



Bloomsburg University Intramural Sports Program

IM Sports – DODGEBALL RULES

NCDA rules with these IM modifications & the IM General Rules will govern play.

TEAM CAPTAINS: Team captains are responsible for their team's actions. They are also the only players allowed to talk with officials during the game. It is each team captain's responsibility to ensure that all team members are listed on the team roster. A player may be added to a team's master roster before that team's second regular season game. Therefore all rosters after the first week of play are concrete. Team captains are not only in charge of their team's actions, but also the fans that are present. **BU ID+ Cards are required from all players at all games.**

Forfeits: GAME TIME is FORFEIT TIME!!! If a team does not have the minimum number of players at the scheduled game time, the game will be called and either a default or forfeit will be recorded.

- a. **Forfeits:** Teams that have **FEWER THAN HALF THE MINIMUM PLAYER REQUIREMENT** present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
 - i. **1st Violation=** Teams/individuals will lose forfeit deposit.
 - ii. **2nd Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, maybe dropped from the tournament.
- b. **Defaults:** Teams that have half the minimum player requirement, but not enough players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
 - i. **1st Violation=** Grace, teams/individuals are not penalized.
 - ii. **2nd Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
 - iii. **3rd Violation=** 2 Forfeits. Team/individual will be dropped from the tournament.

NEW! Grace Period: A team will forfeit a game when it is not ready by game time. The team ready to play will have the choice to grant their opponent a Grace Period, at which they will have 10 minutes to field the minimum number of players to play. **Game clock will start.** The following penalties will be enforced during the 10 minute grace period.

1 point will be awarded to the team ready to play for every 2 minutes that passes.

- a. **Game time:** Team ready for play will be awarded a 1 pt.
- b. **2 minutes:** Team ready for play will be awarded 2 pts.
- c. **6 minutes:** Team ready for play will be awarded 4 pts.
- d. **10 minutes:** Team ready for play will be awarded 6 pts. And the game will be declared a forfeit with a final score of 6-0.

GAME FORMAT

1. TEAMS

- a. Dodgeball is a game played with a roster of up to 16 players with 8 players on the court at the start of play.
- b. The minimum number of players to play is 6. The number of male players may be equal to, or less than, but not greater than one more the number of female players. Teams must maintain these numbers for the entire game.

2. LENGTH OF GAME

- a. The game shall consist of two (2) twenty (20) minute halves. A five (5) minute halftime is the standard however may be waived under the agreement of both teams.

3. CLOCK

- a. The clock will continually run and only be stopped at the referees whistle.

4. SCORING

- a. A point is scored when one team completely eliminates the opposing team from the field of play. If there are still players on the court at the end of the first half or regulation play then no score is applied.

5. EARLY HALFTIME

- a. If a point has been scored with less than 4:00 minutes remaining in the first half, then halftime will go into effect with the remaining time being applied to the second half.
 - i. Example: Team 1 scores a point with 2:48 left on the clock. Halftime is called and the second half will be 25:00+2:48=27:48 minutes long.

6. OVERTIME

- a. If the score is tied at the end of regulation play, a five (5) minute sudden death overtime shall be put into effect after a five (5) minute break in play. This break may once again be waived under agreement by both teams. The first team to score a point in overtime is the winner.
- b. If no point is scored in those 5 minutes, the team with the most people left will be declared the winner.
- c. If both teams have the same number of players on the court, play will start up again when indicated by the official, and the first team to eliminate an opposing player will be declared the winner.

THE COURT: Will be a recreation basketball court in the Student Recreation Center, 74 ft. long and 42 ft. wide.

GAME PLAY:

1. Opening Rush/Restart

- a. Setup
 - i. Six balls should be placed along center court. All active players should be behind their respective baseline.

2. Opening Rush

- a. At the referees whistle players advance and retrieve the balls.
- b. Sliding, tackling, kicking, throwing elbows or otherwise initiating rough physical contact will be removed from play.

3. False Start

- a. If a player enters the field of play before the referees whistle that person is removed from play.
- b. If the false start is very close to the whistle and the whistle was blown then play will continue as normal with the player that false started immediately leaving the field of play.
- c. If the false start is well before the whistle, the referee may hold off on the whistle while the player moves to the jail.

4. Stopped Play

- a. If play must stop the referee should blow their whistle. Play will immediately stop and the following occurs.
 - i. All active players must return to their following baselines.
 - ii. Any balls not possessed by a player and at rest in the neutral zone will be placed on the half court line.
 - iii. Any balls not possessed by a player and at rest in their team's respective zone will be placed on that team's baseline and cannot be picked up before the whistle to restart play.
 - iv. The referee will blow their whistle to restart play where all balls are immediately live.

