



UW-WHITEWATER INTRAMURAL SPORTS DODGEBALL TOURNAMENT RULES

Last update: August, 2021

DODGEBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

ENTRY FEE

The entry fee of \$30/team must be paid at time of registration.

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec sports app.

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities or the Intramural Coordinator, Matt Schneider, with any questions or concerns at 472.1145, or email imsports@uww.edu.

GENERAL PROCEDURES

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

ALL DIVISIONS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UW - Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **TEAMS:** Six (6) players constitute a team; a game may be started with no less than four (4) players per team. In Co-Rec divisions, the male to female ratio may be: 3:3, 3:2, 2:3, or 2:2.

PLAYING THE GAME

4. **TIME:** Games last up to three (3) minutes in tournament play. Games last up to five (5) minutes in league play. If time expires, the team with the most players remaining wins that game.
5. **STARTING EACH GAME:** The game will begin with four (4) balls lined up on the mid-court line. Also, each team will be given one (1) ball. The player that has the ball must hold the ball up so all the players know who has it. Players are to begin behind the baseline of the basketball court.

6. BOUNDARIES: During play, all live players must remain within the boundary lines. The boundaries are the basketball court (Fieldhouse Court 4) When retrieving a ball, the player must also immediately re-enter the playing area. A player shall not:
 - Have any part of their body contact the playing surface on or over the sideline
 - Leave the playing field to avoid being hit by a ball
 - Have any part of their body cross the center line and contact the ground on their opponent's side of the court.
 - Penalty for the above: The player is declared out.
 - Exception: During the open rush.
7. OPENING RUSH: Each and every ball retrieved at the opening rush must first be taken beyond the free throw line into the team's backcourt before it can be legally thrown at an opponent.
 - EXAMPLE: Following the opening whistle, a player rushes and is the first to secure a ball from the center line. That player must carry or pass the ball into their backcourt before it may be legally thrown at an opponent.
 - REACHING OVER THE LINE: is not allowed on the opening rush or at all!
8. ELIMINATING OPPONENTS: Players can be eliminated the following ways:
 - Hitting a player with a ball below the neck. Note: If a player ducks, and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal.
 - Catching a thrown ball from the opposing team. Eliminated players may not return at any time if one of their teammates catches a thrown ball.
 - Hitting a player in the head. *Clarification: If a player intentionally gets hit in the head, the thrower will be eliminated instead of the person getting hit. The Intramural Official and/or Intramural Supervisor have the final ruling in all of these instances. THERE IS NO AIMING FOR THE HEAD!*
9. USING THE BALL AS A SHIELD: Using the ball in your hand to shield yourself is legal, as long as you do not drop it when another ball contacts it. If the ball is dropped, the player who dropped the ball is eliminated. In addition, the thrower is out after a ball is caught after a deflection off a ball in an opponent's hands. If an opponent's ball hits the ball in your hand and then you, you are NOT out.
10. BALL HITTING PLAYER THEN CAUGHT: If a thrown ball legally hits an opponent, and is then caught by another member of the opposing team, then only the thrower shall be declared "out."
11. BALL HITTING WALL/GROUND – If, while in the air, the ball hits any wall, or if a thrown ball should hit the ground prior to hitting an opponent, then that opponent is NOT eliminated.
12. BALL HITTING A PLAYER THAT IS ALREADY OUT – If a player is 'out' and upon walking out is hit the ball is dead. This means that if the ball is deflected and hits someone they are still IN and if the ball is caught the player that threw the ball is also still IN.
13. TRAPPING THE BALL – If a player traps the ball against the wall or bleachers the ball is dead – no one is eliminated.
14. KICKING THE BALL – no player can kick the ball at any time.
15. DELAY OF GAME – A team may not hold all of the balls for more than 15 seconds OR 1 ball must always be on each side. If this occurs, a warning will be issued by the official and the team will be forced to throw/roll/give at least one of the balls to the opposing team and not just across the line.
16. WINNING A GAME: A team wins the game when all players on the opposing team are eliminated. If the time limit occurs, the team with the most players remaining wins. If the time limit occurs and teams are even, play continues along with the mid-court division line "disappearing," until all players from one team are eliminated. (If two members from each team remain, your team must eliminate all remaining players on the other team.)
17. WINNING THE MATCH: The team who wins four (4) games first wins the match (Best-of-7).

18. INTRAMURAL SUPERVISORS: Courts are monitored by 1 Intramural supervisor. Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or they were legally eliminated. The Intramural Supervisor's responsibilities 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 not owned up to a rule violation. THE INTRAMURAL SUPERVISORS DECISION IS FINAL!! NO QUESTIONS ABOUT IT.

SPORTSMANSHIP

19. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.