Intramural Dodgeball Rules

GENERAL INFORMATION
All participants must register at https://recwellservices.uky.edu/ to participate
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register
Electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:
Valid UK or BCTC student, faculty or staff ID required for all contests to participate
Jewelry is NOT permitted
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to Fusion IM or participation
Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronic receipt
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you’d like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:
Religious Advisors
Spouses of current UK student/faculty/staff can only play on CoRec teams

Inclement Weather/Defaults/Forfeits:
Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design
A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a $20 forfeit fee and must pay the fee before the next scheduled contest
Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the “Default” Button with your corresponding game at least three (3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a forfeit and the $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:
If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance to the next round.
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 (1st) 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 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.

CONDUCT

- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player 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 player to setup an appointment with the Intramural Director via email, 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.
CONDUCT (Continues)

- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

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 or turned into the IM Office, room 172-B of the Johnson Center.