

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**

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

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 any number of players. Six (6) players (3 females, 3 males) will compete on a side during a game; others will be available as substitutes. Teams will be restricted to no more than three (3) players of each gender during a game.
- 1.2 At least four (4) players are required to start the game and avoid a forfeit. The rules 1.1 gender restriction still applies.
  - 1.2.1 A team may play two of three games if they do not meet the minimum required players at game time with the first game counting as a 0-2 loss provided that they meet the minimum player requirement within five (5) minutes of scheduled game time.
- 1.3 Once a game has begun, a team may no longer add players (late arrivals) to that game. Those players may be added to later games in the match.
- 1.4 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 or shield ball.*

- 3.1 The first team to legally eliminate all opposing players will be declared the winner.
  - 3.1.1 All matches will consist of 3 games. Winning a game is worth two (2) points.
    - 3.1.1.1 EXCEPTION: In playoffs, teams will compete in a best of five (5) series of

games. The first team to win three (3) games wins the match.

**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 team with the greater number of players remaining will be declared the winner of that game.

**3.1.2.1** In case of an equal number of players remaining at the end of a game the game will end as a tie with each team earning one (1) point for that game.

EXCEPTION: DURING PLAYOFFS, there will be a sudden death rule. Games will be capped at six (6) minutes. If teams have an even number of players when this cap is reached, the first team to eliminate an opponent will be declared the winner.

**3.2** Each team will be allowed one (1) 30 second timeout per match.

**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** A ball hit at a player's face who is not actively ducking is nullified

**3.3.3** 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 not out. Rule 4.4 will also be applied.

**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 eliminate a player if it hits them before hitting the ground or can be caught to eliminate the thrower. Rule 4.4 will also be applied.

**3.5.3** If a player loses control of a shield ball 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 controls all five (5) balls **or** the majority of balls after 15 seconds, and does not throw a ball over their opponent's attack line within five (5) seconds.

**3.6.1** Delay of game violation

**3.6.2** Play will be called dead and two balls will be put in possession of the other team.

#### 4. Boundaries

**4.1** During play, all players must remain within the boundary lines.

**4.1.1** One Player may leave the boundaries through their **end-line** only to retrieve stray balls. They may not be eliminated.

**4.1.2** They must also return through their end-line with the balls they have gathered.

**4.2** Players will be eliminated if they:

**4.2.1** Leave the court through the side.

**4.2.2** Retrieve a ball past the mid-line (on the opponent's side).

**4.2.3** Step over the mid-line (Stepping on the mid-line is illegal)

EXCEPTION: During the opening rush players stepping over the mid-line because of their momentum will not be ruled out.

**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.

**4.4 Return Rule:** If a live ball is caught before hitting the ground, a previously eliminated player may return to the court. The order by which players are eliminated will determine the other by which they return to the court.

#### 5. The Opening Rush

**5.1** Game begins by placing five (5) dodgeballs along the center line – two (2) on one side of the center ball and two (2) on the opposite side.

**5.1.1** Each team is guaranteed 2 balls and the center ball is neutral where either team may attempt to gather and use it.

**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.

**5.3.1** If a ball is thrown before being properly cleared behind the attack-line, the play is nullified

**5.4** If a team neglects to obtain their two (2) assigned balls, those assigned balls become neutral after one (1) minute of play time has elapsed. Both teams may attempt to retrieve the neutral balls.

**6. Rule Enforcement & Unsportsmanlike Conduct**

**6.1** Rules will be enforced primarily by the "honor system." Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. Officials will be present on each court to determine players who should be eliminated. The officials' word is FINAL and should not be argued.

**6.2** If an official deems a player as enacting unsportsmanlike conduct or dissention to an official, that player will be ruled out for the current game (if they are still in play) and out in next game in the current match. That player may not be replaced by another player in the next series.

**6.3** If an official deems a player's misconduct as severe they will be ejected from the contest.