**IM DODGEBALL RULES – 2017**

*All IM participants are expected to review the Intramural Participant Handbook. The handbook is located at http://www.ship.edu/Recreation/Intramural_Sports/.*

**ROSTER:**
- Rosters must be submitted within the designated period listed on the roster form. Rosters that are late, incomplete, or illegible, will not be accepted.
- Shall contain a minimum of 10 players but no more than 16.
- The league is co-ed. However, teams are not required to be co-ed.
- Roster changes are prohibited following the completion of 50% of the regular season.

**EQUIPMENT:**
- An official Gopher dodgeball will be used for league play. All equipment will be provided by IM staff.

**SCHEDULE INFORMATION:**
- Game and officiating schedules will be recorded daily on the Rec Hotline (477-1561, prompt #3). All IM participants are expected to call the Rec Hotline daily to confirm league schedules.
- All games will be played in ShipRec Arena.
- Each match will consist of seven (7) games. Games are six (6) minutes in length with running clock.
- There will be no time outs. Play may be stopped only by an official for injuries.
- Games will consist of 6 players per team on the court at one time. The same 6 players will begin and end a game. Substitutions are permitted between games of the match. Substitutions must be made for injured players. If no players are available, the game is a forfeit.
- Teams will switch sides of the court after each game.
- The object of the game is to eliminate all opposing players by getting them “OUT.” The first team to legally eliminate all opposing players wins the game. If time expires prior to the elimination of a team, the team with the most players remaining wins the game.
- **OVERTIME:**
  - In the case of an equal number of players remaining after regulation, a 2 minute sudden-victory overtime period will be played. The first team to eliminate an opposing player will be declared the winner.
  - Overtime will begin with the players left standing at the end of regulation.
  - Overtime play will take place within the boundaries of the volleyball court (red lines).
  - Each team will receive 3 balls at the end line. Play begins on the official’s whistle.
  - At the end of each overtime period, if no players have been eliminated, an additional player from each team to a maximum of 6 will be placed back into play.
- **FORFEIT POLICY:**
  - If a team does not field (6) six players to begin any game at the scheduled game time, that contest is considered a forfeit. However, there is a possibility of forfeiting the first two games and still continue with match play for the evening. For example: If the match is to start at 9:00pm (6), six players must be present for game 1 at 9:00pm, game 2 at 9:10pm, and game 3 at 9:20pm. If game 3 has been forfeited, at this point the team will forfeit all seven games.

**PLAYING AREA:**
- The boundaries of a dodgeball court are determined by the boundaries of the basketball court (black lines). All players must remain within these lines, unless retrieving a ball that has exited the playing area.
- Players retrieving balls outside the playing area must immediately return to the playing area and re-enter through the end line.
The center line will be determined by the center line of the basketball court. Players may not break the plane of this line with an entire foot. If half of your foot crosses the line, you are considered in bounds. If the full foot crosses, you are out-of-bounds.

A team is only entitled to the out-of-bounds dodgeballs on the team’s respective side. The center line will extend out-of-bounds for this purpose.

The attack lines on both sides of the court are represented by the 10ft line of the volleyball court (red line).

With 2 minutes remaining in a game, the playing area is made smaller, with play restricted to the red volleyball court lines. Officials will provide the 2 minute warning. All rules regarding leaving the playing area still apply.

Only roster members should be on the team bench side. Spectators should be located on the opposite side of the court.

**THE OPENING RUSH:**

- Six dodgeballs (three 7” and three 8.25”) will be placed on the center line by an official.
- Prior to the rush, all players must have both feet behind the black end lines.
- Following the official’s whistle, teams may approach the centerline to retrieve dodgeballs. Players may retrieve a maximum of two balls per person. Balls must be retrieved with a player’s hands. Balls should not be slapped or kicked from the centerline.
- A player may slide and cross center court in an effort to retrieve the ball. If an official considers the slide to be intentional in an effort to take out/injure another player, the player will be out.
- Teams may not run and cross into the opposing team’s zone and no contact may be made with the opposing team's players. A player who initiates contact with a player on the opposing team will be called out.
- Once a ball is retrieved, it must be taken behind the attack-line before it can be legally thrown.
- A player may grab a ball and toss it to a player standing behind the attack line.
- A false start will be declared if players (1) start prior to the whistle or (2) are not completely behind the end line. A false start will result in the opening rush being re-started. Two or more false starts will result in removal of a player from the game at the official’s discretion.
- Any dodgeballs that are dropped and/or roll to the opposing team's court are lost.

