

SUBJECT

RULE

- 1). Official Rules** UWM Intramural rules adapted from the NADA Rule Book
- 3). Players** Each team will be allowed 5 players on the court at the start of a game. Each team must have a minimum of 4 players to start a game. The roster maximum is 12 players. Players may substitute in at the conclusion of each game before a subsequent game begins.
- 4). Pre-game** Players should arrive 15 minutes prior to game time to sign in and have their valid UWM ID cards ready to be checked by the official.
- 5). The Match** The match will consist of two 12 minute halves. The clock will run continuously throughout the entire half. Each game played during the match will count as a point. Teams with the most points at the end of the match will be declared the winner. If the match is tied at the end of regulation, a one game over time period will be played.
- 6). The Game** The object of the game is to eliminate all opposing players by getting them ‘OUT’.
- The game is started with all 5 players from each team lined up touching the back line of the volleyball court. To start the game, the players will rush to the center-line where five balls are placed. Once the balls are retrieved, all dodgeballs must cross the 10-foot line of the volleyball court before a ball can be thrown to legally get a player OUT.
- 7). Scoring an OUT**
- a) Hitting the opposing player with a LIVE ball below the shoulders (if the player ducks or positions themselves to where their head is below where their shoulders would normally be, and is the reason for being hit above the shoulders, then the player is OUT)
 - If the players clothing is hit, they are out. If the player’s hair is hit, they are not out.
 - A “LIVE” ball is a ball that has not yet touched the floor, a wall, and/or the ceiling nor been caught.
 - b) Catching a LIVE ball thrown by the opponent will result in the thrower being called OUT (this also allows the team that caught the ball to regenerate a player that has been called OUT, if available)
 - A teammate may NOT “save” a player that was hit by a live ball by catching that ball. If, after teammate “A” was hit with a live ball, teammate “B” catches that live ball, the thrower is out, and the team regenerates the next player in order. This would only be teammate “A” if there was no one out on the team
 - A player may “save” them-self by catching the ball that hit them before it becomes dead. The thrower would be out, and the hit player would be able to regenerate a player on their team, if available.
 - c) Causing the opponent to drop a held ball as a result of contact from a thrown LIVE ball.
 - a. Once a player is out, they go stand against the wall on the right side of the racquetball court.
 - b. Live players cannot use any part of an inactive player as a shield.
- 8). Regeneration** Players can be regenerated or brought back into the game after going “out”. They can only come back in when a player on their team catches a live ball to score an out, with a maximum of 5 players on the court. If there a team is not able to add a player to the court, you can not save a “regeneration” for a later time. Players will regenerate in the order that they are put out. Players become live once they are no longer touching the side wall. Players have 10 seconds to regenerate in the court of play and will still be considered out

if they fail to regenerate within in this time period. If a game ends with the players still waiting to regenerate, the game will be considered concluded.

9). Out of Bounds

- a) Players will be OUT if any physical contact is made on or over the center-line.
- b) During the opening rush to start each game, players may accidentally cross the center-line as long as no advantage was gained by doing so.
- c) Players can only retrieve balls on their team's half of the volleyball court.
- d) All throws and catches must originate with both of a player's feet completely behind the centerline on their half of the racquetball court.

10). Time Outs

- a) Each team has one time out per half.
- b) Time outs are for 30 sec.
- c) During a time out, teams may substitute any player(s), as long as a player(s) of the same gender replaces them. The substitute does not have to be a player that started in the game, or players who wish to re-enter after being declared out.
- d) Following a time out, play will resume with the same number of players and balls on each side of the court as there were prior to time out being called.

12). Stalling / 5 sec. Rule

A team that is trailing in the game (having less players than the other team), or when both teams are tied, each team must have an opportunity to have a ball at their disposal. The team with more players cannot have control of all five balls for more than 5-sec. at a time. They must make a legitimate effort to get at least one ball across the attack line and into the opponents half of the court.

- The first violation of the game will result in a stoppage of play and have the balls divided evenly, and the game will resume with balls in-hand.

- The second violation will result in a FREE THROW. A free throw allows the opposing team an open throw without the risk of elimination, even if the ball is caught.

- The third violation will result the elimination of a player from the offending team, and the opposing team will pick which player is eliminated.

13). Altering Dodgeballs

Players may not misshape (squeeze, smash, flatten, deflate) the ball during play. If an official feels that a ball has been misshaped to gain an advantage prior to being thrown, the throw will not be deemed legal, but may be caught for an out. If an individual is repeatedly misshaping dodgeballs a yellow card may be issued.

13). Yellow/Red Cards

Yellow Cards will be issued as warnings for unsportsmanlike behavior. Play will be stopped for the yellow card, and the player must leave the game (not the match). This player can be replaced by a substitute.

Red Cards will be issued for unsportsmanlike behavior, and will result in an ejection from the game and match. The player must leave the facility before the game will resume. This player can not be replaced by a substitute.

13). Self – Officiated

All calls will be made through a self-officiated system. On site supervisors will be present to assist in any rule interpretations and handle any sportsmanship issues.

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