



INTRAMURAL

Co-Rec Dodgeball

Wednesday, September 2nd

Teams can only register at the captains' meeting.

Individual player registration will begin at 6:00 PM.

The tournament will start at 6:30 PM.

MANDATORY CAPTAINS' MEETING: A mandatory captains' meeting will be held for team registration as well as to discuss tournament rules and format. The meeting will be held at **4 PM on Wednesday, September 2nd in the School of Business Room 203. Every team must send a captain or representative if they wish to participate in the tournament.** If a team captain or representative does not attend this meeting the team will not be included in the tournament. Individual player registration will be handled on-site in Guyer Gymnasium starting at 6:00 PM.

FORMAT: The exact tournament format will depend on the number of teams that register. All games will be played in Guyer Gymnasium located inside the Student Recreation Facility.

ELIGIBILITY: All full-time undergraduate and graduate UConn students at the Storrs campus, as well as part-time UConn students and Faculty/Staff who have purchased a membership to the Student Recreation Facility, are eligible to participate. See Intramural Handbook page 6. Participants who need to purchase a membership can do so during office hours 8:30AM–9:00PM, Monday through Friday.

VALID UCONN ID CARDS: Before anyone can participate, **each player must scan their UConn picture ID when they check in at all events.** If, for whatever reason(s), the ID is denied, the individual will not be allowed to participate in any Intramurals and Special Events at that time, **NO EXCEPTIONS.**

SAFETY:

1. Proper attire must be worn. No jeans or dress pants allowed.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Assistant Director of Intramurals and Special Events for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

The National Amateur Dodgeball Association (NADA) rules shall govern play during the tournament; the Assistant Director of Intramurals and Special Events has the authority to modify said rules at his discretion.

Game Rules

1. Each team must have 6 players to start the game (3 female, 3 male). Teams may have additional players for substitutes. Substitutions must be male for male and female for female.

2. During play all players must remain within the boundary lines. Players can only pass through their end-line to retrieve balls. Upon returning, players must re-enter through their end-line.
3. The game begins with all the players lined up behind their end-line. Six balls are placed at the center-line. Players are only allowed to grab the three balls to their right of the center hash mark. Once the balls are retrieved the players must be behind their attack line before they can legally throw the ball at their opponent. After retreating back to the attack line, players are allowed to throw from anywhere on their side of the court.
4. A player may not (or will be out):
 - Have any part of their body contact the playing surface on or over a sideline.
 - Exit or re-enter the court through their sideline.
 - Leave the court (sideline or end-line) to avoid being hit by or attempt to catch a ball.
 - Have any part of their body cross over the center-line and contact the ground on their opponents' side of the court.
5. Games will be five minutes long. The team that eliminates all of their opponents first or the team that has the most players remaining at the end of the time limit will be declared the winner.
6. If an equal number of players remain on each side after regulation a sudden death overtime period will be played. Overtime will begin with three players on each team behind their attack line with a ball in hand. The first team to eliminate any one opponent will be declared the winner.
7. Players are eliminated by:
 - Being hit by a thrown live ball below the shoulders.
 - Throwing a ball that is caught in the air by their opponent. A live ball deflecting off player A remains live only to player A and may only be legally caught by player A.
 - Having a ball knocked out of their hands by a thrown live ball.
 - Stepping out of bounds (with the exception of retrieving a loose ball) or across the center-line.
8. A player who catches a live ball thrown by their opponent is allowed to bring an eliminated teammate back into the game.
9. All throws must be below the shoulders. Hitting anyone in the head with a ball is illegal (as well as unsportsmanlike) and the participant who threw the ball will be declared out.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. The Department of Recreational Services reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

**If you have any questions please contact our staff @ 486-2357
or visit the department webpage at: web.uconn.edu/recreation**