

**The University of Texas Southwestern Medical Center
Bryan Williams, M.D. Student Center**

DodgeBall Rules

I. TOURNAMENT INFORMATION

- A) **FORMAT:** Single-elimination tournament.
- B) **COURT LOCATION:** All games will be played at the Bryan Williams, M.D. Student Center on the far court.
- C) **ELIGIBILITY:** Participants must be students of the University of Texas Southwestern Medical Center or members of the Bryan Williams, M.D. Student Center.
1. Players may play for only one (1) team per league. Players must be a member of the College which they attempt to play for. Players can play in both Men's and Coed division or Women's and Coed.
 2. Players must be listed on the original roster that is filed in the Student Center office. Rosters and Waivers must be kept up to date and accurate! A roster is limited to 12 players. (Except MS-III teams). Players must be added through the Student Center office by 5:00PM of game-day.
 3. Participants must have their school I.D.'s with them while they are participating
 4. No non-students or non-members will be permitted to play Intramural Sports. Using ineligible players will result in the removal from league play.
- D) **SCHEDULING:** Read your schedule carefully. All games are to be played on the date and hour as originally scheduled. Any team that is not available to play at their scheduled time will FORFEIT. The supervisor has the official clock.
- E) **FORFEITS:** **ALL TEAMS that forfeit will be charged a forfeit fee of \$10.00 per game!**
1. The Bryan Williams, M.D. Student Center makes every attempt to accommodate schedule requests; however, due to program restraints, all requests cannot be granted.
- F) **TEAM MANAGER'S RESPONSIBILITIES:**
1. Team managers shall be responsible for knowing all policies and procedures published herein, printed on Intramural entries, notices or flyers, etc., and information covered in the team managers' meeting.
 2. The team manager is responsible for seeing that full names of all contestants appear on the team rosters and scorecards. Any person's name appearing on the scorecard will be counted as a participant in that contest. Team captains or managers should sign each scorecard to attest to accuracy.
 3. Team managers should be familiar with the sportsmanship policy herein and should be aware that poor sportsmanship will jeopardize their team's future participation.
 4. Attendance at team manager's meetings will be compulsory for each organization's team manager or his or her representative. Failure to attend may result in the loss of the privilege to appeal any situation dealing with the information discussed at this meeting.
 5. Team managers are responsible for maintaining contact with the Bryan Williams, M.D. Student Center in regard to schedules, entries, playoffs, rainout schedules, etc. Schedule information will not be given out over the telephone. The Intramural Coordinator will only make exceptions.
- H) **ALCOHOL:** Alcohol is not allowed during any intramural sports participation. Anyone drinking or playing under the influence will subject to the University's alcohol policy as well as further Intramural Coordinator suspension. **NO EXCEPTIONS**

I. TOURNAMENT RULES AND REGULATIONS

A) PLAYERS:

- 1) Teams consist of 6 players. The minimum number of players required at a game time to prevent a forfeit is 4.

B) THE GAME:

- 1) Malicious play during the course of the tournament will NOT be tolerated and can lead to a player's expulsion from further competition.
- 2) Teams shall consist of 6 players on the court
 - i. A 4 person minimum is required to start the game
 - ii. There can never be more males than females on a team to start a game
 1. 4 guys, 2 girls UNACCEPTABLE
 2. 3 guys, 3 girls ACCEPTABLE
 3. 2 guys, 3 girls ACCEPTABLE
 4. 2 guys, 2 girls ACCEPTABLE
 5. 2 guys, 4 girls ACCEPTABLE
- 3) The playing field is marked by the lines of the basketball court. Center court is the midline for dodgeball.
- 4) Matches will be played as a best of five game series. The first team to score 3 game victories will be declared the winner.
 - i. **There is a 5 minute time limit on each game. This sets the match time to 25 minutes. All 5 games will be played within the time limit.**
 - ii. GAME SUDDEN DEATH: In cases where the game has not been decided before time runs out, the team with the most number of players still "IN" will be declared the winner. If teams have the same number of players remaining, the game will be decided by the next scored "out". Game sudden death will be played in cases only where a victory can affect the outcome of the Match.
- 5) Start of games consist of:
 - i. Each team will start at their own endline with one hand in contact with the endline.
 - ii. 6 balls will be lined up on the midline.
 - iii. A whistle or horn will sound.
 - iv. Players will race to the center line to retrieve balls.
 - v. **Players must retreat behind midline (indicated by volleyball attack line) before throwing a ball after the first scramble for balls.**
 - vi. **SMALL violations of the center line boundary are acceptable in the initial rush to retrieve balls (NEW, SPRING 2010)**
- 6) Head shots are strictly forbidden.
 - i. Players who intentionally hit opponents in the head will be "out" and subject to discipline by staff (penalty box, ejection, etc.)
 - ii. Accidental shots result in no "outs" for thrower or the victim.
 - iii. **EXCEPTION – if a player ducks and is struck in the head as a result, they are still out. The reasoning behind this rule is that the ball would not have struck their head if they were in a normal, standing position.**
- 7) You are eliminated or can be eliminated by:
 - i. Being hit with a ball (excluding headshots)
 - ii. A ball you throw is caught either on the fly or off a deflection by the opposing team
 - iii. Dropping a held ball after trying to block an incoming ball with it will result in elimination.
 - iv. If a ball hits a player and is then caught by a teammate, the player who was hit is still in, and the thrower is out.
- 8) **A ball is "live" until it hits the floor, the wall, the curtain, or the basketball goal.** Once it strikes one of those objects it is "dead" and no eliminations can occur from any contact or catches.
- 9) **-A caught ball saves any teammates that the ball struck before being caught.**

