Each player must meet one of the following conditions to sign-in:

1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. The officials are in absolute control of the game.

The National Amateur Dodgeball Association rules will govern all play for any rule not covered in the following Intramural Sports rules:

1. Players and Substitution
   1.1 Teams will be made up of 6-10 players. Six (6) players (3 females, 3 males) will compete on a side; others will be available as substitutes.
   1.2 At least five (5) players are required to start the game and avoid a forfeit. The possible combinations of players to start and continue are 3f/3m, 3f/2m, and 2f/3m.
   1.3 Substitutes may enter the game only during timeouts or in the case of injury.

2. Equipment
   2.1 The official ball used in tournament and league play will be an 8.25” rubber-coated foam ball.
   2.2 The game will be played indoors. The playing field shall be a rectangle at least 60 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

3. The Game
   Definition: A LIVE ball is one that has been thrown and has not touched anything except another player.
   3.1 The first team to legally eliminate all opposing players will be declared the winner.
      3.1.1 Pool play will be best of one (1), tournament play will be best two (2) out of three (3) games.
      3.1.2 A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the game will result in a tie.
      3.1.2.1 Playoff games: will utilize a three (3) minute overtime, if necessary, where each team will send four members to the court (2 Male and 2 Female) to compete.
      3.1.2.2 The top two teams of each pool will advance to a single elimination playoff.
      3.1.2.3 Any ties within pools will be decided by the TIME at which a team eliminated all players on the opposing team.
   3.2 Each team will be allowed one (1) 30 second timeout per game.
3.3 The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
  3.3.1 Hitting an opposing player with a LIVE thrown ball below the shoulders.
  3.3.2 Catching a LIVE ball thrown by your opponent before it touches the ground.
3.4 If a player is hit by a ball and a teammate catches it – the hit player is NOT out and the player who threw the ball is also NOT out.
3.5 Players may hold a ball in their hands to use as a shield.
  3.5.1 A player's hands on the ball are considered an extension on the ball and will not be out if hit with a ball.
  3.5.2 A thrown ball that is deflected by a shield ball is still live and can still knock a player out if it hits them before hitting the ground.
  3.5.3 If the shield ball falls in the attempt to block a thrown ball, the player using the shield ball will be eliminated.
3.6 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.
  3.6.1 This also applies to tied teams.

4. Boundaries
  4.1 During play, all players must remain within the boundary lines.
    4.1.1 Players may leave the boundaries through their end-line only to retrieve stray balls.
    4.1.2 They must also return through their end-line.
  4.2 Players will be eliminated if they:
    4.2.1 Leave the court through the side.
    4.2.2 Throw a ball back in through the side.
    4.2.3 Retrieve a ball past the mid-line (on the opponent's side).
  4.3 Dodge Rule: If in the official's judgment a player leaves the court in an attempt to dodge a ball (even through the end-line) they will be called out.

5. The Opening Rush
  5.1 Game begins by placing the dodgeballs along the center line – two (2) on one side of the center ball and 2 (2) on the other.
    5.1.1 Each team is guaranteed 2 balls and the center one is for either team who arrives first.
  5.2 Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the two (2) balls to their right of the center ball.
  5.3 Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

6. Rule Enforcement
  6.1 Officials will be present on each court to determine players who should be eliminated. The officials' word is FINAL and should not be argued.