



Stevenson University Department of Campus Recreation Intramural Dodgeball Rules

Stevenson University's Intramural Dodgeball will follow the current rules of NADA (National Amateur Dodgeball Association) unless modified to accommodate facility or program needs. Those who are subject to the rules are: team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

Player Eligibility

1. Participation is limited to all currently enrolled, fee-paying SU students, faculty members, and full-time staff.
2. In order to be eligible to participate, each eligible player MUST present his/her current, valid SU ID. Check-in takes place at designed sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid SU ID will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the SU Intramural Handbook available online at the SU Intramural Sports website and in the Intramural Sports office located in Garrison Hall North - Room 106.

Team Composition and Substitutions

1. Players can compete on only one team regardless of league classification. In addition, a player may compete for one Co-Rec team during the same season.
2. A minimum of six (6) players are required to register a team. All players must show their current, valid SU ID at the game site in order to be eligible to participate. (Co-Rec = Minimum of 3 each gender)
3. A full team consists of six (6) players on the court. A team must have four (4) players to start a game. If a team does not have four players to start a game, it will constitute a forfeit. (Co-Rec = Minimum of 2 each gender)
4. Team rosters will be formed based on the players who compete in the team's first regular season game and every subsequent regular season game. No new player's can be added after a team's last regular season game.

In order for a player to be eligible for playoffs, he/she must participate in at least one regular season game for that team. *No player may participate on more than one team*

5. Any player who is injured or bleeding, has an open wound, or has an excessive amount of blood on the uniform must leave the game.
6. Substitutions can only be made between new games. No substitutions can be made during a time-out or in the event an active player is injured and unable to continue.

Equipment and Playing Field

1. The Campus Recreation Staff will provide game balls only, but will permit a short warm-up before each match. Teams are responsible for any damage to game dodgeballs during warm-ups.
2. Teams are encouraged to wear their own like-colored jerseys. Scrimmage vests (pinnies) are available for checkout at the courts.
3. Individual Player Equipment must meet the following requirements:
 - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Referees will measure the arm openings with their fist. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
 - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
 - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair. Bandanas with knots are prohibited.
 - d. Pads or Braces: No pads or 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 slow-recovery padding.
 - e. Shoes: All players must wear shoes. Athletic/Tennis shoes are permitted. Any other type of shoe that the official deem unsafe is prohibited.
4. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Taping of any other forms of jewelry, other than a medical bracelet, is prohibited. Players are subject to ejection for failure to remove jewelry.
5. Games will take place in the gymnasium.
 - a. The playing field will be within the volleyball court boundary lines.
 - b. Players and dodgeballs within the boundary lines are in play.
 - c. The dividing line for teams will be the attack line of the volleyball court.
 - d. Players must keep at least one body part within the sideline and back line boundary at all times (unless retrieving a ball).
 - e. Players must not step out to retrieve a ball to avoid being hit.

Game Timing and Scoring

1. Game time is forfeit time. Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.
2. Matches will last for 20 minutes in a “play as many games as you can” format. At the end of the 20 minutes, the team with the most games won will be declared the winner of the match.

3. During each match there will be a running clock which means the clock will not stop during play, except for timeouts and injuries. After a timeout, the clock will start when the official signals the play to re-start. There will be no stoppage time added to the end of the game.
4. Each team will be allowed one (1) 30 second timeout per match. Any players arriving late for the match, will be checked in, but cannot enter until the next immediate game.
5. Time-outs can only be called in between games, and only active participants can call a time-out. Teams will receive one (1) time-out, 30 seconds in length per match.
6. Matches can end in a tie, but if the last game of a match has equal amount of players for both teams and time expires the next team to eliminate a player will win that game. (No ball block in this scenario)

Playing Rules

1. The game begins by placing six (6) dodge balls along the centerline, 3 on the left & 3 on the right.
2. Players will take a position on their respective half behind the backline. All players must have both feet behind the line prior to the start.
3. The official will signal the start of the game. All players are eligible to retrieve the balls on their right side, however, the dodgeballs will not be considered "live" until a player in possession of a dodgeball clears both feet behind the attack line.
4. Once a dodgeball is carried below the attack line and is considered "live" it can then be thrown in order to eliminate an opposing player.
5. Team will have a 10-second shot clock to get rid of the majority of the balls, if the majority is not cleared, it will be a violation and the other team will get all of the balls.
6. Players are prohibited to use props or personal equipment deemed unsafe by the Intramural Sports Staff, hide dodgeballs under their shirt and lift or carry another player in order to help them catch a dodgeball or gain an advantage.
7. All dodgeballs are considered live until they hit the ground, are caught or leave the boundaries of the playing field.
8. The object of the game is to eliminate all opposing players either by hitting them with a live thrown dodgeball or catching their live thrown dodgeball.
9. A player is eliminated if he/she is hit by a live thrown dodgeball from the opposing team below the head.
 - a. Headshots are legal but discouraged, if a player is intentionally hitting other places in the face or head, that player will be ejected.
 - b. If a live thrown dodgeball hits multiple players on the opposing team before it becomes dead, then each player hit is eliminated from the game.