Therefore...

Scenarios: Team A vs Team B

A ball thrown by Player 1A is deflected off Player 1B. Player 2B catches it. 1A is out. 1B and 2B are in.

A ball thrown by Player 1A is deflected off Player 1B. Player 2B tries to catch it but drops it. 1B AND 2B are out.

A ball thrown by Player 1A is deflected off Player 1B. It then strikes player 2B. Player 3B catches it. 1A is out. 1B, 2B and 3B are in.

A ball thrown by Player 1A is deflected off a held ball by Player 1B. Player 2B catches it. 1A is out. 1B and 2B are in.

A ball thrown by Player 1A is deflected off a held ball by Player 1B and strikes Player 1B, then the floor. 1B is out.

A ball thrown by Player 1A is deflected off a held ball by Player 1B and strikes Player 2B, then the floor. 2B is out.

Potentially, a thrown ball COULD eliminate everyone on the other team, if they all touched it before it struck the wall, floor, curtain, or basketball goal.

Anytime a thrown ball is caught, the thrower will be out, unless the ball strikes the wall, curtain, floor, or basketball goal first.

- 10) Only one player who is still "IN" can leave the playing area to retrieve loose balls. However, this player may NOT cross over into the opposing team side to retrieve loose balls.
- 11) Eliminated players must remain sitting on the sidelines, out of the field of play, next to the staff.
- 12) Eliminated players may reenter the game under the following circumstances:
 - i. The next match starts
 - ii. If a throw by the opposing team is caught by a teammate, ONE player will be allowed to reenter the match. This player will be the first player who was eliminated.
- 13) **Once the clock hits 1 minute remaining in each game, players will be permitted to cross the centerline and move up to the opposing team's attack line (attack line for volleyball), AFTER THE OFFICIAL's whistle has been blown. This will create a "neutral zone" on the court which both teams may occupy.(NEW, SPRING 2010)**
- 14) **Jailbreak – ONCE PER TEAM, PER MATCH – a ball thrown into the opposing team's basketball goal will result in a jailbreak, allowing all of the eliminated players back into the game. Once this jailbreak has been used, it is no longer available to that team for the remainder of the match. Jailbreak will not be available during sudden death periods.**
- 15) Rules will be enforced by the Intramural staff on site.
- 16) A penalty box will be in play - any unsporting conduct can result in a players removal to the box by the Intramural staff onsite. Those who refuse to respect the Honor Code are subject to penalty. Ignoring Intramural staff's rulings may result in expulsion or suspension from the Intramural Coordinator and further discipline.

C) **WINNING:**

- 1) The winning team is the team with the last player in the court, or the team with the most players left at the whistle. If both teams have the same number people left at the buzzer a Sudden Death will ensue.

III. INTRAMURAL SPORTS POLICIES AND PROCEDURES

A) **SPORTSMANSHIP POLICY:**

In order to promote good sportsmanship the Intramural Sports Program has adopted a sportsmanship policy. In addition to the honor code, this sportsmanship policy will be strictly enforced by the Intramural staff. It is the responsibility of each player to do everything possible to make certain that the game atmosphere is friendly and fun.

