

Southern Illinois University Edwardsville
Intramural Sports
Dodgeball
Fall 2009

THE TEAM

Eight (8) players will play for each team at one time. There must be a minimum of six (6) players in order to avoid forfeit. Substitutes may only enter the game during timeouts or in the case of an injury. All dodgeball leagues will be played in an open format, no gender requirements for team members will be enforced.

TIMEOUTS

Each team will be allowed one 60-second timeout per match. The supervisor will award the timeout. If a ball is in the air when the timeout is awarded, it still may put an opponent out.

THE COURT

All games will be played on Court #4 of the Student Fitness Center. All players are confined to their half of the court, with their team's side being bound by the walls and half court line. If a player has any part of their body cross the center line, they will be out. If a player leaves the Court #4 area, he/she is out. Once both teams are down to 2 or fewer players, the players may cross the centerline to attack opponents. They may not cross the three point arc on the opposing team's side. Players that are "out" must go to the bench area until the start of the next game.

EQUIPMENT & START OF GAME

Six (6) balls will be used during a game. Games will begin with the dodgeballs being placed at the centerline, and participants lined up behind their respective end line (the baseline of the basketball court). Upon the Supervisor's whistle, players may run up to the centerline to get the balls, BUT NO BALL may be thrown until it has been brought back behind the free throw line extended. A coin toss will determine side of court for the first and third games (if necessary). Teams will alternate sides for the second game.

- **Playoffs and Sportsmanship:** Each team that finishes the regular season with a Sportsmanship Rating of at least 2.75 will make the single elimination playoffs. Furthermore, each team must maintain a Sportsmanship Rating of at least a 2.75 each game to remain in the playoffs.

- The following scale will be used to rate all teams in all contests played:
 - 4: Excellent, no problems.
 - 3: Occasional problems, some verbal dissent.
 - 2: Unreasonable comments and conduct.
 - 1: Continuous verbal dissent, unreasonable conduct.
 - 0: Fighting, vulgar language, unreasonable conduct.
- Non-unsportsmanlike penalties such as wearing jewelry or not having checked improperly will not count against sportsmanship rating unless it is a repeated offense during the same game.
- Method of Rating:
 1. The officials working that game and/or any Intramural Staff (Supervisors, Graduate Assistants, or Administrative Staff) will rate each team in each contest on sportsmanship.
 2. The Intramural Staff and officials on an 0-4 rating system rate teams and organizations. To qualify for the playoffs under the sportsmanship guidelines, a team **MUST** average a 2.75 over the course of the season to be included in the playoffs.
 3. Special Game Situations: Contests, which are postponed and not rescheduled due to rainouts, power failure, etc - both teams will receive a 4 for sportsmanship
 4. A team winning by forfeit or default will receive a 4 for sportsmanship. A team that forfeits will receive a 0 for sportsmanship. A team that defaults will receive no rating.

THE GAME

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 thrown ball below the shoulders.** If you hit an opponent above the shoulders, you are OUT. If a player ducks or lowers their head and the ball hits their head, the player will be out. This is not considered a “head shot” because the ball was not aimed at the head. A player may use a held ball to block a thrown ball. However, if the held ball is dropped due to contact by the thrown ball, the player who dropped the held ball is out. Players may NOT throw a ball at another ball in an attempt to block it. If they do so, he/she will be out.
2. **Catching a ball thrown by your opponent before it touches the ground.** If multiple people are hit before the ball contacts the ground, all players who were hit

are out. If the ball is caught in the air after striking another player, only the thrower is out.

GAME LENGTH

Each week you will play a best of three (3) series against another team. Each game will run a maximum of seven (7) minutes in length. Delaying the game (i.e. holding all of the balls, standing in the corner) is not allowed. If a player holds a ball for more than 10 seconds, that player must roll the ball to the opposing team's side of play. If that player does not forfeit the ball to the other side, he/she will be called out.

WAYS TO WIN

1. Eliminate your entire opposing team before time is up.
2. Have more players remaining on the court than your opponent, when time is up.
3. In the event of a tie, we will go into a two-minute sudden death overtime, involving only those players remaining at the end of regulation. The team to eliminate one opponent first will be declared the winner.

RULES ENFORCEMENT

1. Each game will be played under the "honor system." This means that they will be self-officiated.
2. Any dispute that cannot be resolved by the players will be ruled on by the Supervisor.
3. The Supervisor's ruling is final.

General Regulations

Roster additions will not be added until the first contest.

Roster additions can be made until the end last regular season game.

Forfeit Time: GAME TIME is FORFEIT TIME!!!!