

INTRAMURAL X-TREME DODGEBALL

Wednesday, February 22nd

Tournament begins at 6:00PM

Location: Racquetball Courts

Registration is online via IMLeagues!

Registration Dates: February 13th (Monday) to February 17th (Friday)

FORFEIT FEE POLICY: Teams will not be required to pay a forfeit fee when registering. However, if a team forfeits a game the captain will be charged (through his/her university fee bill) \$25.

FORMAT: This is a 4 player (no gender restriction) tournament with games starting at 6:30PM. Teams should arrive early and sign in at 6:00PM. The exact format of the tournament will depend on the number of teams that register. All games will be played in the Racquetball Courts inside the Student Recreation Facility.

ROSTERS: All roster additions must be completed through IMLeagues by 12:00PM on Sunday, February 19th. **No roster additions will be allowed at the game site.**

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will automatically win the game by forfeit. The team who forfeited will remain eligible for the remainder of the tournament. However, the captain of the forfeited team will be charged \$25 on their university fee bill.

Official NADA rules will be used with the following modifications:

GENERAL RULES:

1. Each team must have 4 players to start the game. Teams may have additional players for substitutes.
2. The game begins with all players lined up with at least one hand and one foot touching the back wall of their respective side of the court. Four balls are placed at the center-line. Players are only allowed to retrieve the two balls to their right. Once a ball is retrieved it must be taken behind the attack line before it can legally be thrown. After the ball has been retreated behind the attack line, players are allowed to throw it from anywhere on their side of the court.
3. The object of the game is to eliminate all opposing players by getting them "out". This may be done by:
 - a. Hitting an opposing player with a thrown live ball below the shoulders.
 - i. Head shots: Player will not be ruled "out", unless the contact to the head occurred because of the player moving to avoid the ball
 - b. Catching a ball being thrown by an opponent before it touches the ground. A live ball deflecting off player A remains live only to player A and may only be legally caught by player A.
 - i. A player who catches a live ball thrown by their opponent is allowed to bring an eliminated teammate back into the game.

- c. Hitting an opposing player with a thrown ball which bounces off one or more side walls only. Once the ball hits the floor, ceiling, or back wall, it becomes dead.
 - d. Hitting a ball out of an opposing player's hand(s) with a thrown live ball.
 4. Once a player is "out", they must stand in the corner with their backs to the back wall. Players who are "out" may only use his/her hands or feet to shield themselves from thrown balls. They may not use any part of their body to retrieve a ball, hold a ball, or direct a ball towards a player on his/her that is still in play. If this occurs, one player on that team who is "in" must be ruled "out".
 5. A player may not (or will be "out"), have any part of their body cross over the center-line and contact the ground on their opponents' side of the court.
 6. Matches will consist of either 15 minutes or the first team to win 5 games, whichever occurs first. If after 15 minutes of play both teams have the same number of wins, one sudden death overtime game will be played.
 - a. Sudden death overtime procedures:
 - i. Each team will choose one player from their team to compete.
 - ii. Each player will start with one ball, and must have one hand and one foot touching the back wall of their respective side of the court.
 - iii. The first player to legally hit his/her opponent will be ruled the winner.
 - iv. If both players are hit simultaneously, and no clear winner can be decided, the procedures will be replayed.
 7. All throws must be below the shoulders. Intentionally hitting anyone in the head with a ball is illegal (as well as unsportsmanlike) and the participant who threw the ball will be declared out. If a player ducks into a thrown, live ball, and gets hit above the shoulders, that player will be ruled "out".

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by UConn Recreation

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

If you have any questions regarding the intramural x-treme dodgeball rules, please
contact Nick D'Amato (Coordinator for Intramurals and Tournaments)
at 860-486-8126 or e-mail: Nicholas.damato@uconn.edu

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