

# Dodgeball

Revised July 2019

## General Intramural Sports Regulations:

- There is no warm up equipment provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the players meeting. To complete your roster you will need to know each players UCID number and associated email address. All players who do not have a UCID number must contact Client Services at 403-220-7749 to request a UCID number.
  - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams' add email).
- All players must be added to the roster by the Captain's meeting. Players may be added after at the Coordinator's discretion.
- All players must complete an online waiver before they are allowed to play. Instructions on how to sign online waivers can be found at <http://www.ucalgary.ca/activeliving/how-to-register> (Click on shopping cart next to name, waivers).
- If waivers are not signed before league play, those players are taken off of the roster.
- All players must be prepared to check in with the supervisor for every game with a piece of photo identification.
- In Competitive Leagues, to be eligible for playoffs a player must have played in at least one regular season game and be on the team roster with an online waiver signed. Teams must meet the Fair Play requirements (3.5 average).
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**
- Any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.
- Current Intercollegiate are not permitted to play during their season in the same or similar sport.
- Former professional athletes are not permitted to play.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff and other intramural participants**. This will be strictly enforced.

For a complete list of policies, see <http://www.ucalgary.ca/activeliving/intramurals/policies-regulations> .

## Defaults:

- A default will occur when a team fails to appear or fails to have the minimum number of players necessary to start the game. Teams will have ten (10) minutes after the scheduled start time to field the minimum number of players needed to start the game, failing to do so will result in a default.
- All defaults will result in a Fairplay rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$60 Default Bond. A second default may result in removal from the league.
- Teams that give Intramural Sports a minimum of forty-eight (48) hours' notice that they will not be able to field a team will not be charged with a default, the game will be declared a forfeit.

### Playing Rules:

- There must be a minimum of five (5) players on the floor, and a maximum of six (6) players.
- Teams must have a minimum of five (5) players on the court within ten (10) minutes of the scheduled start time to avoid a default. **Defaults will be recorded as a 5-0 loss.**
- Each match will be fifty (50) minutes in length. The referee may adjust the period times in order to end a game on time. The official will state “last game” in last five (5) minutes. No new game shall start during this time.
- Each team is allowed 1 (60 second) time out per match.
- The purpose of dodgeball is to eliminate the opposing players from the game by hitting them with the ball (**below the shoulders**). The team with the last person still in the game wins that game and receives a point. Teams will continue playing games until the 50 minute match is over. The team with the most wins at the end of 50 minutes will take the win.
- A game is started by having six (6) balls placed on the center line. Teams are to be lined up at their respective back wall. The game is started with “Ready, Set, Dodgeball”. Where players will then race to the balls placed on the center line.
- Players must then run back and touch the back wall after retrieving a ball from the center line.
- No diving
- A Neutral Zone will be marked by pylons one (1) meter on either side of the center line. Players on any team may enter the neutral zone and cross the center line at any time. You may reach over the neutral line to reach a ball, however you cannot step over it.
- Teams will switch sides after each game.
- Overtime consists of all players coming back on the floor and is over when the first player is knocked out. Games will only go into overtime during playoffs.
- Headshots: any shot above the shoulders, are not allowed. Balls thrown (intentional or accidental) that strike an opponent in the head (above the shoulders) will not be tolerated. The player throwing the headshot **will have to switch off with a player from his/her team**. Referee discretion at all times. The player hit above the shoulders stays in the game.
- If a ball is caught in the air the thrower is out and the team that caught the ball may bring an eliminated player back into the game. Deflections do not count.
- A deflected ball is considered to be dead. Any player from the non-throwing team that is hit with a deflected ball is not eliminated. This includes deflections off of the floor, walls and ceiling and off another player or ball.
- If a player is struck with a ball anywhere (including loose clothing) the struck player will be called out. However a struck player may “save themselves” if they are able to catch the ball on a rebound before it hits the ground. The struck player cannot be saved by other teammates catching the ball. The ball is considered dead to all other players on the field following the hit.
- A player may block an oncoming ball with another ball. If a player deflects a ball with another, but drops their ball in trying to deflect the on-coming ball, the player who dropped their ball will be called out (even if the deflected ball is eventually caught).
- If a player is eliminated from the game (hit by a ball, throw is caught) they are to raise their hand to signal that they are out and leave the playing court. Eliminated players can assist in retrieving balls that are out of bounds or are to sit on the team bench. Opponents are not to throw at a player with their hand raised.
- Players may have only one ball in possession at a time. Hoarding balls is not allowed. However if the situation occurs where the player catches two (or more) thrown balls at the same time, it is not considered hoarding.
- Players may put a ball down to catch another ball. This is not considered hoarding.
- While in possession of a ball the only options available to a player are to throw the ball, pass it to a teammate, and use it to block another ball. No dribbling is allowed. Once you have possession of a

ball you have ten (10) seconds to release that ball by throwing it or passing it. If a ball is fumbled or dropped while in possession then the player is eliminated.

- If the game comes down to 1 v 1, referee counts two (2) minutes. **After two minutes one player from each team will return to the court**, the 1<sup>st</sup> player out shall be the first player to return after he/she touches the back wall.
- In a 1 vs 1 or a 2 vs 1 scenario the referee holds the power to reduce the back line boundary. This under the referee's discretion. This rule will be implemented if game pace has significantly slowed down, and to prevent 'wall sitters'. The lines will return to their original position once the game has ended or if more players are added back into the game.

### Court Layout

