The Dodgeball League
Rules and Regulations

The following rules are specific to the Dodgeball League. Competition and Game Administration Policies can be found on our website at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies.

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open Men, Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>Women's W2STGN Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier 1</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>-----</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Tier 2</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>-----</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Just For Fun</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>DIV &amp; CWD</td>
<td>NO</td>
<td>NO</td>
</tr>
</tbody>
</table>

a. DIV Divisional Team
   a. A team comprised of participants who have a common University identification (faculty, residence, etc) as outlined in the Divisional Structure Chart. Each Divisional team is allowed to carry a specific number of participants as “Designated Imports”; those who are of a different University identification. Each sport has a different number of allowable Designated Imports.
   b. Divisional Teams are always prefixed by their Identifying unit ID. Ex. ARTS – AUS, SCIENCE - SUS

b. CWD: Campus-Wide Team
   a. A team comprised of participant who do not have a common University identification, or more than the allowable number of Designated Imports.

Updated August 1st, 2018
Section B - Facilities of Play

B1 – All Dodgeball games will be played at the Student Recreation Centre.

Section C – Eligibility

C1 - Any current UBC student, faculty or staff member is eligible to participate in Intramurals as long as the registration permits. Please refer to http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/ under “Eligibility Policy”

C2 - Restrictions apply to Elite Athletes http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/ under “Elite Athlete Restrictions”

Section D – Waiver/Sign-In

D1 - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by the Dodgeball League, the player affected must sign another one. Players can sign online waivers (and are encouraged to do so at http://www.recreation.ubc.ca/intramurals/teams/sign-intramural-league-or-event-waiver/ instead of paper waivers once they are on roster listed on the website.

D2 - Each player must sign in initially with the supervisor by presenting a valid UBC ID card prior to their first game. The only cards accepted by Intramurals are the UBC Student Card and the UBC Staff/Faculty card, or, once they are on the roster (in our database), a government issued photo ID card (driver’s license, BC ID card, etc). Until our records show you having signed a waiver, Intramurals will only accept UBC Student or a UBC Staff/Faculty Cards.

D3 – For further information please see http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section E – Mandatory Equipment

E1 – Footwear
   a. All participants must wear appropriate indoor gym shoes with non-marking soles.
E2 – Players who wear glasses are **STRONGLY** encouraged to wear prescription goggles instead

E3 - League Uniform Policy

**Numbers and Colors**
For the purposes of player and team recognition, each team must have similar colored team uniforms with numbers that make the team both unified and uniquely identifiable with respect to the opposing team. At the game official's discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.

- Numbers must be clearly displayed on the back of the uniform
- Numbers must be a minimum of 6” in height
- Tape is not allowed to be used as a number
- Each member of a team must have a unique number in relation to the rest of their team
- Players who enter the game in violation of these rules after the uniform deadline will be subject to the sports associated penalty listed below:
- Uniforms do not need to be professionally made

Teams that are in violation of the Uniform Policy after the Uniform Deadline are subject to sport specific penalties for each player that does not have a uniform. The specific penalties can be seen below.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Uniform Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dodgeball</td>
<td>1 point per player per set per infraction</td>
</tr>
</tbody>
</table>

**Names and Logos**
- In reference to team uniforms, teams are responsible for adhering to the UBC policy on Harassment and Discrimination

**Just for Fun Teams are NOT subject to the League Uniform Policy**

**Section F – Equipment Regulations**

F1 - The official or supervisor has the right to remove any piece of equipment, which they deem to be dangerous or inappropriate for league play, including, but not limited to:
- Jewelry (this includes earrings, bracelets, necklaces, etc.)
  Exceptions: medical alert necklaces and bracelets.
b. Orthopedic braces with exposed metal
c. Towels attached to the players
d. Any hooded shirt or sweatshirt
e. Uniforms that have metal parts such as zippers or snaps

F2 – The official and exclusive ball of Dodgeball will be the 6” and 7” Super Skin Dodgeball and/or 6” Rhino Skin Dodgeball.

F3 – Body Accessories
a. No jewelry of any kind I allowed on the court. If jewelry is discovered during play, the official shall call time out and the jewelry shall be removed without penalty for the first violation. Subsequent player or team violations will result in the player being disqualified for the remainder of the match. The position may be substituted for during the match if the team has a valid substitute player available.