**GETTING PLAYERS “OUT”:**

- A ball is considered live until it is caught by an opponent, travels out of bounds, or contacts the floor/wall/curtain/etc. All players are in jeopardy until the official signals the end of regulation time. All live balls in flight at the time of an official signal may eliminate an opponent.

The object of the game is to eliminate all opposing players by getting them “OUT”. This may be done by:

- Hitting a player with a live ball.
  - If a player is hit in the head by a throw considered by the official to be intentional or malicious, the thrower will be out.
  - Clothing is an extension of a player’s body. If clothing is hit by a live ball, the player is out.
- A player has his/her live ball caught by an opposing player in bounds. Momentum may carry a player out-of-bounds while making a catch. A catch is considered valid if the player establishes control of the ball prior to being carried out of bounds.
- A player crosses the center line with an entire foot.
- A player crosses a boundary line with an entire foot while not retrieving a dodgeball. A player is out if he/she dodges out of bounds in an attempt to avoid being hit by a ball.
- If a player is hit or deflects a dodgeball and a teammate catches it, only the thrower is out.
- A player may use a ball to block incoming throws. If a player deflects a thrown ball with a ball in their possession, the thrown dodgeball is considered live until it hits the ground, or leaves the playing field.
  - A ball deflected into a teammate will result in the teammate being out.
• If a player drops the ball as a result of blocking a thrown ball, the player will be out. However, players may intentionally drop a held ball in order to catch a live ball.
• No kicking of dodgeballs at any time, whether attempting to get another player out or in frustration. Any player kicking a ball may be removed from the game or the entire match at the official’s discretion. Lightly passing a ball to a teammate with a foot is acceptable.

ELIMINATED PLAYERS:
• Must immediately drop all balls, exit the court, and remain out of bounds on the score table side of the court. Players should line up behind the attack line, at the site of the cone provided by IM staff.
• Players should line up in the order eliminated. On a caught ball by a teammate, eliminated players may re-enter the playing area in the same order eliminated. Only the 6 active players in that game may re-enter.
• Must re-enter the court though the end line. This also applies to a player leaving the playing area to retrieve a ball.
• May not assist team members by retrieving dodgeballs which have gone out of bounds.

INTERFERENCE:
• Interference occurs when an inactive player intentionally interferes with live play. This includes an eliminated player intentionally blocking balls while on his or her way off the court.
• On an interference call, an offending team’s player closest to the infraction will be eliminated.

STALLING VIOLATION:
• To reduce stalling, a team may not possess all dodgeballs for more than five (5) seconds. Before five seconds are up, the team must make a play across the opponent’s attack line, including rolling, throwing, or attacking. Failure to do this will result in a stalling violation.
  o First Violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue behind the attack line with balls in hand.
  o Second Violation: One player on the stalling team is out.
• All players may only handle the ball for a maximum of 10 seconds before making a play across the opponent’s attack line. Failure to do so will result in an automatic out.
• Only an official may call a stalling violation.

OFFICIATING/FORFEITS:
• Teams are responsible for providing officials per the officiating schedule. Any failure to officiate and or sign in the respected officiating slot on the score sheet will result in a violation. Forfeits will also result in a violation. Team violations are used to determine a team’s continuation in the league, including eligibility for post-season competition.
• Officials must be actively and effectively officiating. Any official using an electronic device while officiating will receive an officiating violation for their team.
• Students should not officiate in any game in which his/her team is participating.
• Officials cannot see everything; all teams should play with the honor system. Players are encouraged to call themselves out and leave the playing area.

SPORTSMANSHIP:
• If a player shows unsportsmanlike conduct, one warning will be made to the player and his/her team. If the player continues their unsportsmanlike conduct, he/she will be ejected from the game, and the official may request the Director of Intramurals to permanently expel the player from that sport.
• If a spectator shows unsportsmanlike conduct, the official will issue one warning. If the unsportsmanlike conduct continues, the IM staff may stop the game until the person leaves the area. If the ejected spectator is a member of any team participating in intramurals, the team may be assessed a forfeit.