



Intramural Ultimate Dodgeball Rules

Table of Contents

1. The Game, Players, Equipment, & Playing Field	
A. Starting Play.....	Page 3
B. Players.....	Page 3
C. Player Equipment Required.....	Page 3
D. Player Equipment Optional.....	Page 4
E. Player Equipment Illegal.....	Page 4
F. Playing Field.....	Page 4
2. Game Time is Forfeit Time	
A. Forfeits.....	Page 4
B. Defaults.....	Page 4
C. 10 Minute Rule.....	Page 5
D. Rescheduling.....	Page 5
3. Periods, Time Factors, & Substitutions	
A. Match Length.....	Page 5
B. Time-Outs.....	Page 5
C. Substitutions.....	Page 5
4. Game Play	
A. Before the game.....	Page 6
B. Start the game.....	Page 6
C. Mid-court line.....	Page 6
D. Dead Ball.....	Page 6
E. Live Ball.....	Page 6
F. Declared Out.....	Page 6
G. Delay of Game.....	Page 7
H. When a player is out.....	Page 7
I. Ducking.....	Page 7
J. Bringing player's back in.....	Page 7

I. Governing Rules

1. All Intramural participants must present a valid Skyhawk ID card in order to participate. **No exceptions.**
2. All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook. These rules **must** be followed to the letter.
3. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
4. The officiating will be done by referees who are in absolute control of the game. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

All Participants are to abide by the intramural eligibility, protest, and rescheduling rules stated in the Program Handbook

I. The Game, Players, Equipment, & Playing Field

1. Starting Play

- A. Prior to the start of a game, the official for the game will conduct a captain's meeting in which they will designate which captain shall call the "coin toss".
- B. The "coin toss" will determine which side each team will start on.

2. Players

- A. A match shall be played by 2 teams of a maximum of 5 players. A team may start and continue a match with a minimum of 4 players.
 - i. If due to injury a team's number of player's drops below 4 the game will continue as long as the team has a chance to win.
- B. Only dressed players are allowed on the court. All spectators must remain in the sitting area.

3. Player Equipment-Required

Should there be any question regarding the legality of any equipment, the supervisor on duty will make the final ruling.

A. Jersey

- i. There is no requirement for teams to wear jerseys of distinguishing color.

B. Pants/Shorts

- i. Athletic pants/shorts must be worn.

C. Footwear

- i. Only appropriate gym shoes or sneakers with a non-marking out sole will be allowed. Vibrams or other “toed” shoes will not be permissible.

4. Player Equipment-Optional

- A. All types of headwear used for hair restraint will be legal.

5. Player Equipment-Illegal

- A. All jewelry must be removed prior to game start.
- B. All hats will be inadmissible during play.

For any infringement of this law, the player will be removed to correct his/her equipment and may not return until a proper substituting time.

6. Playing Field

- A. All games will be played in the SRC Racquetball Courts.
- B. All players will be required to stay within the racquetball lines.
- C. All players must remain on their side of the court and may not cross at any point in time during a legal match.

II. Game Time is Forfeit Time

1. Forfeits

- A. If a team does not report to their designated field for their game at the scheduled time they will be assessed a forfeit.
- B. All forfeits will be assessed a \$20.00 Forfeit Fee that **must** be paid prior to the team’s next game.
- C. Teams will only be allowed 1 forfeit per sport. After the second forfeit is assessed the team will be dropped from that sport and will still be required to pay the forfeit fee. If payment is not received the team could potentially be dropped from considered participation for future sports.
- D. After two forfeits a team will be removed from the league.

2. Defaults

- A. If a team knows ahead of time that they will not have enough players to play a legal game, then they may default.
- B. The team captain must fill out the default card online by 3:00pm the day of the game, or 5:00pm the Friday before a Sunday game.
- C. No fees will be assessed for defaults.

- D. After a team has received 1 default in one sport future defaults within that sport will be considered forfeits.

3. 10 Minute Rule

- A. If, at game time, a team does not have enough players to start a legal game the opposing team's captain will have the option of waiting an additional 10 minutes for the other team to obtain enough players to play a legal game.
- B. If the 10 Minute Rule goes into effect the game clock will start at the scheduled game time and play will commence once enough players from the offending team have arrived.
- C. If a team exercises their option to grant a 10-minute grace period for a late team, then 1 game will be awarded to the team who granted grace.

4. Rescheduling

- A. If a team knows they will not be able to make it to their scheduled game but would like to reschedule the game they must contact the opposing team's captain and both captains must come by the Office of Campus Recreation and meet with the Coordinator of Intramurals to find a time to reschedule.
- B. A game can only be rescheduled once. If a team attempts to reschedule a game that has already been rescheduled, if they are unable to play the game they will be assessed a forfeit.

III. Periods, Time Factors, & Substitutions

1. Match Length

- A. Matches will consist of best 2 out of 3 games.
- B. Teams will change sides of the court after each game.
- C. Each game will have a 5-minute time limit.
- D. If at the end of the 5 minutes no team has won, then the team with the most remaining players will be determined the winner.

2. Time-Outs

- A. No Time-Outs will be awarded.

3. Substitutions

- A. Substitutions will only be allowed in between games.
- B. An unlimited number of substitutions will be allowed.

IV. Game Play

4. Before the game

- A. Each team will be given 2 balls.

5. Starting the game

- A. Player's will begin with both feet on their team's endline. Once both teams are set the court monitor will announce "1,2,3 Dodgeball" to indicate the start of the game.

6. Mid-Court Line

- A. The middle of the volleyball court will be the mid-court line. Players are not permitted to step across this line. If this infraction takes place the player will be called "Out"

7. Dead Ball

- A. Once a thrown ball hits the ground or a player it is dead.

8. Live Ball

- A. The ball is still live if it deflects off another ball and may get a player "out".

9. Declared out

- A. Only 1 player may be called out on a single throw. Once a player is declared out, he/she must leave the playing area immediately by stepping over the nearest sideline or end line. A player will be declared out if:
 - i. A player is hit below the head
 - ii. A player is hit by a ball the is deflected off another ball
 - iii. An attempt to deflect a thrown ball with another ball and that ball is dropped
 - iv. A player ducks, bends over, or is on the ground and is hit in the head
 - v. A player steps on or over the Mid-court line

- vi. If the ball is caught by the opposing team before it becomes dead

10. Delay of Game

- A. Players may not hold the ball longer than 10 seconds. This will result in a delay of game penalty and that player will be declared out.

11. When a player is out

- A. The player must stand outside of the court and may not touch any of the dodgeballs. However, they may use their hands to protect themselves from incoming projectiles.

12. Ducking:

- A. Players may not move their head into the ball. Ducking to avoid a ball is legal. However, a player that is hit in the head because of their own movement will be called “out”

13. Bringing player’s back in:

- A. A player may come back into the game if a teammate catches an opponent’s legal throw. Player’s will re-enter the game in the same order in which they got out.