

Mixed Dodgeball

Revised August 2011

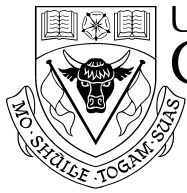
General Regulations:

- There are no warm up balls provided. There will be one game ball designated per court and it will remain in the possession of the referees until the commencement of the match. Teams may decide to play with a different ball other than the one provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the participant clinic. To complete your roster you will need to know each players UCID number. All players who do not have a U of C Id number must contact Client Services at 403-220-7749 to request a UCID number. Input your roster online at www.ucalgaryrecreation.ca/intramurals. After league play has begun additional players may be added to the roster, but they must be added by the Intramural Sports office and complete an online waiver before they are allowed to play.
- All players must have an online waiver signed a minimum of 48 hours prior to their first game. Instructions on how to sign online waivers can be found at http://www.ucalgaryrecreation.ca/waiver_instructions.
- All players must be prepared to check in with the supervisor for every game with a piece of photo identification.
- To be eligible for playoffs a player must have played in at least one regular season game and be on the team roster with an online waiver signed. Teams are to have a fair play rating of 3.60 (coordinator discretion).
- Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.
- For outdoor sports, any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.
- Current Intercollegiate and former professional athletes are not permitted to play.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff and other intramural participants**. This will be strictly enforced.

For a complete list of policies, see www.ucalgaryrecreation.ca/intramurals Policies and Regulations.

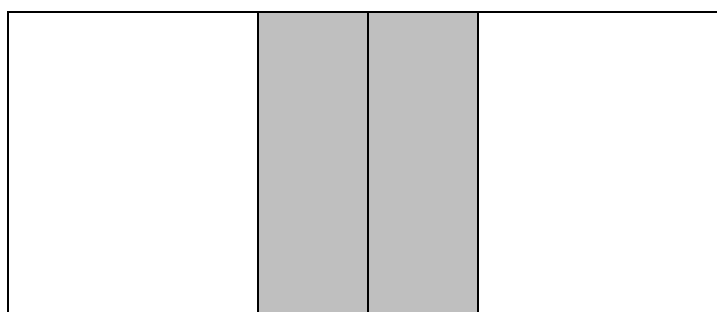
Playing Rules:

- There must be a minimum of five (5) players on the floor, and a maximum of six (6) players.
- Teams must have a minimum of one (1) player of the opposite gender and a maximum of four (4) players of the same gender on the court to start each game.
- Teams must have a minimum of five (5) players including one (1) player of the opposite gender on the court within ten (10) minutes of the scheduled start time to avoid a default. **Defaults will be recorded as a 15-0 loss.**
- Each game will consist of four (4) periods lasting ten (10) minutes each. Referees may adjust the period times in order to end a game on time.



- The purpose of dodgeball is to eliminate the opposing players from the game by hitting them with the ball (below the shoulders). The team with the last person still in the game wins that game and receives a point. Teams will continue playing games until the 10 minute period is over. The team with the most wins at the end of four (4) periods will take the win.
- A game is started by having six (6) balls placed on the centre line. Teams are to be lined up at their respective back wall. The game is started with “Ready, Set, Dodgeball”. Where players will then race to the balls placed on the center line.
- A Neutral Zone will be marked by pylons one (1) meter on either side of the center line. Players on any team may enter the neutral zone and cross the centre line at any time.
- Teams will switch sides after each game.
- Overtime consists of all players coming back on the floor and is over when the first player is knocked out. Games will only go into over time during playoffs at the referees’ discretion.
- Headshots and any shots above the shoulders are not allowed. Balls thrown (intentional or accidental) that strike an opponent in the head (above the shoulders) will not be tolerated. The player throwing the headshot is eliminated from that game.
- If a ball is caught in the air the thrower is out and the team that caught the ball may bring an eliminated player back into the game. Deflections do not count.
- A deflected ball is considered to be dead. Any player from the non-throwing team that is hit with a deflected ball is not eliminated. This includes deflections off of the floor, walls and ceiling and off another player or ball.
- If a player is eliminated from the game (hit by a ball, throw is caught) they are to raise their hand to signal that they are out and leave the playing court. Eliminated players can assist in retrieving balls that are out of bounds or are to sit on the team bench. Opponents are not to throw at a player with their hand raised.
- Players may have only one ball in possession at a time. Hoarding balls is not allowed.
- While in possession of a ball the only options available to a player are to throw the ball, pass it to a teammate, and use it to block another ball. Once you have possession of a ball you have ten (10) seconds to release that ball by throwing it or passing it. If a ball is fumbled or dropped while in possession then the player is eliminated.
- Players may put a ball down to catch another ball. This is not considered hoarding.

Court Layout



Neutral Zone