Any intramural policies not mentioned here can be found in the Intramural Handbook. By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

1. **Sportsmanship**

1.1. Any action deemed unsportsmanlike can be assessed an unsportsmanlike penalty and/or ejection by officials or Intramural Supervisors. This includes, but is not limited to: dissent, taunting, destruction of property, and profanity.

1.2. Any player ejected will be suspended for a minimum of one (1) game and must meet with the Assistant Director or Coordinator of Intramural Sports prior to returning to play.

1.3. Depending on the severity of the situation, additional sanctions include suspensions, loss of intramural sport or Campus Recreation privileges, and referrals to UC Judicial Affairs.

1.4. In order to qualify for playoffs, teams must secure a 3.0 or higher average during the regular season.

1.5. UC Intramural Sports uses the following 4.0 sportsmanship scale:

<table>
<thead>
<tr>
<th>Score</th>
<th>Description</th>
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| 4.0   | • Always respectful to officials and opposing team.  
      | • Does not argue or complain with or about the officials.  
      | • Does not comment about officials’ calls. |
| 3.0   | • Usually respectful to officials and opposing team.  
      | • Minimal arguing/complaining about officials’ calls.  
      | • One technical foul issued. |
| 2.0   | • Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
      | • Several instances of arguing or complaining.  
      | • Multiple technical fouls issued.  
      | • One ejected player. |
| 1.0   | • Excessive arguing or complaining.  
      | • Any contact or provocation of officials or opposing team members.  
      | • Multiple red sportsmanship cards issued.  
      | • Any player involved in a fight. |
| 0     | • Team and/or players are out of control.  
      | • Multiple persons on team fighting.  
      | • Very disrespectful to officials.  
      | • Destruction or abuse of UC property.  
      | • A team that receives a "0" rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition. |

2. **Eligibility/Rosters**

2.1. All players on a team’s roster must satisfy the following two criteria:

2.1.1. Be a current UC student (actively taking classes) or a current UC faculty or staff member.

2.1.2. Possess an active membership to the UC Campus Recreation Center.
2.2. A player who plays on a team in the regular season game or is added to the roster prior to playoffs is eligible for playoffs. Rosters will lock once playoffs begin.

2.3. A team may have up to 20 participants on its’ roster.

2.4. Per sport, per season, individuals may only play on one team from each column:

<table>
<thead>
<tr>
<th>Column 1</th>
<th>Column 2</th>
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</thead>
<tbody>
<tr>
<td>Independent</td>
<td>Coed A</td>
</tr>
<tr>
<td>Fraternity</td>
<td>Coed B</td>
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<tr>
<td>Men’s A</td>
<td>Coed</td>
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<tr>
<td>Men’s B</td>
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<tr>
<td>Men’s</td>
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<tr>
<td>Sorority</td>
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<tr>
<td>Women’s</td>
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</tbody>
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3. Teams and Substitutions

3.1. Teams will consist of six (6) players. A team may start with four (4) players checked in.

3.2. Coed teams must have one of the following combinations of players at the start of each game: 3 male/3 female, 2 male/3 female, 3 male/2 female, or 2 male/2 female.

3.3. Substitutions cannot take place during a game unless there is an injury.

3.4. Teams may change lineups in between games.

4. Equipment

4.1. UC Intramurals will provide dodgeballs. Any player treating equipment in a blatantly harmful or destructive manner will be issued a yellow card and/or ejected.

4.2. Players must wear athletic clothes and athletic, indoor, non-marking shoes. Players must also abide by any other CRC gymnasium rules not covered here.

4.3. **NO JEWELRY.** This includes hats, bandanas, earrings, bracelets, etc. Casts must be covered with padded material.

5. Match Timing and Timeouts

5.1. Games will have a time limit of seven (7) minutes.

5.2. There will be NO time outs. Play may be stopped by an official for injuries.

5.3. Matches will consist of the best three (3) out of five (5) games. Teams will switch sides after each game.

5.4. All five (5) games will be played regardless of the outcome of the first four (4) games.

5.4.1. If a team is down three (3) games at any time, the losing team’s captain may choose to concede the remaining games.

6. Court and Boundaries

6.1. The boundaries of the court are determined by the boundaries of the basketball court. All active players must stay within these lines, unless they are retrieving a dodgeball that has exited the playing area.

6.2. Players retrieving balls outside the playing area must exit and enter through the end (back) line.

6.3. Players may reach across a side-line to retrieve a ball, provided an entire foot does not cross the side-line.
6.4. Eliminated or bench players may help retrieve dodgeballs for their team.
   6.4.1. These players may not enter the field of play or interfere with active play (see section 13).
6.5. A team is only entitled to the out-of-bounds dodgeballs on its’ respective side. The center line will extend out-of-bounds for this purpose.
6.6. The center line will be determined by the center line of the basketball court. Players may not break the plane of this line with an entire foot.
   6.6.1. CLARIFICATION - If half of a player’s foot crosses the line, the player is considered in bounds. If the full foot crosses, the player is considered out-of-bounds.
   6.6.2. EXCEPTION – A player may cross this line at the start of the match, as long as he or she does not cross in attempt to eliminate another player, and his or her momentum is all that carries the player across the line.
6.7. There are two (2) attack lines. One (1) on each side of the court, represented by the 10-foot line of the volleyball court.
6.8. Eliminated players must remain out of bounds on the scoreboard side of the court behind their own attack line, unless retrieving an out-of-bounds dodgeball.

