

DODGEBALL RULES

Revised: October 2016



ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

CODE OF CONDUCT

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students, faculty/staff members with Recreational Sports Memberships, and significant others of eligible participants.
- 2. CHECKING IN TO AN EVENT:**
 - a. Participants who appear on the IMLeagues.com roster by noon of the day of their event may check into intramural activities with any form of a government picture ID.
 - b. Participants who wish to check in to an event but do not appear on the IMLeagues.com roster must present their Southern Miss ID or REC Card.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's A team and a men's fraternity team).
- 4. AFTER CHECK IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 6 players on the court at one time. A minimum of 4 players are required to start the game.

- 2. CAPTAIN:** Each team shall designate a team captain to make all decisions. The team captain is responsible for the eligibility, conduct, and attendance of his/her team. He/she is responsible for the validity of the team score sheets after having the score audited by the opposing team's captain. Each captain will sign the score sheet after completion of play. Each team shall designate a team captain to make all decisions.
- 3. PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

FORFEITS: If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the event, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Recreational Sports Office. The captain of the forfeiting team will be suspended from all intramural activity until that payment has been made. Teams are only allowed one forfeit per sport per season. If a team forfeits twice, it will be removed from the league for the remainder of the season.

DEFAULTS: If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by e-mailing intramurals@usm.edu or calling 601-266-5405 by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.

PROTESTS: Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, the delay shall count as an official's time out.

RULE 4: PLAYING AREA AND EQUIPMENT

- 1. PLAYING AREA:** All games will be played on the Payne Center gym courts. The perimeter to the dodge ball courts will be marked by the volleyball court lines.
- 2. DODGEBALL:** Dodgeballs will be provided by the Intramural Sports Program.
- 3. ATTIRE:** Matching teams jerseys are not required. All players must be in athletic attire (no jeans or khaki pants/shorts).

4. **SHOES:** All players must wear shoes.
5. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted.
6. **BLOOD RULE:** If a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.
7. The Intramural Sports Staff has the right to deem certain equipment unsafe or illegal.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **LENGTH OF THE GAME:** The length of the game shall be 30 minutes consisting of (5) six minute periods. The team with the most wins when time has expired shall be declared the winner. Multiple games may be completed during a single period.
2. **TIME OUTS:** There are no time outs.
3. **TIE:** In the event of a tie, a sudden death overtime game will occur. The overtime period will be (1) minute in length. All players left on the floor when time expires will be the only players allowed to participate in the overtime period.

RULE 6: PLAYING THE GAME

1. **START OF THE GAME:** 3 balls will be placed on both sides of the court at the ten foot attack line (volleyball). All team members must stand beyond the baseline of their side of the basketball court. When the whistle is blown, players are allowed to go anywhere on their side of the court, but must stay in-bounds. Once the game begins, all 6 balls are in play for both teams.
2. **GETTING OUT:** A player shall be out for the following:
 - Contacting any part of the opponents court beyond the center line. Contacting the center line is illegal. However, reaching over the center line to grab a ball, provided that the player never contacts any part of the court on the opponent's side of the center line, is legal.
 - Contacting any part of the court out-of-bounds. However, travelling out-of-bounds to retrieve a ball, provided that the player does not travel out-of-bounds to avoid a thrown ball is legal.

- Being hit by a legally thrown ball from the opponent's court before it hits the ground, wall, basketball goal or curtain. Any player(s) contacted by a live ball in this manner shall be out.
 - A thrown ball that hits one opponent then contacts another opponent before contacting the ground, wall, basketball goal or curtain results in both opponents being eliminated.
 - A thrown ball that hits an opponent then is caught by another opponent before the ball contacts the ground, wall, basketball goal, or curtain will result in only the thrower being eliminated.
 - Attempting and failing to catch a thrown ball, provided that the player comes into contact with the thrown ball before it hits the ground.
 - A thrown ball is caught in the air by an opponent; the thrower is out. The catching player's team will be allowed to re-enter one player in the order they were eliminated.
 - Using a ball as a shield to deflect an opponent's thrown ball is legal as long as the ball does not contact the player with the ball.
 - If a thrown ball is blocked by a ball in possession of an opponent and the opponent's ball is dropped, the player is not eliminated. The ball must contact the player.
 - If a thrown ball is blocked by a ball in possession of an opponent and the thrown ball is deflected into another player, the player who the ball contacted is out.
 - If a thrown ball is blocked by a ball in possession of an opponent and the thrown ball is then caught by the non-throwing team, the thrower is out.
 - Intentionally kicking a ball in an attempt to hit an opponent.
 - Once out, players must immediately leave the playing area. Acting as a temporary shield or not leaving the playing area immediately will result in a teammate being eliminated.
- 3. SCORING:** Each game in the match will count as a point. Once all players on one team are out, at the same time, the game will be declared a win. When time expires, whichever team has won the most games wins the entire match.
- 4. STALLING/5 SEC VIOLATIONS:** Both teams must be given the opportunity to eliminate the other team's players. There shall be no stalling by the either team to keep the other team from this opportunity. Teams may not collect and hold all of the balls to keep them from the opposition. The officials will call a stall and begin a 5 second count when no balls are at the disposal of the one team and no play has been made by the other

team. Before the end of the 5 second count, a ball must be put at the disposal of the trailing team by attacking, throwing or rolling it to their side of the court. Throwing a ball over and beyond the end line or sitting a ball over the end line or half-court would not be included.

- 5 Second Penalties:
 - 1st violation: stoppage of play and the balls evenly divided between the 2 teams. Play begins again with all players on their respective baselines.
 - 2nd violation: a player from the violating team will be automatically eliminated.

RULE 7: SPORTSMANSHIP

- 1. RATING:** Each team will begin the contest with a 3 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
 - A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
 - B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the intramural sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.
 - C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.
 - D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.

- F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

RULE 8: COREC CLARIFICATIONS

- 1. TEAM COMPOSITION:** Each team will consist of 6 players are on the court. A minimum of 4 players are required to start the game. A maximum of 3 players for each gender are allowed to play, and a minimum of 2 players for each gender are required to play.
 - a. 6 players are on the court – 3 males and 3 females
 - b. 5 players are on the court – 3 males and 2 females or 2 males and 3 females
 - c. 4 players are on the court – 2 males and 2 females

- 2. CAPTURE THE FLAG (Co-Rec Variation): Capture the flag rules will be added to the regular dodgeball rules for the Co-Rec Variation of the game.**
 - a. Each team starts game with a flag in the middle of the free throw lane of basketball court.
 - b. Players may cross half-court, but once past the half-court line (with any part of body) they may not throw balls at opposing players; players can still be hit by the opposing team once across the half-court line except in the safe-zone.
 - c. The free throw lane (paint) is a safe-zone for opposing players.
 - d. To score with the flag, and end the game, both flags must be in one team's free throw lane. Flags can only be advanced or returned by players that have not gotten out.
 - e. Once out, players carrying the flag must immediately drop the flag where they were hit or the flag will be returned to its safe zone. The flag may be advanced or returned by any other players not already out.
 - f. Females who score with the flag will get 2 points instead of 1 for their team.