1. **No player, coach, or team follower shall:**
 - a. Use foul or derogatory language, threaten, or verbally abuse any other participant, Intramural employee, or spectator before, during or after the game;
 - b. Participate in a game for which he/she is ineligible;
 - c. Argue or talk back to the game official(s);
 - d. Intentionally strike, push, trip or otherwise physically assault or fight with another player, spectator, official, or staff member; or
 - e. Mistreat the facility, equipment or supplies of The University of Texas Southwestern Medical Center.
2. **Warning and Ejection**

A warning and ejection system will be used to enforce the sportsmanship policy. Individuals or teams will be issued a warning as explained below. Two warnings will result in an ejection of an individual or the forfeiture of a game.

EJECTIONS CAN BE ISSUED WITHOUT ANY WARNINGS!

Sport Specific Examples:

Dodgeball

- (1) Verbal admonishment = warning
- (2) Penalty Box
- (3) Ejection

3. Ejection

- a. Any player, coach, or team follower receiving an ejection must meet with the Intramural Coordinator before participating in the next Intramural contest. Penalties for ejection include suspension and/or probation for a period of one game up to an entire academic year or life. A player may submit an appeal for his or her suspension. However, that player may not participate in any Intramural contest while the appeal is in process.
- b. Team captains are responsible for the conduct of their players, sidelines, and spectators. Team captains who cannot fulfill this responsibility will be issued a warning and a subsequent ejection if necessary.
- c. In the case of extreme misconduct, teams and or individuals will be referred to the Associate Vice President of Student and Alumni Affairs.
- d. If a team is scheduled in a double header, any ejected player may NOT participate in any tournament games scheduled the same day until meeting with the Intramural Coordinator.
- e. Ejected players must leave the court of field following ejection.

4. Fighting

Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling, or committing any other malicious act toward any other person. Fighting is never permitted in Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Intramural Coordinator.

5. Sportsmanship Ratings

- a. Ratings are given to teams after each contest by supervisors and officials. These ratings reflect behavior before, during, and after the contest.
- b. In order for a team to qualify for post season playoffs, it must have a "B" average in sportsmanship during regular season round robin play as judged by the game officials.
- c. Sportsmanship ratings will be based on the following criteria:
 1. A = Excellent conduct and sportsmanship. Players cooperate with officials and team members. The captain calmly converses with officials and has full control of his/her team.
 2. B = Good conduct and sportsmanship. Team members verbally complain about officials and show minor dissension, which may or may not merit a warning. Teams that receive one warning will receive no higher than a B rating.
 3. C = Average conduct and sportsmanship. Team shows verbal dissent towards officials or opposing team, which may or may not merit a warning. Captain exhibits minor control over his/her team. Teams receiving multiple warnings or one ejection will receive no higher than a C rating.
 4. D = Below average conduct and sportsmanship. Team constantly dissents the officials' calls or directs trash talk to officials or opposing team. Team captain has little control over his/her team or self. A team receiving three or more warnings or two ejections will receive no higher than a D rating.
 5. F = Poor conduct and sportsmanship. Team is completely uncooperative. Captain has no control over self or the team. Examples of behavior warranting an F rating are as follows:
 - (i) Any game forfeited for fighting or other abusive and violent behavior.

- (ii) A team has been warned about unnecessary roughness that jeopardizes the participants.
- (iii) A player or spectator clearly associated with a team shouts obscenities, gestures, or commits other threatening actions, which could endanger any official, supervisor or program assistant.
- (iv) Any game where the following occur: three ejections in softball.
- (v) When any situations as in (iv) occur, the game shall end.

Any team receiving a F rating during the regular season will be declared ineligible for post-season tournament play. These teams have the option of appealing their eligibility to the Intramural Coordinator.

7. Special Contest Situations:

- a. A team winning by default will receive an A rating.
- b. **SPECIAL SPORTSMANSHIP POLICIES EXIST IN THE PLAYOFFS.** Teams must receive a C or higher rating in order to continue. Other conditions will be posted with the brackets.
- e. Teams must receive a C or higher rating. Any team rated D or F will be removed from the tournament. Teams have until 12 noon the next day, or one hour prior to the next contest - whichever comes first - to appeal the rating to the Intramural Coordinator.

