memorial Gymnasium.
- 1.2 The centerline will be a taped line extending from one side of the boards to the other. This line may not be crossed by active players during play; **Exception:** An active player may cross the center line during the opening rush of the game. This will be considered legal if the person's momentum is what carries them over and there is no attempt to eliminate an opposing player. No advantage may be gained from this crossing.
- 1.3 An Attack Line will be a taped line extending from one side of the boards to the other, on either side of the centerline, at a distance of ten feet from the centerline. This is the line to which players must retreat before attempting to eliminate an opposing player. (Ex: When players run to the centerline for the initial rush, the players must retreat beyond the Attack Line before attempting to eliminate a player)
- 1.4 During play, all inactive players must remain in the proper bench area.
- 1.5 During play, all active players must remain inside the boards.

Equipment:

- 1.1 UVa Intramurals will provide all game balls.
- 1.2 The number of balls used in a regulation game is six.
- 1.3 Participants must wear athletic clothing.
- 1.4 Participants must wear indoor athletic shoes with non-marking soles. No participant may play in cleats, boots, bare feet, socks, sandals or any other open toed shoes.

Match/Game Play:

- 1.1 Matches shall consist of the best 3 of 5 games.
- 1.2 A game shall be played between two teams of six players.
- 1.3 The object of dodgeball is to eliminate all opposing players by getting them out. This occurs when:
 - 1.3.1- An opposing player is hit with a live thrown ball below the shoulders. **Exception:** *If a player puts their head in a position where their shoulders would normally be when standing (crouching, sitting, kneeling, rolling, or laying) and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.*
 - 1.3.2 - A player catches an opposing player's thrown ball.
- 1.4 A live ball refers to a ball that strikes an opposing player, or is caught by an opposing player without/before contacting the ground, boards, ceiling, another player, ball, official, or other object.
- 1.5 A player may use a ball to block throws from opposing players.
- 1.6 Once players are out, they must immediately drop all balls in hand and exit the playing court by the doors in the boards.

Timing, Timeouts, Substitutions:

- 1.1 Each game will have a 7 minute time limit.
- 1.2 Each team will have one 30 second timeout per game. When play resumes, the players who were on the floor for the timeout must return to finish the game.
- 1.3 Substitutions may only be made from game to game during a match.

Opening Rush:

- 1.1 All six dodgeballs shall be placed on the centerline: Three balls on one side of the centerline, and three balls on the other side of the centerline.
- 1.2 Players begin each game against the back wall for the opening rush.
- 1.3 To start the opening rush, players may only take the three balls to their right. This prevents head-on collisions. Any balls remaining on the line after the opening rush can be retrieved by either team.
- 1.4 Any balls that are dropped and roll to the other team are lost.
- 1.5 A false start will be called if players remove their hand from the back wall prior to when the official calls for the game to start. The result of a false start is for the offending team to lose a ball. This will repeat for each subsequent violation.
- 1.6 All balls must be moved behind the attack line before being thrown at an opponent.
- 1.7 Once the ball has been moved behind the attack line, it may be thrown from anywhere on the team's side of the court, including in front of the attack line.
- 1.8 Once balls are in play following the opening rush, all attack line restrictions end.

The Game:

- 1.1 The first team to legally eliminate all opposing players will be declared the winner of that game.
- 1.2 If neither team has been completely eliminated at the end of regulation, the team with the greater number of players remaining will be declared the winner of that game.
- 1.3 If an equal number of players remain after regulation play, a two-minute overtime period will be played.
- 1.4 The overtime period will have the same objective as regulation play.
- 1.5 If after the first overtime there are an equal number of players a sudden death round will occur. The first team to eliminate an opposing player will be declared the winner of that game. The round will not be timed and will continue until one player is eliminated.
- 1.6 Sudden death will begin with each team having one ball. The remainder of the balls will be placed at the center line and the first team to recover them gets them.

Stalling and Five Second Violations:

- 1.1 The leading team may not collect all the balls in an attempt to keep the trailing team from eliminating them.
- 1.2 The official will begin a five-second count as soon as the trailing team has lost possession of all the balls and the leading team has made no play.
- 1.3 Before the end of the five-second count the leading team must make a play at the losing team. This includes throwing, rolling, or attacking.
- 1.4 Five-second violation penalties:
 - First violation - stoppage of play and the balls are evenly divided between the two teams. Play begins with all players against the wall.
 - Second violation - a free throw for the opposing team.
 - A free throw is a penalty in which one player is allowed an unobstructed throw at his/her opponent without risk of elimination even if the opposing player catches the throw.
 - The opposing player chosen to take the free throw will be placed at the attacking line and have 5 seconds to make the throw.
 - Play begins again with the balls being evenly distributed and players touching the back wall.
 - Third and subsequent violations - ejection of one player from the offending team. Ejections will be made alphabetically from the remaining players (last name).
- 1.5 The five-second count ends when, in the opinion of the official, a ball is at the disposal of the trailing team.
- 1.6 Stalling rules apply in all timed periods.

Unsportsmanlike Conduct:

- 1.1 Unsportsmanlike conduct includes, but is not limited to: hits above the shoulder with intent to harm, foul language, unnecessary roughness and arguing with officials or other staff.
- 1.2 Unsportsmanlike conduct fouls will result in a free throw.
- 1.3 Any player receiving two unsportsmanlike conduct penalties will be ejected from the contest and must meet with the Assistant Director of Intramural Sports before participating in any Intramural Activities.
- 1.4 Any team receiving three unsportsmanlike conduct fouls must meet with the Assistant Director of Intramural Sports before they will be allowed to continue playing dodgeball.

Protests:

- 1.1 The judgment of officials may not be protested.
- 1.2 Rule interpretation may be protested, but must be done so before the next play by calling timeout.
- 1.3 The Supervisor, Coordinator or other staff present will resolve the protest and continue play where it was left off. The ruling of the Supervisor, Coordinator or other staff member is final.
- 1.4 If the protest is upheld the rule interpretation will be corrected and the team will get the timeout back. If the protest is lost, the team will lose the timeout and play will continue from the point of protest.
- 1.5 If a team does not have a timeout they may still call for a protest. A successful protest will result in no penalties. An unsuccessful protest will result in an unsportsmanlike conduct penalty on the team.
- 1.6 Protests of eligibility must be brought to the Intramural office in writing no later than noon the next day. The protest must be specific to the person and why their eligibility is being questioned.