5. Activating Balls

- a. After the Opening Rush a ball is activated or made live in one of two ways.
 - i. The ball must reach either team's baseline to be activated. The ball may be passed or relayed back to another player on that team or can be thrown back to hit the wall behind the baseline to be activated.
 - ii. If a ball has not reached the baseline, the ball is automatically activated 10 seconds after the Opening Rush.

6. Getting In/Out

- a. Terms
 - i. Direct Hit – When a ball that is thrown by one team hits a player on the opposing team before hitting any other object (ground, player on either team, another ball)
 - ii. Team Catch – When a ball that has directly hit a player on one team is caught by a member of the same team before the ball becomes dead.
 - iii. Dead ball – A thrown ball that hits another ball, the floor, the ceiling, a player on the same team as the player that threw the ball.

- iv. Live ball – Any thrown ball that has not become dead.
- b. Blocking
 - i. A player may use a ball in their possession to block a ball thrown by the opposing team.
 - ii. If a ball that is being used to block becomes dislodged by a Direct Hit the player must regain possession of their ball before it hits another player, ball or object.
- c. Out of Bounds
 - i. If a player has all points of contact between their body and the ground outside of the boundary lines, the player is out.
 - ii. Only one point of contact needs to be maintained to stay in bounds.
 - iii. Players are allowed to go out of bounds to retrieve any balls that are there. They must return to the playing field immediately. It is the official's discretion if the player is returning immediately or stalling.
 - iv. A player is still in play and can be eliminated if they are out of bounds retrieving a ball.
 - v. A player may not go out of bounds to avoid contact from a ball or to catch a ball.
- d. Neutral Zone
 - i. Any player that makes contact with any part of their body beyond their opponent's neutral zone line is out.
 - ii. Examples
 - 1. A player reaches over the neutral zone to grab a ball that is just over the line. The player is still live.
 - 2. A player reaches over the neutral zone to grab a ball that is over the line and a piece of their clothing, a finger or leg makes contact with the ground over the line. That player is out.
- e. Jail
 - i. Players will form a single file line in the jail in the order that they were eliminated from play. It is this order that they will reenter the game.

7. Suicides

- a. A player may suicide at any time. A suicide is when a player jumps from the neutral zone, over the neutral zone line and throws their ball before they land over the line. In this case the player is dead as soon as they land but the ball they threw is still live and acts as a Directly thrown ball.

8. Stripping

- a. If a player is able to steal, and retain possession of, a ball from a player on the opposing team, it counts as a direct catch and follows the rules below.
- b. If a player attempts to steal a ball which results in a jump ball situation or is unable to maintain possession before the ball becomes dead, the player attempting to make the steal is out. The player who originally had possession of the ball is still live.

9. Direct Hit

- a. A player is out if they are Directly Hit and the ball they are hit with becomes dead.
- b. All clothing and personal items (hats, jewelry, etc.) count as an extension of the body.
- c. Examples (All examples start with Player A throws ball at Player B and the thrown ball is still Direct)
 - i. Ball hits Player B's shirt/shorts/hat/etc. but makes no contact with his actual body. Player B is out.
 - ii. Ball hits Player B then hits Player A or Player A's teammate. Player B is out.
 - iii. Ball hits Player B then hits their teammate's ball. Player B is out.
 - iv. Ball hits Player B and is ricocheted high into the air. Any balls Player B catches or throws still count as catches and Directly thrown balls until the ball that hit Player B becomes dead.

10. Head Shots

- a. If a player is hit anywhere above the shoulders in a normal standing position, they are not eliminated.
 - i. Exceptions
 - 1. If player B ducks to prevent being hit and is then struck by the ball, they are eliminated
 - 2. If player B is bending over to retrieve a ball and is then struck by the ball, they are eliminated

CATCHES:

1. **Direct Catch:** If a player catches a ball thrown at them, the player who threw the ball is out and the first player in line from the jail of the team that caught the ball comes back into play.
 - a. A player must maintain one point of contact in bounds in order for a catch to count.
 - i. Examples (All examples start with Player A throws ball at Player B and the thrown ball is still Direct)
 1. Ball hits Player B while Player B is in the air. If Player B's first point of contact lands out of bounds Player B is out and no catch.
 2. Ball hits Player B while Player B is in the air. If Player B's first point of contact lands in bounds and then Player B falls out of bounds. Player B's catch counted but Player B is then out from falling out of bounds.
 3. Ball hits Player B while Player B is in the air. Player B, while in midair, catches the ball and passes it to a teammate. Teammate catches the ball in bounds but Player B lands out of bounds. The ball was Team Caught but Player B is still out for going out of bounds.

