League Registration:
All intramural registration will take place on IMLeagues through the UWRF Intramural Sports website. During team registration, captains will select the league and division they wish for their team to participate in. The league and division will indicate the nights and times of the contests for the regular season.

Captain’s Quiz:
During registration, team captains will take a short quiz related to the general intramural rules and rules of the specific sport they are registering for. Successful completion of the quiz ensures the captain knows the rules and policies prior to the start of the intramural league. Online quizzes have replaced the mandatory in-person captains meeting.

Entry Fee:
The team entry fee of $35 must be paid online with a credit/debit card after the successful completion of the quiz. Payment will not be accepted in any other form. Teams cannot register without payment.

Schedules, Results, and Standings:
Schedules, results, and standings for league play and playoffs will be on IMLeagues. Please go to the UWRF Intramural Sports website at www.uwrf.edu/campusrec and click on the Intramurals Sports and IMLeagues to access IMLeagues.

Forfeit/Default:
If your team is unable to compete in a contest, please notify the campus recreation staff by phone (715.425.4289) before 1pm on the day of your contest to avoid a forfeit fee. If you do not notify the campus recreation staff before the deadline or you do not show up for the contest, your team will be charged a forfeit fee of $5.

Questions:
Please contact the Campus Recreation Staff with any questions or concerns.

<table>
<thead>
<tr>
<th>Contact Name</th>
<th>Position</th>
<th>Phone Number</th>
<th>Email Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Campus Rec Staff</td>
<td>General Information</td>
<td>715.425.4289</td>
<td><a href="mailto:campusrec@uwrf.edu">campusrec@uwrf.edu</a></td>
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<td>Ryan Rudesill</td>
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</tbody>
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General Procedures:
Please refer to the Intramural Sports Handbook for all policies and procedures related to intramural contests.

1. Each participant must present a valid UWRF ID to the intramural supervisor or scorekeeper at every contest. No other form of ID will be accepted.
2. All participants must be on the team roster. Any member not on the roster may complete an add sheet at the time of the contest. No participant may play on two teams in the same league or a forfeit will be charged to the second team he/she participated on.
3. Each participant must wear appropriate apparel and athletic footwear.
4. Minor first aid treatment is available during intramural contests. Any bleeding must be stopped and cleaned up before participant can re-enter the contest.
5. All visible jewelry, watches, and bracelets must be removed prior to participation.
RULES:

1. SETUP:
   a. Two intramural officials will officiate the contest. The calls made by the officials are final.
   b. Each match will consist of an unlimited number of games played within a forty (40) minute time block.
      i. The team with the most games won within the time block will be declared the winner.
      ii. New games will not start thirty-five (35) minutes after the start of the match.
      iii. If the game scores are tied, one final game will be played.
         1. If time runs out, the team with more players left on the court will be designated the winner.
         2. If teams are tied, the game will continue until one team has an advantage.

2. PARTICIPATION:
   a. Teams will play with eight (8) players per game; though teams may sub between each game.
      i. Co-Rec: Teams must have three males and three females in the contest at all times.
   b. Team may start with as few as six (6) players.

3. EQUIPMENT/FACILITY:
   a. Game balls will be provided.
   b. The basketball court lines will be used for the boundary lines.
      i. The attack line from the volleyball court will be used as the attack line in dodgeball.

4. GAME-PLAY:
   a. To start the game, six (6) balls will be placed on the middle line with three designated for each team.
   b. At the whistle of the official, team members will retrieve the three balls designated for their team.
   c. To initiate each ball as a live ball, it must be returned behind the attack line.
      i. Once the ball is behind the attack line, the ball is live and may be thrown at the opponents.
   d. Headshots DO NOT count unless the player ducks into the ball.
   e. Players may not hold balls for more than five (5) seconds. Officials may encourage participants to continue game play. Consistent violators will be ruled out.
   f. You MAY NOT use a ball as a shield for incoming balls.
      i. If you are holding the ball in your hand, it is considered part of your body.
      ii. If, in the process of attempting to catch a ball, the player completes the catch but loses control of the ball they were initially holding, that player is out.
         1. The player must clearly give up possession of a ball in their hand before attempting a catch, or must maintain possession of both balls throughout the catch.
   g. When a player is out, he/she must line-up on the sideline at the midline near the official in the order he/she was out.
      i. When the player is out, he/she must immediately yell “OUT” and raise his/her hand.
      ii. He/she must immediately move to the sideline and may not touch any balls on the way.
      iii. He/she must drop any balls in their hands immediately.
      iv. Balls caught while the player is moving to the sideline do not count towards returning this player to play. He/she must be on the sideline before a ball is caught to return to play.

5. A PLAYER IS OUT WHEN:
   a. He/she is hit with a ball thrown by an opponent before the ball touches another player or the ground.
   b. A ball he/she throws is caught by a player on the opposite team.
      i. If a ball bounces off an opponent, a teammate may complete the catch for him/her.
   c. A player touches or crosses the midline.
      i. A player’s body may extend over the line in the air as long as he/she does not touch or cross the line and make contact with anything on the other side.
      ii. A player may not reach over the line to retrieve a ball; though may retrieve a ball touching the midline.
   d. Two (2) or more players leave the court to retrieve balls at the same time. The second player to leave the court will be out.

6. A PLAYER MAY RETURN TO PLAY WHEN:
a. A player on your team catches a ball thrown by the opponents.
b. When a player returns to play after a teammate catches a ball, he/she is not active until crossing the attack line. He/she has five (5) seconds to return to play.

7. BALL RETREIVAL:
a. When a ball is outside the playing area, one member of the team may leave the court at a time to retrieve the ball(s).
   i. He/she must yell “BALL” and raise one arm in the air before leaving the back of the court.
   ii. He/she has five (5) seconds to retrieve before returning to the court.
   iii. If two (2) or more players on the same team leave the court at the same time, the second player is out and must move to the sideline.

8. OTHER:
a. Even with officials at the contest, the game must still be played with honesty and integrity. If a ball hits you, please leave the court without waiting for an official to make the call as there are up to sixteen (16) players in the court at a time, six (6) balls, and only two (2) officials.
   i. Consistent policy violators may be disqualified from the match for poor sports conduct.
b. All other decisions related to the enforcement of policies or ruling of a play in question which was not mentioned will be at the discretion of the officials and supervisor at the contests with an emphasis on the “spirit of the game”.