

# UT INTRAMURAL SPORTS PROGRAM

## DODGEBALL RULES – FALL 2009

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*Participation in UT RecSports Programs is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The RecSports Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. UT does not provide personal health or medical insurance coverage for participants.*

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### **GENERAL INFORMATION**

1. Participation is limited to currently enrolled, fee-paying UT students and faculty/staff members with RecSports Memberships.
2. Participants must present their VolCard or current RecSports Membership Card in order to participate. If the membership card does not have a picture, the participant will be required to show a government issued picture identification along with the membership card.
3. All players must be listed on the team's roster by 2:00PM the day of the game in order to be eligible for competition that day. If you have any trouble adding a player or yourself to the team roster, please contact the Intramural Sports Office at (865) 974-2382 or via email at [imsports@utk.edu](mailto:imsports@utk.edu) by 2:00PM the day of the game.
4. Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.

### **TEAM COMPOSITION**

1. A team shall have no more than six (6) players on the court.
2. A team must have at least three (3) players to begin a match.
3. Participants can compete for only one single sex team, regardless of league classification.
4. Each team shall designate a team captain(s). If more than one player is designated, a speaking captain must be selected to make all decisions.

## THE MATCH

1. **LENGH OF CONTEST:** A match will consist of a best two (2) out of three (3) game series. The first team to win two (2) games shall be declared the winner of the match. The third game shall not be played unless it is necessary to determine the winner of the match
2. **TIME LIMIT:** There will be a six (6) minute time limit on each game. After the time limit has expired, the team with the greater number of players remaining will be declared the winner of the game. If an equal number of players are remaining, a one (1) minute sudden-death overtime will be played between the players remaining on the court until a winner is declared.
3. **GRACE PERIOD:** Teams will be granted a five (5) minute grace period from the original game start time if at least one (1) participant is signed in at game time. If enough players show up to play before the five (5) minutes are up, the game will begin and the other team will be awarded the first game. **If no players are signed in at game time, there is no grace period and the game will be declared a forfeit.**
4. **DEFAULTS:** A default is an un-played game that is recorded as a loss but is not considered a forfeit. In order to receive a default, teams must have one less than the minimum number of participants required to play for that sport at game time or they must notify the Intramural Office of their inability to field the required number of participants for the game no later than 2:00PM on the day of the contest (once the default has been requested, it cannot be overturned). No forfeit fee is assessed for defaults.
5. **FORFEITS:** If a team fails to appear for a scheduled game or match on time (or following the grace period) or does not have one less than the minimum number of participants required to start the game at game time (or following the grace period), a forfeit will be declared. If a team forfeits a contest, the captain's student account will be charged a \$20 forfeit fee, the team will be ineligible for postseason competition, and the team may be dropped from the league if there is a wait list team to replace them. A team with two forfeits will be automatically dropped from the league.

## PLAYING RULES

1. Games will begin by placing the dodgeballs along the center line. Three (3) on one side of the center circle and three (3) on the other. Players will take a position behind their end line. Following a signal from the court monitor, teams may approach the center line to retrieve the balls. Teams may only retrieve the three (3) balls to their right of the center circle. Once a ball is retrieved, it must be taken behind the attack-line before it can be legally thrown and put "out" an opponent.

2. **BOUNDARY LINES:** The limits of the playing area will be the basketball court sidelines and the volleyball court service line. All players must remain within the boundary lines.
  - Players may leave out the sidelines and end lines to retrieve balls, but must reenter through the end line.
  - A player may not be hit while he/she is retrieving a ball outside the boundary lines.
  - A player cannot make a catch outside the boundary lines and get an opponent out.
3. **ATTACK LINE:** The volleyball court 10 foot line will be attack line. A player may advance into their opponent's side of the court to this line.
4. A player is out if:
  - a thrown ball hits the player below the shoulders on the fly;
  - he/she ducks, bends over, or is on the ground and is hit in the head;
  - he/she throws a ball which is caught on the fly (includes deflections off players and balls) by an opponent;
  - he/she steps on or over the attack line in the front court (opponent's side);
  - he/she drops a ball in his or her possession as a result of contact made from an opponent's thrown ball still in flight (has not hit the ground);
  - he/she leaves the playing area to avoid being hit;
  - he/she fails to immediately reenter the playing area after going to retrieve a ball
5. Only one (1) player may be called out on a single throw (Example: Team A throws a ball and hits a Team B player and deflects on the fly to hit another Team B player – Only the initially hit player will be called out)
6. A player may reenter if a teammate catches a thrown ball on the fly (includes deflections off players and balls).
7. Balls thrown before a player is out will remain live and can put an opponent out.

8. Deflections off the floor, wall, court dividers, bleachers, hoop, court monitor, or ceiling do not count as an out if caught.
9. Once a player is declared out, he/she must leave the playing area immediately by stepping over the nearest sideline or end line.
10. STALLING: If a player is stalling, or making no attempt to play a ball, he/she will be ordered to roll the ball to the other side by the court monitor. A player may be called out at the court monitor's discretion for continuously stalling to avoid an outcome of the game.
11. SUBSTITUTIONS: There are no time-outs or substitutions during a game. Substitutions will be allowed prior to the start of a game.

## **COREC MODIFICATIONS**

### TEAM COMPOSITION

1. A team shall have no more than six (6) players on the court (3 males and 3 females or 4 females and 2 males).
2. A team must have at least three (3) players to begin a match (2 males and 1 female or 2 females and 1 male).
3. If five (5) players are present, a team may play with the following combinations:
  - 3 males and 2 females
  - 2 males and 3 females
  - 1 male and 4 females
4. If four (4) players are present, a team may play with the following combinations:
  - 2 males and 2 females
  - 3 males and 1 female
  - 1 male and 3 females
5. Participants can compete for only one corec team, regardless of league classification.