2. Team Catch

- a. If a player catches a ball that hit a teammate before themselves, a player from the jail of the team that caught the ball comes back into play.
- b. Examples (All examples start with Player A throws ball at Player B and the thrown ball is still Direct)
 - i. Ball hits Player B and their teammate catches the ball while it is still live. Team Catch. This is true if it hits any number of Player B's teammates before being caught.
 - ii. Ball hits Player B, then hits Player B's teammate, and then is caught by Player B. Team Catch.
 - iii. Ball hits Player B and is then trapped with a ball in Player B's (or teammate's) possession. Player B is out because they (or their teammate) had possession of the ball before it became dead. In the case of the thrown ball striking both the player and the ball at the same time, the ruling is that the player is still live.

REFEREES DISCRETION: The officiating staff has final say on all rulings. Captains and Alternate Captains are the only players who may question a call. All other players must relay requests through a Captain or Alternate Captain.

SHOT CLOCK: During play a 15-second shot clock is in effect for both teams. To reset their shot clock, a player must throw a live ball at the opposing team in a legitimate attempt to eliminate an opponent.

THREE MAN RULE: If a team has three (3) or fewer active players, their shot clock will have a maximum of ten (10) seconds as opposed to fifteen (15). This will take place upon the next resetting of the shot clock.

INTENTIONAL GROUNDING: Rolling a ball to the other team or throwing in a way that is clearly not an attempt to strike an opposing player will not reset the shot clock. The referee will make it know that the attempt did not rest the shot clock.

TIME OUT: Teams are allowed (2) timeouts per half and one (1) for each overtime. A timeout must be called by a captain or alternate captain.

- Timeouts do not transfer beyond the half or phase they were allotted.

STOPPAGE OF PLAY: Once a timeout has been called, the referee shall blow their whistle. Play immediately stops and all balls are immediately dead (EXCEPTION: a player struck before the whistle may attempt to catch the ball they were struck with). The clock also immediately stops.

PROCEDURE: Only active players, Captains and Alternate Captains may be on the court during a timeout. All other players are to remain where they are. Balls in the neutral zone remain where they are. Balls in a players hand or in their zone may be moved to their baseline.

SUBSTITUTION: During a timeout, a player may substitute a player or players in the field of play with a player or players from the bench. Substitutes must report to the head referee before joining play. All substitutes must be for a player of the same gender, i.e. a male for a male, a female for a female.

CONDUCT:.

- No profane or offensive language or gestures
- No removing part of your uniform
- No kicking or spiking of balls
- No unnecessary or intentional contact with opponents or referees
- Once the referee has made their decision only Captains and Assistant Captains may dispute it with them.
- Players in the Jail must stay in the Jail. Players on the Bench must stay on the Bench. Only Captains and Assistant Captains may be out of either of those zones.
- Play stops immediately upon administering a yellow/red card (descriptions below)

PENALTIES: The referees set the tone for the match and are responsible for preventing/stopping unruly behavior. They are able to stop/end the game for any reason, and may give out yellow/red cards for the following reasons:

- a. **Yellow Cards-** A player receiving a yellow card is removed from the remainder of the point and cannot come back in regardless of the amount of catches their team makes. If a player receives a yellow card between points the player may not play the next point and their team plays that next point with 7 players.

Infractions:

- Unsportsmanlike Conduct
- Intentionally delaying the game
- Unnecessary roughness
- Persistently disobeying rules/directives from the refs
- Spiking or kicking a ball
- Removing parts of their uniform
- Loitering on the court after being eliminated from play
- Disrupting the game from the or Bench

- b. **Red Card-** A player receiving a red card during a match is ejected from the remainder of the game and their team must play at a one man disadvantage for the remainder of the game.

If a team receives two red cards they immediately forfeit that game.

Infractions

- Intentionally striking a player or referee
- Spitting at a player or referee
- Using offensive or insulting language or gestures (throat slashing, flipping of the opponent, etc.)
- Intentionally ignoring the decision of a referee
- Receiving two yellow cards in one game.

DEAD MAN/OUT: As soon as a player is out they should raise their hand and go straight out the back of the court. This should be done in a swift and expedient manner so as to avoid the screening of players on their team and the safety of the player going out.

- Anyone not obeying this rule can be penalized by a yellow card.
- If the player is within two steps from a sideline the player should go out that sideline very quickly as it will get them off the court in the most expedient fashion without getting in the way of play.
- No play can involve a dead player

PLAYOFF ELIGIBILITY: Team must be in good standing with no unsportsmanlike conduct issues.

- Players must be on official team roster
- Players must have played in at least 2 regular season games.

TIE BREAKER: If teams are tied a tie breaker will occur. The first tie breaker will be the head to head game result. If there is still a tie after the first tie breaker the team with the better sportsmanship rating will win. If there is still a tie we will take the team with the fewest points given up. If teams are still tied, a coin toss will decide the outcome.

