



## INTRAMURAL SPORTS COED DODGEBALL RULES

**ELIGIBILITY:** All players must be current students, current UCSC faculty/staff or wellness card holders. Teams must sign the sign-up sheet/waiver prior to their first game. Players can not play on more than one team once playoffs begin and must sign the roster/waiver of the team being played on. Participants may not have names on multiple roster/waivers once playoffs begin. Those rosters become locked at the end of the regular season. To be eligible for the playoffs, a player must attend a minimum of two regular season games, even if they cannot play due to injury or illness.

**FORFEITS:** The IM Program has the authority to remove a team after they record two forfeits during any given season. Teams that are removed from the league due amassing two or more forfeits are not eligible for a refund of their Team Fee in whole or part.

### THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

Hitting opponents:

1. Makes contact with the opponent below the shoulders before it touches the floor or walls. A throw can only get one person out at a time.
2. Any throws that strike the head will eliminate the thrower as long as the person being hit does not stoop or move their head intentionally into the throw's path.

Catching an opponent's throw:

1. Ball must be caught before it touches the ground. Result, it eliminates the opponent throwing the ball and allows for one teammate to return to play from "jail." Jail is located on the sideline opposite of the team bench. Players form a line in jail based on the order in which they were removed from the game.
2. Balls may be deflected while holding another ball as long as the possession of the ball is maintained by the player. Deflected balls that are caught by a teammate will result in an out of the opponent and re-entry of a player from "jail." A player who drops a ball during the deflection will be sent to "jail."

Participants sent to jail must line up and may return to play in the order that they were put out. Example first person out is the first person to be able to return.

### THE TEAMS

The start of the game requires six team members a side on the court. There must be at least two players of each gender on the court at the start of the contest. The minimum number of players to start a game is five. There is no limit to the number of members on a team. However, no player can play on more than one Intramural Dodgeball team for that season. If the two team captains wish to agree to modification in the rules, they may have three men and three women on the court to begin play.

### BOUNDARIES

During play, all players must remain within the boundary lines. Games are played on the basketball court in the West Gym for the first 5 minutes of play. In the remaining 3 minutes the boundaries will become the volleyball court boundaries. All players must remain inside the basketball/volleyball court during play. Players may leave the boundaries only to retrieve stray balls. Players must return through the basketball/volleyball court starting

line.

### **THE OPENING RUSH**

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. 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. Once a ball is retrieved it must be taken behind the attack-line (volleyball court attack-line) before it can be legally thrown.

### **TIMING AND WINNING A GAME**

The first team to legally eliminate all opposing players will be declared the winner. An 8-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 8 minutes, the team with the greater number of players remaining will be declared the winner. Matches are best of 3 games. If the third game is tied at the end of regulation there will be a 3 minute ‘sudden death’ period. The first team to eliminate a player will be declared the winner. If the match is still tied at the end of the overtime period, then repeat the overtime period(s) until there is a winner.

### **TIME-OUTS & SUBSTITUTIONS**

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game. All substitutions must be gender specific (woman for a woman, man for a man).

### **VIOLATIONS**

1. In order to reduce stalling, a violation will be called and a ball will be rolled to the opposing team if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. The penalty will be to turn over a ball to the opposing team.
2. A violation will be called if any player steps over the court midline. The first violation is a warning the second will result in the player being sent to “jail.” A player will be sent to jail with no warning if they cross the midline with both feet.
3. Entering from the sideline rather than the end line will result in a warning on the first occasion the second will result in the player being sent to “jail.”

### **RULE ENFORCEMENT**

All contests will be supervised by an Intramural Official. THE OFFICIAL’S DECISION IS FINAL – NO EXCEPTIONS.