5. Assumed Names

- a. The use of an assumed name in any manner in the Intramural Program shall constitute a violation.
- c. Should a player use an assumed name or be guilty of a fraudulent act, he or she shall be disqualified from participating in Intramurals for a period of up to one year. In addition, the team using such a player shall be disqualified from that sport pending a hearing with the Intramural Sports Coordinator.

B) POSTPONEMENTS/SCHEDULES:

- 1. All games or matches will be played at the scheduled time unless major problems are present.
TEAMS SHOULD ANTICIPATE HAVING A PLAYER (OR PLAYERS) NOT AVAILABLE FOR A GAME (OR GAMES) BECAUSE OF CLASS CONFLICTS AND OTHER ACTIVITIES AND HAVE AN AMPLE NUMBER OF PLAYERS ON THEIR ROSTERS. The Student Center office is willing to cooperate in extraordinary circumstances by allowing an occasional postponement. However, due to the amount of teams entered, the comparatively short playing season, and the limited playing facilities, these must be kept to a minimum. If rescheduling is necessary, a scheduled contest may be postponed only with the consent of both team captains and the Intramural Coordinator. A request for rescheduling must be made by 4:00 p.m. the day prior to the game in question. Teams that postpone games or agree to forfeiture without securing the consent of the Intramural Coordinator are liable to a penalty or forfeit as well as payment for the game official and field supervisor.

C) PROTESTS:

- 1. Only the Captain can protest if they feel that there was improper interpretation or enforcement of the rules.
- 2. **THE NOTIFICATION OF INTENT TO PROTEST MUST BE MADE IMMEDIATELY BEFORE THE NEXT PLAY.** It must be made upon the field of play and duly noted by the official. Both teams and the official must be told that the game is being played under protest.
 - a. **PROTESTS SHALL NOT BE CONSIDERED IF THEY ARE BASED SOLELY ON A DECISION INVOLVING THE ACCURACY OF JUDGMENT ON THE PART OF A SUPERVISOR. Examples of protest, which will not be considered, is:**
 - 1. Whether a player was hit.

2. Whether a player is “out”
3. Whether a ball was legally caught or not.
4. Whether a player stepped over the boundary lines.

b. **PROTESTS THAT SHALL BE CONSIDERED, CONCERN MATTERS OF THE FOLLOWING TYPES:**

1. Misinterpretation of a playing rule.
 2. Failure to impose the correct penalty for a given violation.
3. Any team protesting the eligibility of any player must furnish evidence that the player is, in fact, ineligible within 24 hours of the contest in question.
 4. After receipt of the initial written protest and documentation of evidence, the Intramural Coordinator will further investigate the complaint and make a decision. An upheld protest involving rule interpretation will result in the game in question being replayed from the point of protest. Upheld player eligibility protests will result in a forfeit of the game in which the ineligible player competed.
 5. The Student Center staff may investigate any alleged violation of any intramural sport policy without the filing of protest by a participant.

D) DISCIPLINARY STATEMENT:

1. In the event an individual(s), and/or spectator(s) conducts him/herself in an unsportsmanlike manner during intramural sport competition, the official(s) and/or the field supervisor of the game has complete authority in taking action, as they deem it necessary, to keep the game in control. Depending on the severity of the incident, which would be left up to the official's judgment, the official may take the following action: give warnings, ejection from the game, ejection from area, and/or suspend the game. All but warnings will be reported to the Student Center staff for further action.
2. Incidents reports to the Student Center staff which indicate unsportsmanlike conduct (examples: using an ineligible player(s); theft of or damage to facilities or equipment; physical and/or verbal abuse toward official(s), supervisor(s), player(s), or spectator(s), etc.) will be investigated by the Student Center staff. In doing so, the individual(s) and/or team(s) involved will be questioned and required to submit a written statement of the incident by 10:00 a.m. on the day following the incident. Written statements from the officials and supervisors on duty will also be obtained. At the conclusion of the investigation, the Student Activities staff will rule on the individual(s) and/or team(s) involved. Penalties could include suspension from a game, games or season; temporary or permanent probation; and/or suspension from intramural sports for a given time period. **Physical contact with a Student Center employee, official or participant automatically brings at least a one-year suspension from intramural sports participation.**
3. Any individual who is found guilty of cheating may be disqualified from all intramural sports for the balance of his/her university career or any part thereof. If the team, which he/she represents, is a party to his/her cheating, that team may be barred from intramural sports for the balance of the year or any part thereof. Some of the infractions, which come under this heading, are:
 - a. Playing under an assumed name.
 - b. Playing on more than one team within the same league (social or competitive).
 - c. Misrepresenting a score.
4. Only action relating to intramural sports will be taken. Any incident judged to be of serious concern would be referred to the Associate Vice President of Student and Alumni Affairs.

2) APPEALS:

1. The appeal process exists to insure that all rulings or disciplinary actions taken against Intramural teams or individuals are equitable. The person/council/committee to which a decision is appealed will review the previous decision and rule on its appropriateness given the infraction(s) or circumstances surrounding the specific case. With any appeal,

the person/council/committee may decide to lessen the penalty, uphold the previous decision, or increase the penalty levied by the staff or council.

2. Appeals of Decisions by the Intramural Supervisor

- a. Individuals or teams wishing to appeal a decision by an Intramural Supervisor on site shall have until 10:00 AM the following day to notify the Intramural Coordinator in writing of their appeal. All relevant reasons and circumstances should be noted in the appeal. A decision will be made in the next 24 hours.

3. Appeals of Decisions by the Intramural Coordinator

Certain cases will be referred directly to the Director of the Bryan Williams, M.D. Student Center.

- a. Should a team wish to appeal a decision by the Intramural Coordinator, a written statement must be turned in within 24 hours to the Director of the Bryan Williams M.D. Student Center, stating the facts surrounding the appeal.
- b. A hearing will be scheduled before Director. Upon hearing the case, he/she will uphold, reject, or modify the Coordinator's decision.

4. Appeals of Decisions by the Director

- a. Decisions by Director of the Bryan Williams, M.D. Student Center involving major penalties may be appealed to the Associate Vice President of Student and Alumni Affairs by submitting, in writing, a letter stating the intent to appeal within 24 hours. The letter should be addressed to the Director of Campus Activities.
- b. All decisions made by the Associate Vice President of Student and Alumni Affairs are final.

F) FORFEITS:

1. All contests shall be played on the date and hour as scheduled. A team not ready to play within a period of five minutes after the scheduled time will be charged with a forfeit, subject to the discretion of the officials, supervisor, and/or Student Center staff. "READY TO PLAY" means that a team must be on the playing field with at least the number of players required to constitute a team and have all players I.D.'s checked. Games lost by forfeit will not be rescheduled for any reason.
 - a. If a team leaves before an official or supervisor duly notes the forfeit, then both teams will be credited with a forfeit.
 - b. The team that is present at a forfeit must have a minimum complement of players allowed or both teams will be given a forfeit.
2. In the event both teams and the Student Center staff have agreed to play the game after the scheduled starting time has elapsed, no protest, which is based on the starting time of the game, will be considered.
3. Two forfeits will result in the team being dropped from tournament play.
4. In the event a team captain does not obtain his/her game schedule prior to the first game, a forfeit could result.

G) MEDICAL EXAMINATION:

1. Everyone is urged to obtain a physical examination before participating in the intramural sports program.
2. Each person is responsible for knowing their own physiological limitations and is responsible for their participation in the program.
3. The Student Center office has no insurance program for its participants. All students at UT Southwestern are required to carry insurance.
4. Neither The University of Texas Southwestern Medical Center nor the Student Center can assume legal nor financial obligation for its participants, as participation in the intramural sports program is strictly voluntary. Any accidents incurred in transit to an event, spectating or playing during an event, or returning to place of residence after an event, is the individual's responsibility.
5. All injuries sustained in intramural sports play must be reported to the Intramural coordinator and/or supervisor on duty

Rules Highlights

- *Get hit with the ball – you're out*
- *Catch the ball – thrower is out*
- *Get hit above the neck – NOT OUT*
- *AIM LOW – intentional head shots may result in ejection.*
- *You may deflect the ball with another ball. If your teammate catches the deflected ball, the thrower is out*
- *If, after a deflection, a ball hits another player on your team without hitting the ground, your player is out*
- *If, while trying to deflect a ball, you drop the ball you are holding, you are out.*
- *If a ball hits more than one player before hitting the ground, all struck players are out*
- *If a ball hits one player and is then caught by another player, the person hit is in, thrower is out.*

GOOD LUCK TO YOUR TEAM!!

The Student Center staff hopes you enjoy your participation!