7. Match/Game Play

7.1. The object of the game is to eliminate all opposing players. The first team to legally eliminate all opposing players wins the game.
7.2. If time expires, the team with the most players remaining wins the game.
7.3. Overtime: If there are an equal number of players on each team after time expires, a two (2) minute overtime period will be played. Team captains can elect to add an equal number of players to each team. If a number cannot be agreed on, overtime will begin with the players left on the court at the end of regulation.
   7.3.1. EXCEPTION – If both teams have one (1) player left, both teams must add at least one (1) player.
7.4. If after the first overtime, there are still an equal number of players, a sudden death overtime will occur. The first team to knock out one opponent will win. Again, captains may elect to add an equal number of players to each team. If a number cannot be agreed on, overtime will begin with the players left on the court at the end of the 1st overtime.
   7.4.1. EXCEPTION – If both teams have one (1) player left, both teams must add at least one (1) player.
   7.4.2. In sudden death, one (1) dodgeball will be placed on either side of the center line for each team. The remaining four (4) dodgeballs will be placed in the middle and are eligible for either team.

8. Opening Rush

8.1. Six (6) dodgeballs will be placed on the center line, three (3) to each side.
8.2. Each team may only initially retrieve the three (3) dodgeballs to the team’s right. This is to ensure that players do not collide head-on. After the opening rush, any remaining dodgeballs may be retrieved by either team.
8.3. Prior to the opening rush, all players must have both feet behind the end lines.
8.4. Any dodgeballs that are dropped and/or roll to the opposing team's court are lost.
8.5. A false start will be declared if players (1) start prior to the whistle or (2) are not completely behind the end line. Each false start causes the offending team to lose one (1) dodgeball for the opening rush. Repeated violations will result in multiple losses.
8.6. During the opening rush, all dodgeballs must be moved behind the attack line before being thrown across the center line.
8.7. Following the opening rush, players may attack from anywhere in-bounds on their half of the court.
9. Live Ball vs. Dead Ball

9.1. A live ball is a ball that is thrown; it is still live if it hits an active player or a held dodgeball. The ball is dead once it hits an object other than an active player/held dodgeball or is caught.

9.2. Players may not kick, punt, or spike the ball. This will result in an unsportsmanlike yellow card.

10. Player Elimination

10.1. A player will be eliminated if:
   10.1.1. He/She is hit at the shoulder level or below by a live ball,
   10.1.2. He/She has his/her live ball caught by an opposing player in bounds.
   10.1.2.1. CLARIFICATION – If a player is hit or deflects a dodgeball and a teammate catches it, only the thrower is out.
   10.1.3. He/She hits an opposing player above the shoulders with a live ball.
   10.1.3.1. EXCEPTION - If a player crouches down/ducks and his/her head is below where his/her shoulders normally would be, and is hit above the shoulders, the dodging player will be considered out.
   10.1.3.2. CLARIFICATION – If a player deflects a live dodgeball with a held ball, and the live dodgeball hits a teammate above shoulder level, the teammate is eliminated.
   10.1.4. He/She crosses the side-line with an entire foot to retrieve a dodgeball.
   10.1.5. He/she crosses a boundary line with an entire foot while not retrieving a dodgeball.
   10.1.6. He/she completely crosses the center line with an entire foot.

10.2. A player may use a dodgeball to block incoming throws.
   10.2.1. However, if he or she drops the dodgeball as a result of blocking a ball, he or she will be out.
   10.2.2. Players may intentionally drop a held ball in order to catch a live ball.

10.3. If a player catches a ball, a team member from his or her own team may come back.
   10.3.1. The order in which the players come back into the game will be the order in which they were eliminated. For example, the first person out must be the first person back in.

10.4. Once players are eliminated, they must immediately drop all balls and exit the court. Players should line up in the order they were eliminated in case they are reinstated by a catch on their side.

11. Stalling and Five Second Violations

11.1. Either team may not possess all dodgeballs on its’ side for five (5) seconds or longer.

11.2. Before five (5) seconds are up, the possessing team must make a play across the opponent’s attack line, including rolling, throwing, or attacking.
   11.2.1. First violation: Play is stopped, and all remaining players will line up for an opening rush.
   11.2.2. Second violation: Play is stopped. One (1) player from the trailing team will be awarded a free shot. Following the free shot, all remaining players will line up for an opening rush.
   11.2.3. Third and all subsequent violations: Play is stopped, and one (1) player will be eliminated from the offending team. This will occur alphabetically.

11.3. Stalling rules will apply for all game and time periods.
12. Free Shots

12.1. During a free shot, one player from the non-offending team will be awarded an unobstructed shot against the offending team’s remaining players.
12.2. One dodgeball will be placed on the center line.
12.3. An official will blow his or her whistle once both parties are ready. The thrower will have five (5) seconds to throw the ball.
12.4. Defending players may not hold a dodgeball or catch the throw. Any contact with the live, thrown dodgeball will eliminate the player.
12.5. Players must remain in bounds during and after the throw.

13. Interference

13.1. Interference occurs when an inactive player intentionally interferes with live play. This includes an eliminated player intentionally blocking balls while on his or her way off the court.
13.2. On an interference call, an offending team’s player closest to the infraction will be eliminated.

14. Unique Rules

14.1. Any balls in flight will be considered dead once the whistle/timer blows. If a player is hit while the whistle is blowing, he or she will be considered out.
14.2. If a player makes a basket with a live ball during regulation, all eliminated players from his or her team may re-enter the game immediately.