UTM INTRAMURALS – COED DODGEBALL
RULES AND REGULATIONS

NUMBER OF PLAYERS
- Games will be played with 6 players on each team.
  - A match may not begin with fewer than 4 players, with a maximum of 4 players of the same gender.
  - Minimum of 2 per gender are always required to be on the playing field at all times.
- Teams are permitted a maximum roster of 20 players.

DEFAULT
- If a team does not have enough players by 5 minutes past the scheduled time, the team will lose by default.
- The default score will be recorded as 10-0.

LENGTH OF GAMES
- Matches will be played best 3 out of 5 games, with a 10-minute limit for each game.

OFFICIALS
- Dodgeball is a self-officiated sport.

EQUIPMENT & UNIFORMS
- Proper athletic attire (no jeans or street shoes) and non-marking shoes must be worn.
- Six balls will be used for all games.

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

SCORING SYSTEM
- The league runs through a point system:
  - WIN = 3 points
  - TIE = 1 point
  - LOSS = 0 point
  - DEFAULT = -1 points

START OF PLAY
- Players must line up with both feet behind the base line to start the game.
- Balls must be cleared past the attack line before they can be thrown.
PLAY & BOUNDARIES
- Players must stay within the playing area throughout the game (i.e. players cannot pass any boundary lines, including the center line).
- Players may only be hit by a ball thrown beneath the shoulders. **Headshots do not count.**
- Any ball that hits an object or surface is considered dead.
- If a player is called out, they must immediately drop any ball in their possession.
- Players may only hold one ball at a time and cannot hold it for longer than 5 seconds.
- A player holding a ball can use it to deflect another ball.
- Eliminated players must retrieve balls for their teammates.
- Eliminated players must remain outside the playing area on their half of the court/playing area.
- 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.
- Attack lines are located between the center line and end lines (boundary lines will be outlined by Game Manager prior to start of game).
- Six balls will be placed on the center line at the start of the game.
- Games will end when all of one team’s players are eliminated.
  a. If the 10 minutes time expires, the team with the more players will win that set.

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.
  a. When a ball is caught, players can re-enter the game on a ‘first-out, first-in’ basis
- If a player leaves or crosses the playing area boundary lines, they will be called out.
- If the ball is caught before it hits the floor, the player that threw the ball will be called out.
- If a player ducks and is hit in the head, that player is out.
  a. If the player does not duck and is hit in the head, the throwing player is out.
- If a player is in possession of a ball for longer than 5 seconds they are ruled out.
- If a player deflects a ball and the ball hits them, or a teammate, 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.
- Substitutions can only be made between games or in the event of an injury.

END OF GAME
- The game ends when all players from one team are out.
- If the game has not finished and time expires, the team with the most remaining players wins.

FOULS & EJECTIONS
- In the case of a disagreement, the matter will be discussed by the team captains. Any further disagreements will be resolved by the Game Manager.
- 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.
- In that case a maximum of five more minutes will be played.
- If both teams still have players left, the team with more players wins.
- 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.