

DODGEBALL RULES – Fall 2010

Kirkwood Intramurals

Eligibility

To play Intramural Sports at Kirkwood, you must be a current student, faculty, or staff and show your EagleCard at every event.

Individuals may only play on one team during the intramural dodgeball season.

Equipment

1. Game balls will be provided.
2. Shoes - Shoes must be worn. Non-marking tennis shoes are required.
3. Braces - Braces may be worn above the waist. Leg and knee braces made of hard; unyielding material must be covered on both sides and all edges with appropriate padding. No casts are allowed. Soft, pliable basketball or wrestling kneepads may be worn on the leg, knee or ankle.
4. Tape / Casts - Tape or bandages of the hand, wrist, forearm, or elbow is prohibited except to protect an injury. The IM Supervisor before the game must approve this. Under no circumstances will a player wearing a cast or splint be allowed to play.
5. Jewelry - **No jewelry** or any other item deemed dangerous by the referee may be worn. Illegal jewelry does include wedding bands. Taping of jewelry to the body will not be permitted except for a medic alert necklace/bracelet.
6. Headgear and Gloves – NO headwear is allowed. Head bands are legal but no bandanas. Gloves are not allowed.
7. Shirts – Shirts must be worn. They are considered part of your body.

Conduct/ Sportsmanship

Sportsmanship Rating: Teams will be given a sportsmanship rating by the officials for each game. Ratings are A, B and C. A **"C" rating is not satisfactory** and the team will receive a letter to encourage better behavior. A second "C" rating could result in the team being dropped from further competition. Awards may be withheld from championship teams if their sportsmanship following the contest is inappropriate.

THE COURT

The playing field shall be a rectangle at least 55 ft long and at least 43 ft wide, divided into two (2) equal sections by a center-line. The game will be played on a basketball court at the Rec Center. The basketball court side line will be one boundary (all the way to the back curtain), the side curtain will be the other sideline boundary and the back curtain will be the end boundary. The dividing line for teams will be the division line (half court) of the basketball court, with the line remaining neutral.

THE TEAM

Teams will be made up of 5 players (minimum 3 to start). Five players will compete on a side; others will be available as substitutes. Substitutes may enter the match only between games. No substitutions are allowed during a game.

BOUNDARIES

During play, all players must remain within the boundary lines of the basketball court which extend to the end curtain. Players that are still "in" may only leave the court to retrieve stray balls by exiting the court through their own basketball end line and near the end curtain. They must also return through their end-line near the end curtain immediately after retrieving a ball. Players that go outside the boundaries other than when listed above or delay their return are "out". The boundary lines are considered in play. The center line is neutral and you are considered "out" if you go past it or touch it (you may reach over the line to grab a ball). Players that are "out" may retrieve balls for their team on their side of the court, in the out of bounds area. Players may not be hit "out" while out of bounds retrieving a ball. Players may not throw a ball from outside the court.

THE GAME - Preliminary Matches are **best 2 out of 3**
Tournament Matches are **best 3 out of 5 games**

GAME TIME IS FORFEIT TIME.

Definition: LIVE BALL - A ball that has been thrown and has not touched anything, including the floor/ground, another player, official, or other item outside of the playing field (wall, ceiling, curtain, etc)

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a "LIVE" thrown ball anywhere on their body, before the ball hits the floor or wall.
2. Catching a LIVE ball thrown by your opponent before it touches the ground. The thrower is "out". A teammate is allowed to re-enter the game for the team that caught the ball.
3. A player struck by a thrown ball remains in the game if he/she catches the ball. The person that threw the ball is "out". If a **ball hits a player and the** rebound is caught by a teammate, the person that threw the ball is still in and the player initially hit is "out".
4. A player that blocks a thrown ball with a ball in their hand(s) is still out if the thrown ball strikes their body after rebounding off their "blocking ball".
5. A player may deflect a thrown ball into the air with their own "blocking ball" and then catch the thrown ball before it hits the ground; causing the thrower to be "out" (the same player must both deflect and catch the ball).
6. The Center Line is neutral; stepping on the Center Line results in the player being "out". **If you hit an opponent they will remain in the game.**
7. **Re-Entry of Players:** If a team member catches a thrown ball by your opponent, one of your team mates may re-enter the game (any team member) **from behind their endline**. The opponent that threw the ball is also "out".
8. **No Suicide Jumps:** You can not intentionally jump in the air over the center line and throw at a player. You are out and the opponent if hit remains in the game.
9. **Hitting Players that are out :** If you intentionally hit a player that is "out" you will also be ruled "out".
10. **Kicking:** Kicking the ball in any manner results in a player being called "OUT". The only time your foot can come into contact with the ball is to stop the ball. You can not move your foot to direct the ball in any manner.

TIMING

1. **Time Limit:** Each game is 3 minutes long.
2. **End of Time Limit:** At the end of time limit the team with the most remaining players will be the winner.
3. **Overtime:** Continuation of the game using the players remaining at the end of regulation. **Play continues – there is no reset of the balls.** Sudden Death: First team that removes a player will be the winner.
4. **Start of Game:** Begins by placing the dodgeballs along the free throw line – four (4) on each team's side of the court. Players then take a position behind their basketball end line. Following a signal by the official, teams may approach their free throw line to retrieve the balls. This signal officially starts the contest. Once a ball is retrieved it may immediately be thrown.
5. **Time Outs:** NO timeouts are allowed. Substitutes may only enter between games. The game will be stopped for injuries when a player or official requests time. That player must leave for the remainder of the game and no substitute is allowed.
6. **5-SECOND VIOLATION:** In order to reduce stalling, a violation will be called if a team in the lead controls all eight (8) balls on their side of the court for more than 5 seconds. **The team in control of all 8 balls must throw at least one ball at their opponent within 5 seconds. (Placing the ball across the line is not sufficient to meet the intent of the rule).** If stalling is called the balls will be distributed equally between the two teams.

RULE ENFORCEMENT

Officials will rule on all legal hits, out-of-bounds and 5-second violations. **No arguing is allowed.** One warning will be given and then on a second infraction that player will be removed for the remainder of the matches **that day. (Remainder of the games that day).**