

**TWU Fitness and Recreation
Intramural Sports
Dodgeball**

****www.twufitnessandrec.com****

ACCIDENT INSURANCE

The State of Texas and Texas Woman's University cannot accept liability for injuries. Participants are encouraged to provide their own accident or personal insurance.

BEHAVIOR AND SPORTSMANSHIP

It is every player's responsibility to:

- ✓ Keep roster up-to-date
- ✓ Know the rules and abide by them
- ✓ Respect and cooperate with the officials

It is the responsibility of the team captain to:

- ✓ Insure proper behavior on the part of his/her team's fans
- ✓ Be responsible for his/her team for all the above

Friendly competition and good spirited rivalry are expected, however:

- ✓ Officials and student sport supervisors are university employees and will not tolerate verbal abuse or physical threats from or amongst players, captains or spectators
- ✓ Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension to calling DPS.

Sportsmanship Ratings will be assigned by the captains and Intramural Sport Student Supervisor following each contest:

- ✓ A team must have a "B" average to be eligible for the play-offs, regardless of their win/loss record. During playoffs, a team receiving a sportsmanship rating lower than a "B," will not be allowed to advance regardless of victory.

GENERAL

You must show a valid TWU, Fitness and Recreation, or Texas ID to participate:

- ✓ ID cards will be collected by officials prior to contest
- ✓ No ID, no play, no exceptions
- ✓ Any problems with a lost or misplaced ID must be taken care of prior to game time in the Assistant Director's Office between (Student Recreation Center room 113) 10a.m. - 4p.m.

Team captains, and only team captains, may address the officials:

- ✓ May only address matters of rule interpretation or essential game information and must do so in a courteous manner
- ✓ Any verbalization directed toward an official other than outlined above, will result in ejection from the game

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BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is sufficiently covered (preferably by a trained individual), or all pieces of the uniform that have blood on them are removed and replaced.

PLAYERS

Roster size is limited to 6 players:

- ✓ Players must be TWU students, Fitness and Recreation members, or faculty/staff
- ✓ Teams must have a minimum of 5 players to register as a team

EQUIPMENT

Shoes:

- ✓ No bare feet
- ✓ Tennis shoes (that tie) must be worn

Equipment:

- ✓ Fitness and Recreation has equipment for use.

GAME SET-UP AND TIME

1. Players switch sides after each game.
2. A match consists of the best 3 out of 5 games.
3. Each game will last a maximum of 7 minutes.
4. **Game time is forfeit time**

COURT PLAY

1. The Service:

- ✓ The game begins by placing the dodge balls along the center line. Players will take their positions along the end line and can run to retrieve the dodge balls when the official blows his/her whistle. Balls then have to be taken behind the attack line before they can be thrown.
- ✓ Teams and players are confined to the centerline, sidelines and end lines of the volleyball court
- ✓ Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. If a player goes out of bounds to avoid getting out, the player will be called out.
- ✓ Players will be called out if a thrown ball, not a kicked ball, hits them on the fly. If a player ducks or is on the ground and is hit in the head, the player hit will be called out. Balls thrown must be thrown below the shoulders.
- ✓ Players will be called out if a ball they throw is caught on the fly.

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- ✓ Deflections off the floor, wall, court dividers, rafters, bleachers, hoop and official do not count as an out if caught.
- ✓ Deflections off a teammate do count as an out and both players are out.
- ✓ If a ball hits another ball, which a player has in their possession, it does not make either player out. If the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.
- ✓ If a ball hits another ball, which a player has in their possession and that ball is caught by a teammate the person who threw the ball is out. If a ball hits another ball, which a player has in their possession and that ball hits a teammate, the person who was hit is out.
- ✓ If a player is stalling, or making no attempt to play a ball they may be called out (approximately 10 seconds).
- ✓ Once a player is out they must immediately leave the floor and sit behind their own baseline. Players who have been called out cannot retrieve stray balls for their teammates, or that ball will be given to the other team.
- ✓ Once the whistle is blown all action will stop and play will be reset. Teams will keep the same number of balls they had prior to the whistle being blown.
- ✓ In the event of a tie,-3minute sudden death overtime, involving only those players still active at the end of regulation will be played. The team to eliminate one opponent first will be the winner.
- ✓ Eliminate your entire opposing team before time is up
- ✓ Have more active (on court) players when time is up, than your opponent.

2. Any participant dismissed for misconduct must leave the facility immediately.

Failure to comply will result in a team forfeiture of the game and a call to DPS will be made.

- ✓ Any player ejected from a game for misconduct will not be allowed to participate in the next played contest, or in any Fitness and Recreation event thereafter, until he/she has met with Assistant Director.