ELIGIBILITY: YOU MUST SHOW YOUR STUDENT or FACULTY/STAFF ID for every competition. Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition. A player is ineligible for any further activity as of the date he or she withdraws from school. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport.

Comparable varsity sports are as follows:

BU Varsity Sport – Comparable IM Sport
Baseball/Softball – Softball
Basketball – 5 on 5 Basketball
Football – Flag Football
Soccer – Outdoor; Indoor Soccer
Volleyball – Sand, 6 on 6 Volleyball

PLAY for "ONE TEAM" You may PLAY for ONE TEAM within a tournament. Playing in ONE game "declares your team" for the remainder of that tournament. You cannot switch teams or brackets within a tournament. See "Protests" for penalty.

A participant may play on one team and one team only in its respective division (men's, women's, coed). I.e. A participant may play on one men's team, and one coed team in the same sport, but not two men's teams, or two coed teams. Any participant playing on two teams in the same division (men's, women's, coed) will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit. **Teams violating eligibility rules or forfeiting will be ineligible for playoffs.**

PROTEST PROCEDURE:

- Whenever a matter of protest arises during a contest, the captain or manager of the protesting team must notify the official and the opponent of his protest BEFORE THE NEXT BALL IS "LIVE." Failure to lodge a protest will void the protest.
- Upon notification of a protest, the official in charge will suspend play.
- The protesting captain or manager will state specifically the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
- If the protesting party wishes to appeal the decision of the official in charge, he/she must request that the field/court supervisor review the decision before play resumes. The supervisor will render a decision on the question.

INELIGIBLE PLAYER Policy: Bloomsburg ID Cards will be required for eligibility verification prior to each contest and at any given time. Refer to the "ELIGIBILITY" and "ONE TEAM" sections for details on eligibility.

The use of "ineligible players" will result in...

1. Default of Game* involved.
2. Ineligibility of Player from future IM play within that tournament.
3. Ineligibility of both Teams for playoffs within that tournament.

* Note: Eligibility violations discovered after the 24-hour limit will NOT result in game default; however, #2 & #3 will still apply.

ELIGIBILITY PROTESTS: Protesting the eligibility of players will be the responsibility of the individual team or team captain and should be made at the start of the game or when the player in question arrives at the game site, but must occur prior to the next contest.

- In protests regarding player eligibility, all pertinent information (i.e. date, time, location of contest, and names) must be noted as well as notifying the supervisors at the game site, if possible. If player identification is needed, the supervisors or officials will be utilized.
- Individual players found ineligible automatically forfeit the game in which they participated. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void.

If you suspect an ineligible player AFTER THE GAME HAS ENDED... You have a 24 hour limit from game time to submit a Written Protest Form to the Intramurals Office to receive a "Win by Default". Teams found to involve ineligible players will be dealt with according to the above policy. Provide the players name (if possible), team name, the game date, time and location, and why you believe they are ineligible, to assist with verification.

RULE INTERPRETATION PROTESTS: (Judgment calls by an official cannot be protested)

Protests concerning interpretation of playing rules will be allowed, that is, failure of an official to apply a proper rule, penalty or violation to a given situation that has a direct and immediate impact on the outcome of a contest. The protest must be handled immediately following the play or decision on the field.

WRITTEN PROTEST: Must be presented to the Intramural Director within 24 hours after the event. All protests will be given to the Intramural Director for a ruling. Protest forms will be available at every contest.

DISQUALIFICATIONS: A player will be disqualified upon receiving their 5th personal foul.

SAFETY CONCERNS: THIS IS A NONCONTACT SPORT. Hats, jewelry, or metal joint braces will not be permitted. We have these rules to protect the participants' safety. Please respect this policy.

BLOOD BORNE PATHOGENS: If a player is found to be bleeding, they must immediately leave the game. Substitutions may occur at this time and the official may take a timeout. The player may not reenter the game until all bleeding stops, and all injuries are properly cleaned and bandaged. All blood soiled clothing must be removed before the player can reenter the game.

UNSPORTSMANLIKE CONDUCT: Any offensive behavior towards officials, fans, and opposing teams will result in an unsportsmanlike foul. If a player receives two of these fouls they will be ejected. Behavior that would be considered an immediate ejection would include foul language towards an official, hitting another player or fan, an alcohol related incident, and any other action an official deems worthy.

EJECTIONS: If any one of these instances occurs, a player will be automatically ejected.

All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator. The player that is ejected will be given 2 minutes to leave the playing area and field. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and field the game will be called a loss to the team the player was a member of.

- Combative behavior.
- Threatening the wellbeing of another person.
- Intentional contacting an official.
- Extreme circumstances deemed unsafe by officials.

FAN SPORTSMANSHIP: Team captains are in charge of their fans. If fans become unruly the acting supervisor may stop the game and ask the fans to leave the area or take action accordingly