IM DODGEBALL RULES 2022

*All intramural (IM) participants are expected to review the Intramural Participant Handbook. The handbook is located at [http://www.ship.edu/Recreation/Intramural_Sports/](http://www.ship.edu/Recreation/Intramural_Sports/) on IMLeagues.com and www.ship.edu/recreation.

SCHEDULE INFORMATION:
- Game and officiating schedules will be recorded daily on IMLeagues.com. All intramural dodgeball participants are expected to check with IMLeagues.com daily to confirm league schedules. **In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s) when possible.**
- All games will be played in ShipRec arena.

GAME CHECK-IN:
- Each player is required to present physical SUID to intramural staff upon arrival to the court. Any individual failing to present physical SUID, who participates in a contest, will subject the parent team to forfeiture.
- Any individual failing to present a requested physical SUID, or violating ShipRec access policies, who participates in a contest, will subject the parent team to forfeiture of the contest and associated penalties.

ROSTERS:
- Rosters must be submitted through IMLeagues.com during the registration window. The registration window for 2022 Dodgeball is Monday, August 22nd at 8:00am through Wednesday, October 26th at 8:00am.
- Any additions or drops after the registration window will be done by the intramural GA. Captains must email the intramural GA at rec@ship.edu with their team name, the individuals name, SUID, ship email, and phone number.
- Shall contain a minimum of 9 players but no more than 12.
- 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. The department of recreation will notify captains with a specific deadline once it has been established.

EQUIPMENT:
- Official Gopher dodgeballs will be used for league play. All equipment will be provided by intramural staff.
- All participants will be expected to wear department issued pinnies for purpose of tracking and participation.

GAME RULES:
- 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 their team’s respective side of the court. The center line will extend out-of-bounds for this purpose.
- The attack lines on both sides of the court are represented by the 10-foot line of the volleyball court (red line).
- With two minutes remaining in a game, the playing area is made smaller, with play restricted to the red volleyball court lines. Intramural employees will provide the two minutes warning. All rules regarding leaving the playing area still apply.
- Only roster members should be on the team’s bench. Spectators should be located on the opposite side of the court.
- **Opening Rush**
  - Eight dodgeballs (four 7” and four 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 officials whistle, teams may approach the center line to retrieve dodgeballs. Players may retrieve a maximum of two balls per person. Balls must be retrieved with a player’s hands. Balls may not
be slapped or kicked from the center line. A player may grab a ball and toss it to a player standing behind the attack line.

- 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) cross the end line prior to the whistle, or (2) are not completely behind the end line. A false start will result in the opening rush being restarted. 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 officials signals the end of regulation time. All live balls in flight at the time of an official signal may eliminate an opponent.
- 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 and hair are extensions of a player’s body, if 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 carries 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 to avoid being hit by a ball.
- If a player is hit or deflects a dodgeball and a teammate catches it before being considered a dead ball, only the thrower is out.
- A player may use a ball to deflect 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 court.
- A ball deflected into a teammate will result in the teammate being out.
- If a player drops the ball because of deflecting a thrown ball, the player will be out. However, players may intentionally drop a held ball to catch a live ball.
- No kicking dodgeballs at any time. 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 intramural staff.
- Players should line up in the order of elimination. In the event of a caught ball by a teammate still in the game, eliminated players may re-enter the playing area in the same order of elimination. Only the six active players in the game may re-enter.
- Must re-enter the court through 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/her way off the court.
- On an interference call, an offending team’s player closest to the infraction will be eliminated.

**Stalling**

- To reduce stalling, a team may not possess all dodgeballs for more than five 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.
  - 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.
  - Second violation: One player from the stalling team will be called out.
o All players may only handle the ball for a maximum of ten seconds before making a play across the opponent’s attack line. Failure to do so will result in an automatic out.

o Only an official may call a stalling violation.

OFFICIATING:
- 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.
- Officials must be actively and effectively officiating. Any official using an electronic device while officiating will receive an officiation violation for their parent team.
- No student should officiate any game in which his or her parent team is participating.

FORFEITS:
- If a team does not field 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 continuing with match play. For example, if the match is scheduled to start at 9:00pm, six players must be present for game one at 9:00pm, game two at 9:10pm, and game three at 9:20pm. If game three has been forfeited, at this point the team will forfeit all seven games.
- 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.

SPORTSMANSHIP:
- If a player shows unsportsmanlike conduct, one warning will be made to the player and his or her parent organization. If the player continues their unsportsmanlike conduct, he or she will be ejected from the game, and the Director of Intramurals may 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 parent organization may be assessed a forfeit.

STUDENT CODE OF CONDUCT:
- Please refer to the Student Code of Conduct Overview for pertinent information.