

2009 Intramural Dodgeball Rules

All participants must have & show their valid KENT STATE UNIVERSITY ID before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.

All games will be self-officiated based on the National Amateur Dodgeball Association (NADA) Rules; which will be in effect unless otherwise noted in this supplement.

THE TEAM

- The game shall be played between two teams of 6 players. Players must have played in at least one regular season game to be eligible to participate in the playoffs.
- A team must start with at least 4 players and will be allowed substitutions only during timeouts or in the case of an injury.
- The game will be “Match Play” with a Grace Period of :
 - Late up to 5 minutes = 5 of 6 balls go to the team signed in and on time
 - Late 6-10 minutes = forfeit first game
 - Late after 10 minutes = forfeit of the match

THE GAME

- The game will be played on the volleyball court in the multipurpose gym. The volleyball court 10 foot lines will be used as the attack lines to designate the attack zone.
- All players must remain within the court boundaries. The only time a player may leave the court boundaries is to retrieve a stray ball. Stray balls may only be retrieved by exiting and entering from the end line.
- **One point contact.** A player may have one foot in bounds and one foot out of bounds. Once the player has both feet out OR one foot out and the other not touching that player is OUT. Exceptions are the center line, crossing the center line results in an out.
- The object of the game is to eliminate all opposing players by getting them “OUT”. This may be done by:
 - Hitting an opposing player with a thrown ball below the shoulders, or
 - Catching a ball thrown by your opponent before it touches the ground.
 - A player is out if the ball is "trapped" (caught and pinned to the ground).
 - A simultaneous catch by two opposing players of balls thrown at each other will eliminate both players, unless there is a noticeable difference of time between the catches.
- If a player catches a live ball (one that has not hit the ground), the thrower is out and everyone hit by the thrown ball remains in.
 - Example: Player A throws a ball and hits his/her opponent, Player B. The ball bounces off of Player B and is caught by Player C. Because the ball is still live and caught, Player A is out and both Player B and Player C remain in the game.
- Catching an opposing players ball results in bringing in a teammate. For example, catching a ball before it hits the ground the person who threw the ball is out when this happens, a person who was out on the catching team may enter the game.
- The game will begin by placing the dodgeballs (6) along the center line. Players will take a position touching their respective end lines.
- The Intramural Supervisor will count 1, 2, and 3 and then blow their whistle to start the game.
- When the whistle is blown each team will sprint to the center line to retrieve the balls – only minimal contact will be allowed during the start of the game.
- Once the balls are retrieved from the center line, the ball must touch the players respective end line before being thrown.
- When only 1 player remains, players from both teams may advance over the center line up to their opponents attack line.
- The first team to legally eliminate all opposing players will be declared the winner.

- Match play will be utilized for the league. Matches will be declared by using the “best of seven” format in which the first team to win four (4) games will be determined the winner. A running clock of forty-five (45) minutes has been established for league play matches. In the case of a tie in the number of games won after time has expired, a two (2) minute overtime period will be played. If after the overtime period, the game is still tied, sudden death will occur and the first team eliminating another teams' player will be declared the winner.
- Each team will be allowed one (1) 60 second timeout per game. At this time teams may substitute players in the game. Timeouts can only be called, and directed to the on-site supervisor, when all balls are in player possession and not in the air. All balls will remain in team/player possession on their respective back walls when a timeout is called - play will resume by the on-site supervisor blowing his/her whistle. You can only substitute in players that have not been in the field of play. You cannot substitute a player in that has already been eliminated.
- The teams are not permitted to stall. A player will have 7 seconds to throw the ball. If the team has possession of all the balls, the team has 5 seconds to throw one ball. It has to be a legitimate throw and not a rolled ball. Every time a team throws a ball, all counts start over. If a team or player is called for stalling, the opponent will be awarded possession of all the balls.

BOUNDARIES

- All balls are live until they hit the ground.
- Balls that go into the team bench area will be put back in play at the center line by the Intramural Supervisor.
- Each team must stay in their respective areas – behind the center line on their side of the court until a team is down to one player remaining.

EQUIPMENT

- The Department of Recreational Services will supply the dodgeballs for use in the games.
- Teams should check out contrasting team shirts from the Multi-Purpose Gym Equipment room ten minutes prior to game time. A valid KSU ID will be necessary for equipment checkout.
- Proper athletic footwear and athletic apparel are required to participate.
- NO Jewelry is allowed to be worn.
- NO Headgear is allowed to be worn.

RULE ENFORCEMENT

- Rules will be enforced primarily by the “Honor System”. Players will be expected to rule whether or not a hit was good and whether they were legally eliminated.
- All contests will be supervised by an Intramural Supervisor. The Supervisor’s responsibilities will be to rule on any situation in which teams cannot agree. The Supervisor’s decisions are Final and should not be questioned.
- The Supervisor will grade each team nightly in regards to sportsmanship.
- No Jumping over the wall.

MISCELLANEOUS

- No spectators are permitted in the bench area.
- Late arrivals cannot enter the game. The number that you have to start a game is the number that you have to finish the game.
- Any rules not covered in this rules sheet will be subject to interpretation by the Coordinator for Intramural Sports.
- If excessive force (i.e. throwing the ball at someone’s head intentionally) or unsportsmanlike tactics are used while participating the Intramural Supervisor can and will eject the involved parties.
- Warnings by the Supervisor may be issued but are not mandatory.
- The Intramural Coordinator may approve the number of club players per team to exceed two (2). The team must make a written request and receive written approval.

CO-REC MODIFICATIONS

- Teams will consist of eight (6) players, 3 males and 3 females.
- If the game is started/played with five (5) players the numbers can be:
 - three (3) males & two (2) females, or
 - three (3) females & two (2) males
- If a game is started/played with four (4) players the number of males cannot exceed two (2).
- Substitutions may be made for same gender only, with the following exception: a female may make a substitution for a male.

EJECTION

- In the case of an ejection, the player not only must leave the premises but also needs to meet with the Coordinator of Intramural Sports before she/he may participate in the next activity.

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY