DODGEBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN’S MEETING
Attendance at the Captain’s Meeting is mandatory! If a team fails to attend the meeting, they are subject to being dropped from the league and replaced by teams on the waiting list. The Office of Recreation Sports and Facilities will not hold spots.

ENTRY FEE
The entry fee of $30/team must be paid at time of registration. The acceptable forms of payment are cash or checks made out to: UWW Wheelchair Athletics.

LEAGUE SCHEDULES
Schedules for league play will be posted online at www.uww.edu/recsports/

QUESTIONS
Please feel free to contact the Office of Wheelchair Athletics; Jeremy Lade, with any questions or concerns at 472.3169.

GENERAL PROCEDURES
Please use the Captain’s Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

ALL DIVISIONS

STARTING THE GAME
1. START TIME: Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. IDENTIFICATION: All participants must bring their current valid UW - Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.

3. TEAMS: Six (6) players constitute a team; a game may be started with no less than four (4) players per team.

PLAYING THE GAME
4. TIME: Games last up to five (5) minutes. If time expires, the team with the most players remaining wins that game.

5. STARTING EACH GAME: The game will begin with four (4) balls lined up on the mid-court line. Also, each team will be given one (1) ball. Players are to begin with one hand on the wall behind them. If no wall is available, everyone is to be behind the designated baseline.

6. BOUNDARIES: During play, players are allowed to move as far forward as the red line on the opposing side of the mid-court line. Players may not:
- Have any part of their body/wheelchair cross the opposing green line and contact ground on opponent’s side of court.
  - Penalty for the above: The player is declared out.
  - Exception: During the open rush.

7. OPENING RUSH: Each and every ball retrieved at the opening rush must first be taken beyond the free throw line into the team’s backcourt before it can be legally thrown at an opponent.

- EXAMPLE: Following the opening whistle, a player rushes and is the first to secure a ball from the center line. That player must carry or pass the ball into their backcourt before it may be legally thrown at an opponent.

8. ELIMINATING OPPONENTS: Players can be eliminated the following ways:

- Hitting a player with a ball below the neck. Note: If a player ducks, and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal.
- The wheelchair you are using is considered part of your body, if a ball legally strikes your wheelchair you will be out
- Catching a thrown ball from the opposing team

9. SAVING/RETURNING PLAYERS: A player from your team may return to play when you catch a ball that the opposing team has thrown. Note: Players return to the game in the order in which they have been eliminated from the game. Also, a made basket from behind the mid-court line will result in one of your teammates returning to play. Any ball lodged or stuck in a wheelchair will count as a catch as long as the ball does not touch the ground.

10. USING THE BALL AS A SHIELD: Using the ball in your hand to shield yourself is legal, as long as you do not drop it when another ball contacts it. If the ball is dropped, the player who dropped the ball is eliminated. In addition, the thrower is out after a ball is caught after a deflection off a ball in an opponent’s hands.

11. BALL HITTING PLAYER THEN CAUGHT: If a thrown ball legally hits an opponent, and is then caught by another member of the opposing team, then both the thrower and the first person hit shall be declared "out."

12. BALL HITTING WALL/GROUND – If, while in the air, the ball hits any wall, backboard, or if a thrown ball should hit the ground prior to hitting an opponent, than that opponent is NOT eliminated, nor does it count as a catch.

13. DELAY OF GAME – A team may not hold all of the balls for more than 30 seconds. If this occurs, a warning will be issued by the official and the team will be forced to throw/roll/give at least one of the balls to the opposing team.

14. WINNING A GAME: A team wins the game when all players on the opposing team are eliminated. If the time limit occurs, the team with the most players remaining wins. If the time limit occurs and teams are even, play continues as is with the mid-court division line “disappearing,” until one player is eliminated. (The first team to get one of their opponents out after the time limit occurs will be declared the winner.)

15. WINNING THE MATCH: The team who wins four (4) games first wins the match.

16. INTRAMURAL SUPERVISORS: Courts are monitored by 1 Intramural supervisor. Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or they were legally eliminated. The Intramural Supervisor’s responsibilities will be to rule on any situation in which teams cannot agree. A team may appeal to the court monitor if they feel a player has not owned up to a rule violation. THE INTRAMURAL SUPERVISORS DECISION IS FINAL!! NO QUESTIONS ABOUT IT.
SPORTSMANSHIP

17. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.