



## **4-on-4 DODGEBALL RULES** Revised: April 2017

All 2017 Rule Changes will be highlighted in gray.

### **ASSUMPTION OF RISK STATEMENT**

All Intramural 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. 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: ELEGIBILITY**

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate.

3. **NUMBER OF TEAMS:** Players can compete for only one single sex team and one corec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's fraternity team).
4. **SIGNED 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 4 players on the court at one time. A minimum of 3 players are required to start the game.
2. **CAPTAIN:** 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**

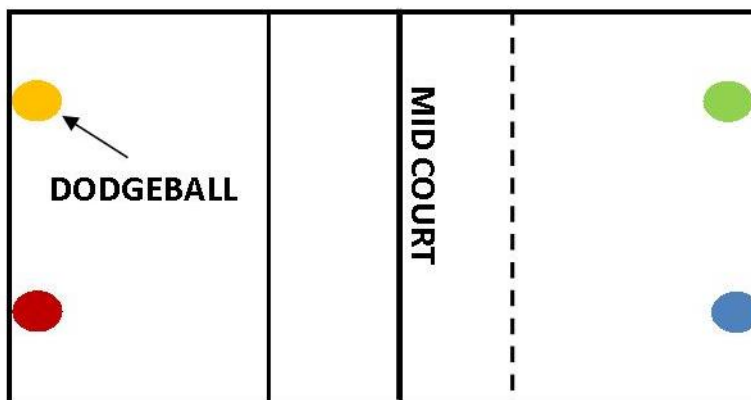
1. **FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Recreational Sports office prior to playoffs or the registration of any other Intramural Sports teams. 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.
2. **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 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.

- 3. PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports 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, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

#### **RULE 4: PLAYING AREA AND EQUIPMENT**

- 1. PLAYING AREA:** All games will be played on the Payne Center racquetball courts.
- 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 athletic close toed 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.

\*\*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:** A match will consist of (3) seven minute periods. There will be a (1) minute break between each period. When all the members of a team are eliminated, the opposing team will receive (1) point.

**2. TIME LIMIT:** After the time limit has expired, the team with the greater number of players remaining will be declared the winner of that game. If an equal number of players are remaining, a one-minute overtime will be played between the players remaining on the court until the winner is declared.

**3. TIMEOUTS:** There are no timeouts.

## **RULE 6: PLAYING THE GAME**

- 1. TO BEGIN THE GAME:** Games will begin with each team possessing two balls. Players must hold the ball on the back wall and a representative from either team must announce “1, 2, 3 Dodgeball!” to start the game. Upon the conclusions of this announcement, players may then leave the back wall and attack their opponent.
  
- 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 legal. 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.
  - Being hit by a legally thrown ball from the opponent’s court before it hits the ground, back wall or the court ceiling. 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, or court ceiling will result in both opponents being eliminated.
  - A thrown ball that hits an opponent then is caught by another opponent before the ball contacts the ground, back wall or court ceiling 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 a 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 thrown 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 and stand in the corner of their side of the court. Player that are out are not allowed to influence the game in any way.

## **RULE 7: SPORTSMANSHIP**

**1. RATING:** Each team will begin the contest with a 4 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.**

**B.**

**C.**

**D.**

**F.**

**(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.

**(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.

**(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.

**(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.

**(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: 1. TEAM COMPOSITION:** Each team will consist of 4 players are on the court. A minimum of

3 players are required to start the game.

- a. 4 players are on the court – 2 males and 2 females
- b. 3 players are on the court – 2 males and 1 female or 2 females and 1 male