

UNIVERSITY OF MASSACHUSETTS
INTRAMURAL SPORTS

CO-REC DODGEBALL

- **Each player must present his/her UMass UCard to participate in each and every intramural dodgeball match.**
- The *Civility/Sportsmanship Rating System* is in effect for this intramural activity.
- The *Rules Governing Intramural Competition* will be strictly enforced. We strongly encourage every team captain to become thoroughly familiar with the *Rules Governing Intramural Competition*.
- Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.
- Players may be added or deleted by the captain(s) throughout the tournament and prior to the championship match. The maximum number of players per roster is 8. The captain must add/delete players on the team's official roster prior to the match.
- Teams not represented at the captains meeting will not be scheduled in the tournament.
- Awards are presented to six (6) members of the campus championship team.
- If a team fails to have the minimum number of players present at the scheduled location **within 5 minutes** of the scheduled time, the game will be declared forfeited to the team ready to play.
- Forfeits - Teams forfeiting will be withdrawn from the tournament.
- Teams are responsible for equipment. Equipment not returned may result in the cancellation of the team's remaining schedule.
- In case of POSTPONED games due to inclement weather and/or University closings, the team captain is **RESPONSIBLE** for contacting the Campus Recreation office (545-2693 or 545-0022) **WITHIN 24 HOURS** for a rescheduled time and date.

GOOD LUCK and enjoy the *dodgeball tournament!*

CO-REC INTRAMURAL DODGEBALL RULES

THE GAME

Each match is best two of three games and played within standard volleyball court dimensions (30'x60'). Teams do not change sides of the court after each game.

Each game is 6-on-6 (3 men/3 women). The same 6 players begin and end a game (substitutions are permitted between games of the match). 5 players are required as the minimum to begin a game. The minimum number of players must be maintained throughout the game. If at any time a team cannot maintain the minimum numbers of players, that team shall forfeit that game. A difference of one female or male is only permitted if playing with 5 players (example 3/2 or 2/3).

Each game is 5 minutes running time with a possible 2-minute, 1-on-1 sudden death overtime.

The object of the game is to eliminate all opposing players by getting them "OUT." Players will be called out when:

1. A player hits an opposing player with a LIVE thrown ball below the head.

Definition: *LIVE* - A ball that has been thrown and has not touched anything, including the floor/ground, another ball, official or other item outside the playing area (wall, ceiling, backboard, curtain, etc). Exception: a ball that hits another player is live until it hits one of the aforementioned.

Note: *If a player exits the court legally and is out of bounds to retrieve a stray ball, that player is not "OUT" if hit by an opponent's thrown ball.*

Note: *Striking only the hair is not considered striking a part of the body.*

Note (end of time procedures): *The ball must strike the player prior to the expiration of time for the player to be called "Out."*

Note: *if a player ducks to avoid a ball or is bending over to pick up a ball and is hit in the head unintentionally, he/she is declared "OUT." This does not permit players to hit opponents in the head as soon as they secure a ball. If deemed intentional, head shots could result in player ejection. Two players ejected from the same team will result in that team's forfeiture of the entire match. The judgment of the court monitor is final.*

2. A player catches a LIVE ball thrown by an opponent before it touches the ground.

If a player catches a live ball thrown by an opponent before it touches the ground, one player from that team returns to the game. The first person eliminated from the game will be the first person to return to the game. Eliminated players shall stand along their team's sideline.

3. A player drops a ball that is being used to deflect.

Note: *Using the ball to shield – when a thrown ball is deflected from a ball held by a player, that ball becomes dead. A caught deflected ball will not count to get opposing team's thrower out or an additional player's re-entry.*

4. A player steps out of bounds.

5. A player steps on or crosses the centerline or has any part of his/her body touch on or beyond the centerline.

The first team to eliminate all opposing players will be declared the winner. If neither team has been eliminated at the end of the 5-minute time limit, the team with the greater number of players remaining is declared the winner. In the case of an equal number of players remaining after regulation, a 2-minute, sudden death overtime period will be played.

