

Administrative Rules and Information

- I. Prior to the game, players must check-in at the information table with the supervisor or University Recreation Assistant on duty. All University Recreation participants MUST have a Comet Card or the GET app to participate, **no exceptions**.
- II. All games will be played on campus unless otherwise mentioned. Check imleagues.com/utdallas for specific location. Teams are expected to report to their court/field 15 minutes before game time.
- III. NO ALCOHOL, TOBACCO, OR FOOD allowed in UREC facilities. Non-alcoholic beverages are allowed with a secure top.
- IV. **Ejections:** Any form of physical combat (pushing, punching, kicking, etc.) at any time during one's use of the facility while at a University Recreation event is taking place will result in an immediate ejection with further action taken on an individual basis. The officials of each game or any other UREC staff may eject any player or bystander for inappropriate behavior at any time. Ejected players must be out of sight and sound within one minute or a forfeit may be declared. It is the responsibility of the team captain to make sure ejected players leave the area. **An ejected player must schedule a meeting with the Assistant Director of Competitive Sports before he/she can play again in ANY intramural event.**
- V. **Sportsmanship:** All team members, coaches, and spectators are subject to sportsmanship rules as stated in the University Recreation Guidelines. Each team's sportsmanship (max of 4) will be evaluated by intramural officials, scorekeepers, or supervisors assigned to the game. Captains will have the opportunity to see their team's sportsmanship rating at the end of each game. **A team must average a 3 to be eligible for playoffs.**
- VI. **Forfeits:** Teams will receive a "0" sportsmanship rating for a forfeit. After one forfeit, teams become ineligible for playoffs. Teams are dropped from competition after two forfeits. If a team knows that they are unable to make the contest, they must notify the University Recreation office 24 hours in advance to default their game (972.883.7457). Defaulting teams will not receive a sportsmanship rating for the respective defaulted game; however, the team defaulted against will receive a "4" sportsmanship rating.
- VII. **Rosters:** Players can join teams until the completion of the second week of games for leagues and prior to the end of registration for special events and tournaments. After this time, rosters are frozen and team captains must submit a request to the Intramural Sports office to add any other player(s). However, players can be dropped at any time.
- VIII. University Recreation reserves the right to amend, add, or remove any policies, procedures, or rules during each season without notice.

Rules of Play: – Governed by National Amateur Dodgeball Association (N.A.D.A.)

- I. Players and Equipment
 - a. No jewelry is allowed to be worn while participating.
 - i. The only exceptions are for any Medical Alert or religious jewelry. Please contact the UREC Competitive Sports office (972.883.7457) to learn how to properly wear such jewelry for safe play.
 - b. Players must wear closed toe athletic shoes.
 - c. Dodgeball is played by two teams, each made up of six players.
 - d. Teams cannot have more males than female players at the start of the game.
 - e. Teams may begin a match with 4 players.
 - f. Combinations for 4 players are: 2 male & 2 female or 1 male & 3 female. The combination for 5 players must be 2 male & 3 female. Combinations for 6 players are: 3 male & 3 female or 2 male & 4 female.
- II. Time and Winning Game
 - a. The first team to legally eliminate all opposing players will be declared the winner.
 - b. A 3-minute time limit has been established for each contest.
 - c. At the 90-second mark of each contest, teams may advance to their opponent's free throw line-extended to attack.
 - d. At the 30-second mark of each contest, teams may utilize the entire playing area. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner. Teams must win 2 out of 3 games.
- III. Overtime
 - a. If an equal number of players remain after regulation play, a 1-minute sudden-death overtime period will be played.
 - b. All overtime periods will begin with an equal number of "balls in hand" behind a team's end line. The first team to eliminate any ONE opposing player will be declared the winner.
- IV. Game Overview
 - a. Games will take place in the Activity Center Aux Gym.
 - b. Each team will be allowed 1 timeout per game.
 - c. The purpose of each team is to eliminate opposing team members.
 - d. This may be done by:
 - i. Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - ii. Catching a LIVE ball thrown by your opponent before it touches the ground.
 - e. LIVE ball definition: 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, baskets, etc.).

- f. During the match, substitutions will be allowed during timeouts and in between games only. The only exception to this rule will be in the event of an injury where a player cannot continue play. A player who is eliminated from a game is not an eligible substitute for that game.
 - i. Teams must sub for the same gender.
 - g. During all play, players must remain within their side of the court. Substitutes or "Out" players must remain in the designated area to avoid being confused with those currently on the court.
 - h. A player may be handed a ball, provided the player receiving the ball remains completely within their team's court boundaries. Players may not be handed a ball while standing out of bounds.
 - i. A player shall **not** have any part of their body cross over the sideline or centerline and contact the floor on the opponent's side of the court. **Penalty:** Player will be declared OUT.
 - i. **Exception:** during the "opening rush," a player may, without penalty, step on the centerline.
 - j. First out, first in will be used on all caught balls. If a ball strikes a participant and then is caught by another player, all are safe.
 - k. Once a ball hits the floor, wall, roof, or anything that is not a participant currently in the game, the ball is dead.
- V. Opening Rush
- a. Game begins by placing the dodgeballs along the center line – four (4) on one side of the center hash and four (4) on the other.
 - b. Players then take a position behind their end line. Following a signal by the official, teams may approach the center line to retrieve the balls. This signal officially starts the contest.
 - c. **Teams may only retrieve any of the 8 balls on the centerline. Once a ball is retrieved it must be taken behind the volleyball attack-line before it can be legally thrown.**
- VI. Stalling and 5-second Violation
- a. At no time can a participant hold a ball for more than 5 seconds. Participants must make an attempt to eliminate an opponent.
 - b. A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
 - c. It is illegal for the leading team to control all the balls for more than 10 seconds. If the leading team controls all the balls- *i.e. all the balls are located on their side of the center-line*- they must give at least one ball that crosses the attack line and into the opponent's backcourt.
 - d. PENALTY for 10-second violation(s):
 - i. First Violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with "balls in hand."

- ii. Second Violation: FREE THROW for the opposing team – a penalty in which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination. This is possible because a caught “free throw” does not result in an “out” for the thrower.
- iii. Third Violation: Removal of one (1) player from the offending team, decided by the offended team.

VII. Savior Shot

- a. During a contest, a team may choose to shoot a ball in the opposing basketball goal, whereby all members from that respective team may re-enter the contest.
- b. However, the shot must be made before the 30-second mark and can only be used one time per game.

VIII. Officials and Their Duties

- a. Rules will be enforced by the “honor system.”
- b. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
- c. All contestants will be supervised by a Court Monitor.
- d. The Court Monitor’s responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the court monitor if they feel a player has violated any rule. **THE COURT MONITOR’S DECISION IS FINAL!**
- e. Court Monitors may warn players and call technical fouls on those who display unsportsmanlike conduct. Any player receiving two (2) technical fouls in a game will be ejected and suspended a minimum of one game. Suspensions will begin with their team’s next scheduled game. Severe infractions or multiple technical fouls may result in suspension from matches and tournaments.

IX. N.A.D.A Code of Conduct

- a. Understand, appreciate and abide by the rules of the game.
- b. Respect the integrity and judgment of game officials and N.A.D.A. staff.
- c. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
- d. Be responsible for your actions and maintain self-control.
- e. Do not taunt or bait opponents and refrain from using foul or abusive language.