



UTSA INTRAMURAL SPORTS

TEAM DODGEBALL RULES

TEAM CAPTAINS:

- Team captains must attend the sports meeting; if they are unable to attend then they need to send a team representative.
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (**Team captains, you will be charged for the missing items**).
- In the event of bad weather, call the sports hotline at **458-PLAY**.

PLAYERS:

- There will be 6 players on the court at one time for each team
 - *For Co-Rec:* 3 men and 3 women.
- A team must have a minimum of 4 players to start
 - *For Co-Rec:* Any combination of 2 and 2.
- No subs will be allowed during the game.

ELIGIBILITY:

- All UTSA students, faculty and staff are eligible to play intramural sports.
- Alumni and outside visitors are not eligible to participate.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

FORMAT:

- 3 week regular season into a single elimination playoff bracket
- All games will have 2 officials determining people being hit, people leaving the playing area, and line crossing.
- Games will be played on a volleyball court and will use those lines.

EQUIPMENT:

- Intramural Sports will furnish game balls. No other ball may be used.
- All participants must wear proper attire allowed by the Campus Recreation Center.
- Participants **may not wear jewelry**. Participants **may not** cover up jewelry with tape, band-aids or other such items.
- Cast or splints (hard or soft) **are not permitted**.

GAME FORMAT:

- Each game will be played within the boundaries of a regulation basketball court.
 - During play, all players must remain within the boundary lines.
 - **Players may leave the boundaries through their end-line only to retrieve stray balls, and must return through their end-line.**
 - If a player leaves the boundaries through any other line besides the end line then that player is out.
 - If a player steps on or beyond the center line, that player is out.
- 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 thrown LIVE ball below the shoulders.

- If a player strikes an opponent in the head with the ball then the “thrower” is out
- If a player is ducking/dodging a ball and gets hit in the head then that player is out (this is based upon the judgment of the official)
- If you have possession of a ball you may use it to block balls being thrown at you by the opposing team.

THE RULES OF CATCHING:

- If you catch a LIVE ball thrown by your opponent before it touches the ground then the “thrower” is out.
 - *Definition: LIVE - A ball that has been thrown and has not touched anything, including the floor/ground, another ball, official or other item outside of the playing field (wall, ceiling, etc) (exception: a ball hitting another player is live until it hits one of the aforementioned)*
 - If a team catches a live ball thrown by an opponent before it touches the ground, one player from that team may return.
 - As players are eliminated from a game they are to stay in the same order as they are eliminated to create a re-entry lineup. If players are eligible to re-enter the game then they shall re-enter based upon the order of the re-entry lineup (*the first player to be eliminated will be the first player to re-enter a game if necessary, so on and so forth*)
- If a ball is thrown at a player and in result the player “bobbles” the ball (doesn’t catch/maintain possession of the ball immediately) and then ultimately catches it before it touches the ground or any other object, then the opponent who threw the ball is out.
- If a player throws a ball, hits their opponent, and then the ball ricochets/bounces off the player, the ball is still considered a “live” ball so that a teammate could catch the ball before it hits the ground or another object.
 - If a player catches a ball that has been ricocheted/deflected off of another player then the “thrower” is out, the person it ricocheted/deflected off of is out, and a player would be eligible to re-enter from the top of that team’s re-entry lineup (*if the player that the ball ricocheted/deflected off of is the first person from their team to be out, then they are to just remain in play*).
 - If a ball is ricocheted/deflected off of one player and hits a second player (without anyone catching the ball) then both players are out

TIME AND WINNING A GAME:

- Each match will consist of a 20 minute running clock
- Teams are to complete as many games as possible within the 20 minute block.
- The first team to legally eliminate all opposing players will be declared the winner of a game
- If a game is in play by the time the 20 minutes has elapsed and neither team has been eliminated, the team with the greater number of players remaining will be declared the winner.
- In the case of an equal number of players remaining after regulation and the teams are within one game of each other, a sudden-death overtime period will be played. The sudden-death will be played by the remaining players on the court.
- The first team to legally eliminate one player from the opposing team will win that game.
- The team that has accumulated the most games will be declared the winner of the match.
- If the two teams are tied after the 20 minute regulation play (including the sudden death, if necessary) then a sudden death face-off will take place, ultimately declaring the final winner of the entire match.

OPENING RUSH:

- There will be 6 balls along the center line (3 balls on the left side of the midcourt circle for a team and 3 balls on the right side of the midcourt circle for a team).
- Players from each team will start behind their end-line. Each team will retrieve the two balls designated for them on their right side of the center ball, with the center ball being for either team.
- After 30 seconds, all balls will be free if left at the center line.
- After grabbing a ball, a player must return behind the attack line (their respective free-throw line extended) in order to throw at the opposing team.

- Any ball thrown before the ball is brought back behind the attack line will be an illegal throw.
- *An illegal throw will not count if the ball hits an opposing player. However, if the ball is caught by the opposing player on an illegal throw, the player who threw the ball will be "OUT."*
- The attack line disappears after all balls have been cleared behind the line after the opening rush.
- Players may then throw up to the middle line.

FIVE-SECOND VIOLATION:

- In order to reduce stalling, a violation will be called if a team in the lead controls all five (5) balls on their side of the court for more than 5 seconds.
 - *Having control indicates that all 5 balls are in player possession or within the boundaries of the volleyball court on the team's side*
 - *This does not include when teams have to chase a ball outside of the boundaries.*
- In this case, the team will be warned for their first violation. The second violation will result in disqualification for that team.
- A player may not possess a ball for more than 10 seconds, if so then they will be asked to surrender the ball to the opposing team