OVERTIME

The 2-minute running time, sudden death overtime is 1-on-1 played between the centerline and the volleyball attack

lines. The team winning the coin toss shall have the choice of selecting his/her player *or* opponent for the overtime. Further, the team winning the coin toss shall select the playing boundaries, either the “circle of death” (the center circle) *or* the “square of doom” (boxed-in area between the centerline and attack lines). The loser of the coin toss has the remaining option of player choice. The team that does not have a player chosen by the opponent shall choose their own representative for overtime. Each player starts with the one ball behind his/her back. The remaining 4 balls will be placed along the centerline and can be retrieved by either player. Players cannot leave the designated playing area or cross the centerline. If more overtimes are needed, the first option will alternate between teams.

THE OPENING RUSH

Six (6) balls are placed along the centerline. Players from each team start behind their endline. Each team can retrieve any balls. After grabbing a ball, a player must return behind the attack line before throwing at an opponent. Any ball thrown before the ball is brought behind the attack line is an illegal throw.

Note: An illegal throw will not count if the ball hits an opposing player. However, if the ball is caught by the opposing player on an illegal throw, the player who threw the ball is “OUT.”

REGENERATION

If all but one player on a team is eliminated, this player has the opportunity to “regenerate” his/her team. If this last player standing can remain in the game for 30 seconds, one eliminated teammate can re-enter the game. Regeneration can be done an unlimited number of times per game. The 30-second regeneration time begins when one player is alone on the court and after any and all teammates have exited the court.

THE BASKET BONANZA

During regulation, if a player shoots a ball at the opponent’s basket and scores, all eliminated players from that team can re-enter the game.

BOUNDARIES

During play, all players must remain within the established boundary lines of the dodgeball court unless retrieving a stray ball. To retrieve stray balls, players must exit and return through their endline. Teams can only retrieve stray balls located on their half of the playing court. If a player steps beyond the centerline or any other boundary lines other than their endline to retrieve a ball, that player is “OUT.”

Note: If a player exits the court legally and is out of bounds to retrieve a stray ball, that player is not “OUT” if hit by an opponent’s thrown ball.

Note: If a ball bounces off a player within the boundary lines, he/she may not leave the playing area to catch the ball. Any caught ball beyond the boundary lines all the way around will not count; a player will be declared “OUT” unless he/she steps over the endline to retrieve a ball.

Players are not permitted to step on or cross the centerline or have any part of his/her body touch on or beyond the centerline. Players may lean over the centerline to retrieve balls.

Stray balls that bounce/roll near the court monitor will be put back into play at the centerline.

Eliminated players must stand in the designated area along their team’s sideline. Eliminated players are not permitted to leave the designated area to retrieve stray balls. However, if a stray ball inadvertently bounces/rolls near an eliminated player, that player can roll the ball back into his/her team’s court.

DELAY OF GAME

A violation will be called if a team in the lead controls 3 or more balls on their side of the court for more than five seconds. A team will be warned for a first violation. A second violation will result in team forfeiture of that game.

Players may not roll balls to the other side of the court or lob balls into areas where the opponents are not standing. An attempt must be made to throw the balls at the opponents to get them “OUT.”

TIMEOUTS

Timeouts shall only be called by the court monitor for specific reasons, such as injury.

SUBSTITUTIONS

Substitutions are only permitted for injury and between games.

EQUIPMENT

Campus Recreation will supply the dodgeballs. Players must wear proper athletic footwear and apparel to participate. Players shall not be permitted to wear equipment that is deemed dangerous to other players. Jewelry, including earrings, rings, necklaces, bracelets & watches, is illegal. Also, hats and bandanas are not permitted. Medical emergency bracelets/necklaces may be worn but must be removed from chains, taped to the person and completely covered. It is strongly encouraged that players only wear corrective lenses that have been approved for contact activities.

UNSPORTSMANLIKE CONDUCT

Any player who demonstrates unsportsmanlike conduct during the tournament is subject to warning and/or ejection from the game/match/tournament. Any ejected player shall be suspended from further play until he/she meets with Campus Recreation staff. Two players ejected from the same team will result in that team's forfeiture of the entire match.

COURT MONITOR

The court monitor's decisions on team sportsmanship ratings, play, rules and on matters not specifically covered in the rules are final.

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