

Intramural Dodgeball Rules

I. TEAM

a. Captain:

- i. Team captains are responsible for the actions of their team and their team's fans. It is the team captain's responsibility to ensure that all team members are listed on the roster.
- ii. Only the team's designated captain is allowed to consult with the officials.
- iii. Captains should verify the score at the end of every game, and must sign the score sheet to verify the game winner.

b. Eligibility:

- i. All players must present a valid Kutztown University ID to the scorekeeper prior to every game. The scorekeepers will hold all ID's until the end of the game. **NO ID, NO PLAY!**
- ii. All current Kutztown University students, faculty, and staff are eligible to participate in intramural activities.
- iii. All players must have paid the Intramural Participation Fee and appear on the IM Leagues roster (Please reference the IM Handbook for payment process).

c. Roster:

- i. A team will consist of six (6) players on the court. The roster may contain up to 12 players.
 1. **CO-REC:** A minimum of three (3) females must be on the court at the start.
- ii. A minimum of four (4) players are needed to start a game.
 1. **CO-REC:** Two (2) of which must be females.
- iii. Players may only play for ONE TEAM within a division.
 1. Players cannot switch teams within a division once they have played in a game.

II. FORFEITS & STARTING GAMES

- a. Game time is start time!!! If a team does not have the minimum number of players (5) at the scheduled game time, the game clock will start. The team that does not meet the minimum number of players will have 10 minutes to field a team. The following penalties will be enforced during the period:
 - i. Start of clock – Team ready to play will be awarded 1 point.
 - ii. 3 minutes – Team ready to play will be awarded an additional 1 point.
 - iii. 6 minutes – Team ready to play will be awarded an additional 2 points.
 - iv. 10 minutes – Team ready to play will be awarded an additional 2 points and the game will be deemed a forfeit by a score of 6-0.
 1. TEAMS MUST BE READY TO PLAY AT THAT TIME!
 2. If no members of a team are present at the scheduled game time, the game will automatically be ruled a forfeit and no clock will be started.

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- b. Teams should try to notify the Coordinator of Structured Sports of any forfeit by 3pm the day of the game. This allows the Coordinator of Structured Sports time to possibly find a replacement team. If no team is found, the team will forfeit the game and will receive a “B” sportsmanship rating. Forfeits without notice, or after 3pm will result in a “C” sportsmanship rating.

III. ATTIRE

- a. Teams are encouraged to wear shirts of the same color.
- b. All players must wear sneakers.
- c. Participants are REQUIRED to remove all jewelry prior to competing. Recreational Services is not responsible for lost or damaged jewelry.
- d. Hats with brims ARE NOT PERMITTED to be worn during games.
- e. Items of clothing with profanity or deemed inappropriate by Recreational Services will not be tolerated. Players will not be allowed to wear such clothing when participating.

IV. GAME LENGTH

- a. The game will consist of two (2) fifteen (15) minute halves. The clock will run continuously for the entire game, unless a timeout is called by the official.
 - i. The clock WILL NOT stop in between points. After a point is scored, the next game must be started within 25 seconds. Stalling will not be tolerated and a point may be given to the opposing team.
- b. Teams will be granted one (1) timeout per game. Timeouts must be used after a point is scored. The clock will resume when the next game begins.
- c. The team with the most points at the end of the game will be declared the winner.
 - i. A point is scored when one team completely eliminates all of the players from the opposing team.
- d. If a point has been scored with less than three (3) minutes remaining in the first half, then halftime will go into effect with the remaining time brought over into the second half.
 - i. EX: Team A scores a point with 1:30 left on the clock. Halftime is called and the second half will be 16:30 long.
- e. If both teams have players left at the end of the half, those same players will start the second half.
- f. **Mercy Rule:** If a team is leading by five (5) or more points at any time with five (5) minutes or less in the second half, the game will be ended.
- g. **Tie Games:** There will be no overtime in the regular season.
 - i. A five (5) minute sudden death will take place in the event of a tie in the playoffs.
 - 1. The first team to score a point will be declared the winner
 - 2. If no point is scored, the team with the most players left will be declared the winner.

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V. PLAYING AREA

- a. Games will be played in O’Pake Fieldhouse and utilize the lines of the volleyball court (red lines).
- b. Each team’s area is divided by the mid-court line.
- c. Any player that did not START the game, must be outside of the curtain on their team’s side of the court.
- d. Any player who is eliminated must remain on the sideline and is not permitted to retrieve balls that have left the playing area.

VI. STARTING THE GAME

- a. The game will begin with six (6) dodgeballs along the mid court line.
- b. Players will begin with at least one foot touching the baseline.
- c. Once the official blows their whistle to start the match, players may run to mid-court to retrieve the three (3) balls to the **RIGHT** of the circle.
- d. The ball will become “live” when the ball touches the baseline by:
 - i. Passing the ball back to a player on the baseline.
 - ii. Running the ball back to the baseline.