Section G – Length of Games (Times Structure)

G1 - Match Play/Game Play
a. The duration of the match is 5 sets
b. Sets will last 4 minutes each
c. 5 Sets will be played each match in all circumstances

Section H – Overtime/Tied Games

H1 – There are no overtime games during the regular Season

H2 - A tie occurs if both teams have the same score after the end of 5 sets.

H3 – If a tie occurs during a playoff game, teams will start a new 6 vs. 6 sudden death game. The first team to knock an opposing player out wins the match

Section I – Rules of Play

Rule 1 - The Players

1.1 Teams are composed of six players on the court.
1.2 Players must be current a UBC Student, Faculty, or Staff. Other bodies on campus are recognized by Intramurals as eligible to participate. Please see your registration guide for details.
Rule 2 – The Court

2.1 Court
   A. Court layout, Standard basketball size court using the same out of bounds area.
   B. In the Dodgeball League, the court also contains a red marked volleyball court (not shown), used for 1 on 1.

A – Dead Zone
B – Playing Area
C – Inactive Player Area
D – Officials/Scoreclock Area
E – Start/Return Area

C. Court Areas Defined

1. The area at the midline on the outside of the court is the official’s area (D).
2. Inactive Player Area - The area beside the official with the score clock, on either side is reserved for players who are not playing in this round, or who have gotten out during the current round (C).
3. The area at the center of the court is the dead zone. No person is allowed to step on the marker defining this area, or inside the area itself (A).
4. The player who is first to return after a caught ball by his/her team must be the person who has currently sat out the longest (first out,
first back in, second out, second back in), and MUST be closest to the official/centerline

5. Red marked volleyball court (not shown)

6. Start/Return Area – All players must start each game at the Start return area, which is against the back wall of their side. A player who is returning to the game (Returnies) after a caught ball **MUST TOUCH THE BACK WALL TO BECOME AN ELIGIBLE PLAYER AGAIN.**

Rule 3 – The Definitions

3.1 - **Attempt:** the act of the team with possession of the ball trying to put out a member of the other team by throwing the ball at them.

3.2 - **Deadball:** declaration by the official that an attempt has been nullified. A ball striking an official becomes a deadball at the point it touches the official. A kicked ball is a deadball at the point it was intentionally kicked. An attempt made prior to the official start of play is a deadball. An official will make a verbal call declaring the ball dead.

3.3 - **Dead zone:** the area at the center of the court separating the two playing areas. Players stepping “completely” into this area are OUT as if struck by a ball. This rule does not apply in the Women’s (W2STGN) division. During Women’s (W2STGN) play the dead zone is treated as neutral territory and players may enter at will. If, during a women’s (W2STGN) match, a player steps “completely” into the oppositions territory, that player is OUT as if stuck by a ball.

3.4 - **Dropsies:** any ball mishandled that is allowed to touch the ground prior to an attempt causes the player to be called OUT. An attempt to catch a ball (with another ball in hand) that results in a ball being dropped will cause the player to be called OUT. Dribbling the ball does not constitute mishandling unless the dribbling action is to ‘recover’ from a drop or handling error.

3.5 - **Fifteen Seconds:** a call by an official made to one team that has had possession of a ball in the playing area for more than fifteen seconds prior to making an attempt. A player may pass the ball to another teammate but an attempt must be made within fifteen seconds of the team first taking possession inside the playing area. The official may call a deadball if the team does not comply. That ball must then be rolled to the opposing team. If a player blocks an incoming throw with a deadball, and the thrown ball then hits the ground, they are out.

3.6 - **Head Shot:** A game ejection will be issued for a purposeful or dangerous attempt resulting in a headshot. This player is not eligible to return to play during that game.

**NOTE:** The official has WIDE latitude with regards to player safety.
3.7 - **Kick:** any intentional contact of the ball with the leg or foot of a player. Kicking is illegal and results in a deadball and other sanctions.

3.8 – **Delay of Game:** When a team purposefully does not make an attempt on the opposing team for 20 seconds while having the opportunity to do so. Ex. A team has all of the balls on their side, but has not picked any of them up to start the 15 second rule in an attempt to run out clock. The official will award 1 point for every Delay of Game penalty to the opposing team.

