UTM INTRAMURALS – MIXED DODGEBALL

RULES AND REGULATIONS

As intramurals strives to uphold our values of inclusivity and diversity, we have outlined specific criteria for leagues to encourage all players to play. For mixed leagues, a distribution of gender identification exists, to encourage integrated participation. The identified maximums of each gender are to ensure balance in gameplay, but allow for individuals of any gender to still participate in the remaining roster spots.

NUMBER OF PLAYERS
- There is a maximum of six (6) players on the court during gameplay
- Teams may have a maximum of four (4) players of any gender on the court at all times
- All teams will have a maximum roster of 20 participants

DEFAULT
- For every minute that a team is late their opponent will be given 1 point towards their total game score
- Games will start on time as scheduled with players in attendance as soon as roster minimums are met
  - A minimum of 5 players for each team is required to start the game (maximum of 4 players of any gender)
  - Teams may use up to a maximum of 2 NOMADS*. (Read "Nomads" heading for further details)
- If a team does not have enough players by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 10-0
- A team that loses a player to injury can continue to play the game without defaulting

LENGTH OF GAMES AND SCORING SYSTEM
- Games will be played 45 minutes running time
- Winner is determined by the number of sets won in one game
  - If both teams are tied with sets won at the end of the 45 minutes, the winning team will be determined by the greater number of players on the court
  - If teams have the same amount of players left on the court, the set will become void and will not count
- The league runs through a point system:
  - WIN = 3 points
  - TIE = 1 point

- o LOSS = 0 point
- o DEFAULT = -1 point

OFFICIALS
- ➤ Dodgeball is a self-officiated sport

EQUIPMENT & UNIFORMS
- ➤ Proper athletic attire (no jeans or boots) and non-marking shoes must be worn
- ➤ Face masks are welcomed and encouraged during check-in and during physical play
- ➤ Six balls will be used for all games and provided by UTM Intramurals

ELIGIBILITY
- ➤ Players (including late players) must check-in on the game sheet before every game in order to participate.
- ➤ For eligibility rules, please refer to the UTM Intramurals Student Handbook

START OF PLAY
- ➤ Each team will receive 3 ball at the start of each round
- ➤ Players must line up at their baseline of the court with one foot touching the baseline
- ➤ Game Manager will call *"dodgeball"* to start the game

BOUNDARIES & BALL RETRIEVEING
- ➤ The playing area is the volleyball court
- ➤ Players must stay within the playing area throughout the game (i.e. players cannot pass any boundary lines, including the center line)
  - ➤ Should a player need to exit the playing area to retrieve a ball they need to exit from the back of the court in order to retrieve the ball that is out-of-bounds.
    - ▪ Players cannot be hit while out retrieving
    - ▪ Only 1 player may retrieve a ball out of bounds at a time
    - ▪ If two players go out of bounds at the same time they both will be called out
- ➤ Teams who have players who do not start that game may be allowed to have up to three players on the sidelines (not on the court) ball retrieving (i.e. passing balls back in play that are not in court but one their side) for their team.

PLAY
- ➤ Players may only be hit by a ball thrown beneath the shoulders. **Headshots do not count.**
- ➤ Any ball that hits an object other than another ball or surface is considered dead
- ➤ A player holding a ball can use it to deflect another ball
  - ➤ Any deflected ball is still in play until it hits the another surface. Should the ball hit a player before touching another surface, that individual is considered out
- ➤ If a player is called out, they must immediately drop any ball in their possession
- ➤ Eliminated players must remain outside the playing area on the team bench in order that they were out
- ➤ If the last player on each team is eliminated in the same play, the team that was struck last will win the game
- ➤ Base lines are located at the end of each court, marking the end of the playing area
- ➤ Sets will end when all of one team's players are eliminated and the opponent will be awarded the win

➢ There are no timeouts

STALLING
➢ In order to reduce delay or stalling, the team with more balls will be required to throw first. They will have ten seconds to throw at least one ball.
  ➢ If there are three balls on each side, then the team with more players will be required to throw.
➢ If the number of players is also the same, then the team who through last will be required to throw. The ten-second countdown is reset when either team throws

SUBSTITUTIONS & OUTS
➢ If the ball hits one player and then another, they are both out unless the ball is caught before it hits the floor
  ➢ When a ball is caught, players can re-enter the game on a 'first-out, first-in' basis
➢ A player must have one foot inside playing area at all times. If both feet leave the area, they will be considered out
  ➢ Walking while straddling the line is an automatic OUT. You must have a foot placed in bounds at all time.
  ➢ The lines are like walls – any touching of the line is considered out of bounds.
  ➢ Point of reference for the body to be considered out is the feet.
➢ If the ball is caught before it hits the floor, the player that threw the ball will be called out
➢ If a player deflects a ball and the ball hits them, or a teammate directly, they are ruled out unless the ball is caught before it hits the ground
➢ If a player uses a ball to deflect an incoming ball and drops the deflecting ball, they are ruled out
➢ Players who are hit in the head when they are ducking/crouching/dodging will be called OUT.
➢ Players who are hit in the head while standing still and are not ducking/crouching/dodging will NOT be called out.
➢ Substitutions can only be made between sets or in the event of an injury

END OF GAME
➢ The game will end when the 45-minutes time is up. Winner is determined on how many sets won
➢ Sets will end when all of one team's players are eliminated and the opponent will be awarded the win
➢ If a set is not finished and time expires, the team with the most remaining players will win that set

FOULS & EJECTIONS
➢ In the case of a disagreement, the matter will be discussed by the team captains
➢ Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated
➢ An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension*

TIE-BREAKING RULE & PLAYOFFS
➢ Overtime will only be used for playoff games if teams are tied at the end of the 45-minute game

- ➢ Overtime will be a determine by one set or a maximum of five minutes
- ➢ If both teams still have players left at the end of the 5 minutes, the team with more players wins
- ➢ Should a tie still exist, teams will play another 5-minute overtime until a winner is determined
- ➢ If the teams have an equal number of players left they will then play to a sudden death conclusion – first team to have a player eliminated loses

NOMADS

- ➢ *NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- ➢ Teams using a NOMAD must have 3 players from their roster signed in.
- ➢ Teams can only have a NOMAD if their team cannot field the minimum amount of players to begin a game or reach the max playing roster size.
- ➢ Once a team reaches a roster size of 6 registered players, the NOMAD(S) can no longer play in that game (A registered player is defined as a player on the original team roster).
- ➢ A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.
- ➢ A NOMAD may not be used during a playoff game.