10. If a player catches a live thrown dodgeball, the thrower is out.
 - a. Any player/s that the dodgeball legally hit remains in the game.
 - b. The team that has caught the dodgeball can have one eliminated player return to the game if available.
 - c. Returning players can only enter into the game in the order that they were eliminated.
 - d. Returning players are considered eligible as soon as both feet touch the floor inbounds.

11. A player in possession of a dodgeball(s) must make a progressive/active play with the dodgeball.
 - a. A player cannot continuously roll a dodgeball back to the opposing team's side unless the purpose is so that player's team does not possess all dodgeballs.
 - b. If a player is attempting to catch a dodgeball thrown by the opposing team. He/she may drop the dodgeball they possess to attempt to catch the thrown dodgeball.
 - c. A player may not kick a dodgeball at an attempt to hit another player.

12. Players are allowed to block opposing thrown dodgeballs with a dodgeball in their possession.
 - a. If a dodgeball is caught after a deflection with a ball, the thrower is out
 - b. If a player in possession of a dodgeball loses possession in an attempt to deflect a thrown dodgeball, he/she will be eliminated.
 - c. If a player deflects a thrown dodgeball with a dodgeball in their possession, the thrown dodgeball is considered live until it hits the ground, or leaves the playing field. Thus, a thrown dodgeball that is deflected by a possessed dodgeball can still eliminate players that may come in contact with the dodgeball.
 - d. If a player blocks a ball into themselves, the player is considered out.

13. Players are not allowed to cross over the attack line onto the opposing team's side.
 - a. Any player who crosses the attack line, for any reason, and makes any contact with the opposing team's side will be eliminated. If a player crosses the attack line making a throw and the dodgeball hits an opposing player, the player hit will remain in the game.
 - b. Suicide Rule: If a player jumps in the air crossing over the center line to make a throw and hits an opposing player, that player will be eliminated. The player making the throw will be eliminated once they land on the opposing team's side.

Area of Eliminated Players

1. Eliminated players on each court will form lines on their side of the court nearest the score table. These players must remain in the order that they were eliminated with the first person eliminated being ready to reenter the game if a legal catch occurs. If a member of their team catches a legally thrown ball, then the first person that was eliminated can reenter the game.

2. Eliminated players may pass an out of bounds ball to their own team but may not throw a ball at the opposing team or "hold" a ball. If an eliminated player holds a ball the official/supervisor will warn them to throw it to a teammate or roll it onto the court. If they do not comply within 5 seconds after this warning, one of their teammates will be eliminated by the opposing team's choice.

Penalties/Violations

1. Intentionally hitting an opponent in the head will result in an ejection after a warning.

2. Hiding a ball in one's clothing.

3. Team shows blatant disregard for league rules.
 - a. If you're in the lead and control all the balls on their side of the court, you must release the majority of the balls to the other team:
 - i. **10 Second Violation** – A Ten second shot clock will be enforced by the mid-line judge calling this out loud.

Dodgeball Retrieval

1. Players not eliminated may leave the boundaries to retrieve stray balls. Players may leave the playing field through any of the boundary lines on their half of the court in order to retrieve stray balls.
2. If a player on your team is eliminated, they will be the only ones allowed to retrieve a dodgeball out of play.
3. Eliminated players who retrieve dodgeballs cannot hold the dodgeball and must roll it onto the playing field as soon as possible.
4. A player may reach over the division line to get a ball as long as no part of his/her body touches the other side.

Sportsmanship

1. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
2. A team is responsible for the actions of the individual team members, coaches, and spectators related to it. Only the team captain are encourage speak to the officials regarding administrative matters (ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting Intramural Staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.
3. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
4. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.
5. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Intramural Sports Handbook, available online at the SU Campus Recreation web site.