

2009 Intramural 4-on-4 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 4 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 3 players and will be allowed substitutions only during timeouts or in the case of an injury.
- The matches will have a running clock of 30 minutes and will play best of 21 games. The team that is ahead when the 30 minutes expires or the first team to win 11 games wins the match. If there is a tie after 30 minutes, 1 sudden death game will be played to determine the winner.
- The game will be "Match Play" with a Grace Period of :
 - Late up to 5 minutes = **forfeit 1st game**, 3 of 4 balls go to the team signed in and on time
 - Late 6-10 minutes = forfeit first 3 games
 - Late after 10 minutes = forfeit of the match
 - Note: The running clock starts at the scheduled game time.

THE GAME

- Games will not be officiated. An intramural staff member will be present to help with rule interpretations. The staff member will not be making decisions on the game.
- **One player may re-enter on a caught ball.**
- The game will be played on the racquetball court.
- 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 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.
 - They drop a held ball after deflecting a LIVE thrown ball (usually occurs when a ball is being used to block a thrown ball).
 - They step/slide/run over the mid line to retrieve a ball or avoid being hit by or to catch a thrown ball.
 - If two players are hit by one throw/ball
 - 1st player is out
 - 2nd player is not out

Note: Once a player is out, he/she must stand against the wall on the right side of the court. **Players who are out may not help fetch the balls. A player who is out should go against the wall and kneel down.**
- A player is NOT out if:
 - Their ball is caught off the wall or ceiling **or a deflected ball.**
 - ~~Their ball is caught after hitting another player.~~
 - They get hit **on the neck and head.** Note: A player moving downwards into the ball after it is thrown is out.
 - They hit another player **on the neck or head.**
 - They get hit by a ball but their teammate catches the ball without hitting the wall or floor. **The person who threw it is out.**
 - If a player catches a live ball (one that has not hit the ground, walls, ceiling, held ball, **deflected thrown ball**), the thrower is out and everyone hit by the thrown ball remains in.
 - A player gets hit after the thrown ball touches the floor, wall, ceiling, held ball, **deflected thrown ball.**

- The game will begin with each team having 2 balls in their possession. Teams will line up on their own side with the ball on the wall. Play will begin after a team captain yells “go”. Team captains should alternate each game.
- The first team to legally eliminate all opposing players will be declared the winner.
- Each team will be allowed two (2) 20 second timeouts per match. At this time teams may substitute players in the game. Timeouts can only be called 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. 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.

BOUNDARIES

- All balls are live until they hit the ground, ceiling, or wall.
- Each team must stay in their respective areas – behind the center line on their side of the court.

EQUIPMENT

- The Department of Recreational Services will supply the foam dodgeballs for use in the games.
- 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 Staff member.
- The Intramural staff member will grade each team nightly in regards to sportsmanship.

MISCELLANEOUS

- 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 Staff member can and will eject the involved parties.
- 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 four (4) players, 2 males and 2 females.
- If the game is started/played with three (3) players the numbers can be:
 - two (2) males & one (1) female, or
 - two (2) females & one (1) male
- 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