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@UK Campus Recreation and Wellness

## Intramural Dodgeball (Revised 8/19/19)

### GENERAL INFORMATION

1. All participants must register at <https://recwellservices.uky.edu/>
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

### Participation in ALL Intramural Events Require:

1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

### BCTC student/faculty/staff must pay the "Recreation Fee" before access to IMLeagues.com or participation

1. Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>
2. Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt
3. Email the Intramural Director, Natasha Harris at [neharris1@uky.edu](mailto:neharris1@uky.edu) and provide an email address
4. Provide an email address you'd like to use to log into your IMLeagues.com account

### These groups must send an email [neharris1@uky.edu](mailto:neharris1@uky.edu) to have an account created for participation:

1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

### 10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. **10-minute rule applies to various sports:**
  - a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
  - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
  - c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. **Defaults vary depending on tournament design**
  - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
  - b. Two (2) defaults result in a forfeit or are the same as a forfeit
  - c. Submit Default for your game via IMLeagues.com by completing the "Default" link by 5pm the day of your scheduled game time: <https://forms.gle/4o2CNxRGh2ugrVW>
  - d. Failure to submit your default before designated time will result in a forfeit and \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. **Forfeits applies to various team sports and tournaments:**
  - a. Team captain, Greek chair or Residential chair assumes responsibility for that team
  - b. *Captain or Chair is suspended and responsible for paying the \$20 forfeit fee*
  - c. *Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game*
  - d. Review our [Wildcard Player Participation Policy](#) to assist team to avoid forfeits
  - e. *Forfeit Fees CAN BE PAID ONLINE at:*  
<https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001>
4. **Inclement weather decisions will be made no later than 3pm on game day**

## ROSTERS

- Twelve (12) player limit for all teams.
- A player may only play for one team.
- Players are not officially on a team until they have shown their ID to check in or for on-site registration signed a waiver. Once a player has played for a team that is the team, he or she shall be on for the remainder of the league or tournament.
- To be eligible for the playoffs, a player must play in at least one regular season game.
- Rosters will be locked at the beginning of the first game of the tournament

## PLAYERS

- Teams will consist of a six (6) player active line-up for each game.
- **Substitutions of players will not occur during a game.**
  - Exception: Injured, non-eliminated player may be replaced during a game but are ineligible for the remainder of that particular match.
  - All substitute players or eliminated players shall remain in the bench area at the end of each court beyond the basketball end line.
- Teams may change active lineups for each game of a match.
- Teams must field four (4) players to start a match.

## LEAGUE/TOURNAMENT PLAY

- Schedules will be posted on [Fusion IM](#)
- For pool play, each team will be scheduled to play all other teams in their division. This will occur twice.
- The first (1<sup>st</sup>) game to be cancelled due to inclement weather, facility issues, closing of the university, etc. will be moved to the end of the season, remaining games will not be rescheduled
- Teams with 3.0 or better sportsmanship rating and .500 or better record will advance to the tournament.
- The tournament will be double elimination.

## GAME TIME AND LENGTH

- Matches shall consist of the best 2 of 3 games.
- Championship matches shall be the best 3 of 5 games.
- Each game has a 5-minute time limit.
- Each team will be allotted one time-out of 30 seconds per match. Play resumes after a time-out with the same players as prior to the time-out.
- All players are in jeopardy until the court officials recognize and signal a time-out end of regulation.
- All throws released prior to the officials whistle for time-out or end of regulation are LIVE until becoming dead. A throw released prior to the official's whistle can eliminate an opposing player.
- **Forfeit Rule:** A team with three (3) or less players signed in in at game time will fall under the 5-Minute Rule. With the start of the clock and with each subsequent minute that passes of the first game of the match, the unprepared team shall lose the right to a player in that game as if he/she had been eliminated through game play. If the first game ends with the unprepared team still below the minimum number of players, the match shall be a forfeit.
- **Timeouts**
  - Each team will be allotted one time-out of 30 seconds per match. Play resumes after a time-out with the same players as prior to the time-out.
  - Coaches and spectators are not permitted on the court during time-outs.

## EQUIPMENT

- The IM Department will provide all game balls.
- The number of balls used in regulation is six (6).
- Game balls will be assigned to courts according to color. Each court will have game balls of the same color.
- Game balls entering a play area from another may not be used in the foreign courts play.
- Participants must wear athletic clothing. Participants may not play in jeans or other pants, etc.

## **EQUIPMENT (Continues)**

- Participants must wear indoor athletic shoes with non-marking soles. No participant may play in cleats, boots, bare feet, socks, sandals or other open toed shoes.
- The following equipment shall be considered Illegal:
  - Headgear containing any hard, unyielding, or stiff material, including billed hats.
  - **Jewelry of any kind including earrings, finger rings, wedding rings, necklaces, watches, etc.**
  - Pads or braces worn above the waist.
  - Shirts or jerseys, which do not remain, tucked in.
  - Hard leg and knee braces which are not covered.

## **BEGINNING A GAME**

- A coin toss shall allow the toss winning team to choose their side for the first game. The teams shall switch sides for game two with the coin toss winning team having the option of sides for any third game played.
- Overtime periods shall continue the alternation set in regulation.
- All six (6) dodgeballs shall be placed on the center line with three (3) on each sides of the center circle.
- Players begin each game behind their end-line for the opening rush.
- At the official's signal, teams may approach the center-line to retrieve their dodgeballs. Teams may only take the three (3) balls to the **RIGHT** side of the centerline as they face it.
- Any balls remaining on the center-line after the Opening Rush may be retrieved by a player from either team.
- Any balls dropped in the Opening Rush rolling over the center line and toward the opponent are lost to that opponent and may not be retrieved.
- A **FALSE START** will be called if players cross their end-line prior to the official's game start signal. A false start results in a ball being taken from the offending team's side of the center line and place on the opponent's side. This will be repeated for each infraction.
- All balls must be carried or passed behind the attack line (volleyball 10-foot line) before being legally thrown at an opponent.
- Once a ball has been moved behind the attack line, it may be thrown from anywhere on the team's side of the court, including in front of the attack line.
- Once all balls are in play following the Opening Rush, all attack line restrictions end.

## **OVERTIME RULES/Sudden Death**

- If an equal number of players remain after regulation play, a two-minute overtime period shall be played.
- The overtime period shall be played as regulation with the object being to eliminate the other team entirely.
- If after the first overtime, an equal number of players remain, Sudden-Death Play shall occur. In Sudden Death Play, the first team to eliminate an opposing player shall be declared the winner.
- Sudden-Death Play shall not be timed. Play will continue until the first team eliminates any **ONE** player.
- Overtime and Sudden Death Play shall begin with a single ball in each remaining players' possession. The players shall begin play from the baseline and may move forward on the official's signal.
- Extra balls shall be placed on the center line and be at the disposal of the first player to reach them.

## UNSPORTSMANLIKE CONDUCT

- **Unsportsmanlike Conduct or fighting will not be tolerated!**
- **A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.**
- **Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.**
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
- Unsportsmanlike Conduct that is but not limited to:
  - Arguing a call
  - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
  - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
- Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2,1, 0 sportsmanship rating that team cannot advance in playoffs.
- **Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.**
- **Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.**
- **Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team's remaining schedule**
- Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff

## CONDUCT (All team representatives are expected to display good sportsmanship)

- Any team representative ejected from a game for any reason shall be suspended from **ALL** Intramural play until they contact the Intramural Director.
- It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at [neharris1@uky.edu](mailto:neharris1@uky.edu)
- If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

## PROTESTS

- There will be no protest involving official's judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
  - To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
  - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, [neharris1@uky.edu](mailto:neharris1@uky.edu) or turned into the IM Office, room 172-B of the Johnson Center.