3.9 - **Returnies:** players are allowed to return to the field of play after being put OUT when a member of the same team catches an attempt of the other team before the attempt has struck the ground, wall, official, or other item not natural to the playing court. A returning player is not part of the play until they touch the back wall. Any attempt to interfere with a thrown ball while returning to play will result in the returnie being out once again.

A player must start the game to be eligible to return after a caught ball.

**Rule 4 – The Game**

4.1 **Start of the match**
   A. Each team takes opposite courts prior to the start of the game. The designated home team chooses the court to begin play on.
   B. If, at the scheduled match time, one team fails to field a team of at least 5, that team shall Default. See Default Policy for Intramurals.
   C. After the officials determine that both team are present and ready, the balls will be set along the deadzone. Both teams must be touching the far back wall on their side of the court in order for the match to start. Once the whistle is blown, both teams may then approach the deadzone to collect as many balls as they can.
   D. Before a ball becomes active (and can then be thrown), each ball must touch the back wall before it can be used to either throw and hit an opposing player, or to be used to deflect balls being thrown at you. The deadzone rule is in effect even for the start of the match (for deadzone definition see above).

4.2 **Play**
   A. Generally, play is continuous as each team makes attempts at throwing the other team’s players out until either all players on one team have been put out or time expires.
   B. No player may leave the court of the play to avoid being struck by an attempt. Any player doing so will be called out by the official.
   C. In no case shall a player step into the dead zone at any time after the game has started. The only exception to this rule is in the Women's (W2STGN) division where the dead zone is considered a Neutral Zone Advancement.
D. A player is called out:
   1. When they are struck by a ball before the ball strikes the ground or other permanent structure/surface not within the playing court. The player out is retired during the game to the Player Return Area.
   2. When an attempt is caught by a player of the opposing team prior to striking the ground, wall, or other surface outside the playing court the thrower is out.
   3. When their attempt strikes an opposing player and is then caught by a member of the same opposing team. Both opposing players remain in the game.
   4. When the player violates the jewelry rule after they or another player on their team has received a warning for jewelry previously during the same match.

E. Possession Changes
   1. Each team has 15 seconds to make an attempt on the other team after gaining or re-gaining possession. If the team holds the ball longer than 15 seconds, the official calls for the ball and bounces it into the opposite court. Play continues.
   2. When a deadball is declared, for reasons of kicking or team interference, the possession is taken by the official from the offending team and given to the other team by rolling the ball into their court.

F. Leaving the Court When Put Out
   1. Players shall immediately leave the playing area when put or called out. Failure to leave the court immediately can result in a forfeit of the game by the offending team as determined by the official. Players must also raise one of their hands to indicate that they are out, so that opposing players know not the throw at them.

G. 1 on 1 Play
   1. If play gets to the point of a 1 on 1 match between players, play is stopped.
      i. 1 on 1 play occurs only within the red-marked volleyball court lines
      ii. Each player is given 2 balls
      iii. All regular rules or attempts, outs, headshots and deadzones apply
      iv. First player to make a successful out wins the game for their team
      v. If both players still remain at the end of regulation play, the game ends in a tie
vi. If both balls are used up by both players without any being in reach of either player, the officials will stop the game, and 1 on 1 will be reset.

vii. Players MAY NOT leave the red-marked volleyball court for any reason while play is in. To do so will result in the offending player being called out, and the other team winning.

H. Ending a Match
   A. A set ends when:
      1. All players on one team have been put or called out
      2. Time expires
      3. A forfeit occurs
   B. At the end of each set, each player remaining counts as 1 point for that team.
   C. The team with the most points at the end of 5 sets is the winner.

I. Teams change court/sides after each game

J. Ending a Match
   A. A match ends when:
      1. All 5 sets have finished
      2. Maximum time expires (25 minutes) or;
      3. A team is unable to play (forfeit, default)

K. Time Outs: There are NO time outs.

L. Injuries
   1. Play and time is suspended when an injury occurs. The injured player must leave the court and cannot return until the next game. The injured player may be substituted for if the team has a valid substitution.
   2. Blood: play is immediately stopped if there is blood present.

M. Substitutions
   1. Substitutes are only allowed if an injury occurs.

Section J – Supplementary Discipline System (SDS) and Full Intramural Policy Page

Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner. Individuals may face disciplinary action as outlined in the SDS Classification System which can be found in the Intramural Policy Document at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/.