VII. DURING THE GAME

a. Substitutions:

- i. Once a game begins there are no substitutions permitted to be made.
 1. An exception would be made in the event of an injury.
 2. In the event of an injury, the sub cannot be a player who started the game.

b. Live Ball:

- i. A player may only be eliminated by a LIVE ball.
- ii. Balls are live until they:
 1. Hit the ground
 2. Hit the curtain
 3. Hit the ceiling
- iii. A ball is not considered dead after hitting an active player. Multiple players can be taken out by a single ball!
- iv. A ball that is deflected by a ball is still live until it becomes “dead” via the above list.
 1. A deflected ball is able to be caught by another member of the same team to save the hit player.
 - a. If that player drops the deflected ball while trying to catch it, they are also out.

VIII. RULES OF PLAY

a. Boundaries:

- i. A player may leave the boundaries only at the baseline to retrieve a ball.

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- ii. Upon retrieval, the player must immediately return to the field of play through the baseline.
- iii. Players may not throw a ball from outside of the boundary.
- iv. Players may be legally hit by balls when outside of the boundaries.
- v. Players may not step outside of the boundary to catch a thrown/deflected ball.
 - 1. A deflected ball WILL NOT be ruled a catch if it is caught by a player out-of-bounds retrieving a ball.

b. ***Catching a Ball:***

- i. If a player catches a live ball, the thrower is out and the team that caught the ball will be able to bring back an eliminated player from their team.
- ii. If a player catches a ball with both feet out of bounds (not in the process of retrieving a ball) it will not be ruled a catch.
- iii. If a player catches a ball but then steps out of bounds, it will still be ruled a legal catch, but the player that caught the ball will be ruled out.
- iv. A player can only catch a ball legally out of bounds, if, in the official's opinion, they are in the process of retrieving a ball.

c. ***Re-Entry Into the Match:***

- i. Players must re-enter on a "first-out, first-in" basis
 - 1. EX: The first player out will stand by the official and will be the first person back in if their team catches a ball.

d. ***When a Player is Out:***

- i. A player is eliminated if any of the following occurs:
 - 1. They are hit by a LIVE ball.
 - 2. They attempt to deflect a LIVE ball and drop their ball.
 - 3. If an opponent catches a live ball that they have thrown.
 - 4. A player steps out-of-bounds, not going to retrieve a ball.
 - 5. A player is removed from the game by officials for unsportsmanlike actions.
 - 6. Stepping on or over the half court line at any time.

e. ***Using the Ball to Deflect a Ball:***

- i. A player may use the ball to deflect a ball thrown at them.
 - 1. The hand is part of the ball when they are deflecting a ball.
 - 2. If a ball is deflected using a ball, it is still live and can be caught by a teammate. The result would be the player on the opposing team being eliminated and one of your players returned.
 - 3. If a player drops the ball they are using to deflect a throw, they will be eliminated.
- ii. **SCENARIO:** Player A deflects ball with a held ball, and the deflected ball hits another part of their body before being declared "dead".
 - 1. **RESULT:** Player A is eliminated
- iii. **SCENARIO:** Player 1 on Team A deflects a ball with a held ball and hits Player 2 on Team A

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1. RESULT: Player 2 on Team A is eliminated.
- iv. SCENARIO: Player 1 on Team A deflects a ball and hits Player 2 on Team A and then the ball hits Player 3 on Team A
 1. RESULT: Player 2 and Player 3 are eliminated.
- f. ***Suicide Jumps***:
 - i. A suicide jump is performed when a player jumps in the air across the center line.
 1. The player must throw the ball while in the air before they land.
 - a. If the ball is thrown before the player lands on the opposing side, the ball is live using the rules described.
 - b. If the ball is thrown after the player lands on the opposing side, the ball is considered dead and any players hit will not be out.
 2. Upon landing, the player is out for crossing the center line and landing on the opponent's side.
- g. ***Stalling***
 - i. Stalling WILL NOT be permitted!
 1. If a player stalls in returning inside the boundary after retrieving a ball, they may be eliminated!
 2. Teams have ten (10) seconds to throw a ball. If a team does not throw a ball within the ten (10) seconds, one player will be chosen by the official to be eliminated.

IX. MISCELANEOUS

- a. All participants of Kutztown University Intramurals are expected to treat their opponent, teammates, officials, and Recreational Services employees with the highest level of respect. Unsportsmanlike behavior will not be tolerated and can result in ejection from a game, suspension from a league or expulsion from Intramurals.
 - i. Unsportsmanlike acts include (but are not limited to):
 1. Taunting
 2. Profanity or obscene gestures
 3. Abusive or obscene language or actions
- b. Any form of violent behavior or contact will result in an immediate ejection of the player from the game, a suspension and possible expulsion from Intramurals.
- c. Any player ejected from a game will receive a minimum one (1) game suspension.

X. PROTESTS & APPEALS

- a. The proper process for filing an appeal or protest can be found in the Intramural Participant Handbook
- b. A copy of the Intramural Handbook can be obtained from the Intramural Office or found online.