



# UNIVERSITY RECREATION

## Dodgeball Rules

The following is a summary of rules and regulations for Recreational Dodgeball. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the National Dodgeball League rule book. Some alterations may have been made specifically for UWG University Recreation. A complete list of our policies and procedures can be found in the [Recreational Sports Handbook](#). Questions can be directed to the Competitive Sports Office during normal business hours at [imsports@westga.edu](mailto:imsports@westga.edu).

### Facility

All Recreational Dodgeball games are played in the Campus Center Front Courts. Your game schedule on “My Rec Portal” will indicate which court you will be playing on. Should you need assistance locating your court, please ask the on-duty Recreational Sports Supervisor in the red or white polo. The address for the Campus Center is: 302 W Georgia Dr, Carrollton, GA 30117

### Teams

#### Open

Teams consist of 6 players with a minimum of 4 required to start the game. A team can have a maximum of 12 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

### Equipment

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Recreational Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry
- Cut-off shirts
- Hard hats, billed hats, or visors
- Open-toed shoes, cleats, or non-athletic shoes (such as Crocs)
- Hooded sweatshirts
- Medical braces with any exposed metal
- Headgear with knots of any kind
- Sunglasses

### Gameplay

#### Timing and Scoring

Each match will have a 10 minute time limit, resulting in a 30 minute time limit for the game.

- If the time limit is reached then the team with the most players left will be declared the winner of that match.
- If there are an equal amount of players left, there will be a 2-minute sudden death period, where the players who were left will continue playing until they eliminate **ONE** player from the other team.

The winner of the game will be the team who wins 2 out of the 3 matches. Each match is worth one point.

## Game Rules

Standard Dodgeball rules (below) will be used for all the games, regardless of variation, unless differences are otherwise noted. Dodgeball will be played with some variations listed below:

### Standard:

- Six (6) balls will be used. Officials will place six (6) balls at the center court line at the beginning of each game. Players must start behind their own baseline and must be touching the back wall before the start of play.
- When the whistle is blown, players may retrieve the ball from the center line, but no ball may be thrown until it has been brought back and touches the back wall
- Teams and players are confined to the centerline, and the court boundaries.
- Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. They may not throw said ball until back in the playing area. Players outside of the boundary line **CAN** be hit with the opponent's ball and called out.
- The centerline is the offside line. When throwing the ball, a majority of the player's foot must NOT cross the center line. When retrieving balls from the center line to begin the game, players may cross over the center marginally but not completely.
- **Balls may not be kicked.**
- Players will be called out if a thrown ball hits them before hitting anything else.
- Balls must be thrown below the shoulders, no head shots; the thrower will be called out.
  - If a player ducks or is on the ground and is hit in the head, the player hit will be called out.
- Throwers will be called out if a ball they throw is caught without hitting anything else
- When a ball is caught, a player who is out on the catching team may return to the court to play.
  - Players may return to the court from anywhere on their sideline.
- Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, and official do not count as an out if it hits a player or is caught. Deflections off a teammate do count, and the thrower is out but the player to be hit is safe and no other players are allowed back in.
- 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 unless a player catches the originally thrown ball.
- If a player is stalling, or making no attempt to play a ball (approximately 10 seconds) they may be called out.
- Once a player is out, they must immediately leave the floor and sit by the wall at mid-court in the order they were declared out. Players who have been called out cannot retrieve stray balls for their teammates, or that ball will be given to the other team.

### The Hoopball Rule:

- If a ball is thrown from behind the center line and hits the opponent's backboard or rim, then a player that is out may return.
- If a ball is thrown from behind the center line and goes through the opponent's hoop, then all players that are out may return.
- Balls that just hit the opponent's net or the uprights above the backboard will not bring any players back in.

## Injury and Blood Rule

University Recreation does not provide accident insurance coverage for injuries received by Recreational Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. UREC Recreational Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

**\*Recreational sports staff has the right to withhold a player from play\***

## Sportsmanship

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after a Recreational Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Recreational Sports Staff present will assign each team a Sportsmanship rating based on a grading scale of "1-4".

**4 pts- Good Conduct and Sportsmanship:** Players cooperate fully with the officials and Recreational Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Recreational Sports staff.

\*Teams who default will receive a 4-sportsmanship rating

**3 pts- Average Conduct and Sportsmanship:** Team members complain about decisions made by the Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

**2 pts- Below Average Conduct and Sportsmanship:** Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

**1 pts- Poor Conduct and Sportsmanship:** Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team's actions.

**0 pts- Very Poor Conduct and Sportsmanship:** Team is completely uncooperative. Captain has no Control over teammates and/or themselves.

\*Teams who no show

\*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during a recreational sports game will be removed from the game. Please see the ejection process outlined in the Recreational Sports Handbook to review the process of returning to play.