Any intramural rules or 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 Campus Recreation uses a 4.0 point sportsmanship scale.
   1.2 In order to qualify for playoffs, teams must secure a 3.0 or higher average during the regular season.

| 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 yellow sportsmanship card issued. |
| 2.0 | • Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
     | • Several instances of arguing or complaining.  
     | • Multiple yellow sportsmanship cards or one red sportsmanship card 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. |
| 0.0 | • 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 be both current Campus Recreation Center Members *AND* current UC student, faculty, or staff.
      2.1.1 Full time students are automatically members of the Campus Recreation Center.
      2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
   2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.
   2.3 A player may only play on one men’s or women’s team AND one coed team.
   2.4 A team may have up to 20 people on its’ roster.
3. Teams and Substitutions

3.1. Teams will consist of six (6) players. A team may start with four (4) players checked in. Teams may have up to 20 players on their roster. For coed teams, if teams have five (5) players checked in, there must be at least two (2) from each gender checked in (i.e. Teams cannot start with four (4) males and one (1) female).

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, bandannas, 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 each game.

6. Court and Boundaries

6.1 The boundaries of the court are determined by the boundaries of the basketball court. All 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 line.

6.2.1 Players may reach across a side-line to retrieve a ball, provided an entire foot does not cross the side-line.

6.2.2 Players who are out or bench players may help retrieve dodgeballs for their team.

6.2.3 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.

6.3 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. (Example: If half of your foot crosses the line, you are considered in bounds. If the full foot crosses, you are out of bounds.)

6.3.1 EXCEPTION - Players may cross this line at the start of the match, as long as they do not cross in attempt to eliminate another player and their momentum is all that carries them across the line.

6.4 There will be 2 attack lines on both sides of the court, represented by the 10-foot line of the volleyball court.

6.5 Eliminated players must remain out of bounds on the scoreboard side of the court behind their own attack line.

7. Opening Rush

7.1 Six dodgeballs will be placed on the center line, three to each side.

7.2 Each team may only initially retrieve the three dodgeballs to their right. This is to ensure that players do not collide head-on. After the initial rush, any remaining dodgeballs may be retrieved by either team.

7.3 Prior to the rush, all players must have both feet behind the end lines.

7.4 Any dodgeballs that are dropped and/or roll to the opposing team’s court are lost.
7.5 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 dodgeball for the initial rush. Repeated violations will result in multiple losses.

7.6 During the opening rush, all dodgeballs must be moved behind the attack line before being thrown across the center line.

7.7 Following the opening rush, players may attack from anywhere in-bounds on their half of the court.

8. Match/Game Play

8.1 The object of the game is to eliminate all opposing players. The first team to legally eliminate all opposing players wins the game.

8.2 If time expires, the team with the most players remaining wins the game.

8.3 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.

8.3.1 EXCEPTION – If both teams have one (1) player left, both teams must add at least one (1) player.

8.4 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.

8.4.1 EXCEPTION – If both teams have one (1) player left, both teams must add at least one (1) player.

8.5 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.

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 ball. The ball is dead once it hits an object other than an active player/held ball or is caught.

9.1.1 Players may not kick, punt, or spike the ball. This may 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 ball to block incoming throws. However, if he or she drops the ball as a result of blocking a ball, he or she will be out. 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. 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. Violations may result in yellow cards and/or ejections if repeated.

10.4.1

11. Stalling and Five Second Violations

11.1 The leading team may not possess all dodgeballs on its' side for five (5) seconds or longer.
11.2 Before five seconds are up, the leading team must make a play across the opponent's attack line, including rolling, throwing, or attacking.
11.3 First violation: Play is stopped, balls are distributed three on each side on the center line, and remaining players will line for an opening rush.
11.4 Second violation: One player from the trailing team will be awarded a free shot. This shot will be unobstructed (players cannot hold dodgeballs) and without fear of elimination (the player throwing will still be considered in, even if the opposing player catches the ball). The ball will be placed at the attack line and the player will have 5 seconds to throw the ball. Following the free shot, balls are distributed three on each side on the center line, and players will line up for an opening rush.
11.5 Third and all subsequent violations: One player will be eliminated from the leading team. This will occur alphabetically.
11.6 Stalling rules will apply for all game and time periods.

12. Unique Rules

12.1 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.

13. Unsportsmanlike Conduct and Ejections

13.1 The use of profane language is prohibited in Intramural Sports. Participants will receive a warning, then a yellow card, then an ejection for repeated use.
13.2 Any action deemed unsportsmanlike can be assessed a yellow card and/or ejection by officials or Intramural Supervisors. This includes, but is not limited to: dissent, taunting, destruction of property, and profane language.
13.3 The penalty for unsportsmanlike conduct will be a free throw for the opposing team.
13.4 Any players ejected will be suspended for a minimum of one game and must meet with the Assistant Director/Coordinator of Intramural Sports prior to returning to play.
13.5 Depending on the severity of the situation, players can be suspended from intramural sports for a prolonged period of time, or even banned.