

Indiana University South Bend Intramural Sports Dodgeball Rules 2010-2011

Indiana University South Bend Intramural Policies and Procedures

WAIVERS

Each participant will be required to read and sign a WAIVER form before they will be allowed to participate. The University assumes NO medical or financial responsibility for any voluntary participation in Intramural Sports. The University encourages all Intramural participants to maintain their own health and/or accident insurance, as well as insurance to cover personally owned equipment.

ELIGIBLE PLAYERS

- A. All students, faculty/staff who are matriculated, registered, and who pay IUSB tuition and have a SAC membership are eligible. Also, Alumni who are part of the Alumni Association and have a SAC membership.
- B. All sport participants must be listed on at team / individual entry form, located at the front desk of the SAC
- C. (Team sports) a team may add players at any time during the regular season, providing they have not already played for another team. A player can be added at game time provided he/she has proper identification. This player's name will then be added to the team roster after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a play-off game, a team member must have played one regular season game.
- D. Every participant will be required to present his/her **IUSB valid Student/Faculty/Staff picture ID** card to the game official prior to the start of the game or event. **If a valid IUSB Student/Faculty/Staff picture ID is not presented, the participant will not be allowed to play.**
- E. The following are ineligible to play during the event:
 - Current Intercollegiate (varsity or junior varsity) and Military Academy players.
- G. A team is limited to one former varsity/junior varsity squad member meeting the specified criteria.

EQUIPMENT

No jewelry is allowed to be worn during Intramural activities. The only jewelry permitted are medical bracelets, wedding bands & stud earrings (**must be taped and we do not provide any tape**).

CAPTAINS/MANAGERS

All Captains /Managers must attend the MANDATORY preseason captains meeting. The day and time of the meeting will be announced. Failure to attend this meeting will result in an automatic loss to start the season. In order to get your schedule you must have a representative at the captains/managers meeting.

FORFEIT POLICY

- If game time arrives and one team does not have the minimum number of **four** then the team will be awarded an additional 5 minutes to show up.
- If the team has at least **four** players show up to have enough during the additional time period, then the game must start promptly, and game time will be reduced by five (5) minutes.
- If the team does not show up with the minimum of **four** players, then the win will be awarded to the team that has enough players.
- If neither team has the minimum of **four** players, then there will be a double forfeit.

Once a participant or team has forfeited twice (2) you will automatically be eliminated from the league and post tournament play.

Updated 8/17/2010

OFFICIALS

Game and event officials will be comprised Intramural Officials from IUSB. We expect all players and coaches to treat officials with respect and dignity.

CONDUCT

All players are encouraged to play to the best of their ability and make every effort to win within the spirit of the rules. Teams or individuals are responsible for the actions and behavior of their players, coaches and spectators. Please behave in a courteous and responsible manner. Good sportsmanship is required at ALL TIMES.

- Any player ejected from a game must sit out the remainder of that game and will not be allowed to play again until they have met with the Intramural Coordinator.
- If there continues to be problems on the field/court the player/participant will be asked to leave the field/facility.
- An ejection of a participant is also subject to further discipline that can go to the Judicial Affairs department at IUSB.

AWARDS

The championship team will be awarded IU South Bend Championship T-shirts immediately following the Championship games.

NADA rules will used along with changes for local conditions

The Game

1. 2 teams of 6 players
2. Each match consists of best 3 out of 5 games
3. A 10 Minute time limit be in effect for each match
 - a. The winner will be decided by:
 - i. Team with most wins;
 - ii. If tied, the team with the most players left on the court
4. Self-Officiated with official on site

The Court

1. Playing area is the boundaries of the Basketball Court
2. The court is divided into 2 sides by a center-line and has attack-lines 3m behind, and parallel to, the center-line.

Equipment

1. The game shall be played with IU South Bend Dodgeballs
2. All players must wear closed toe athletic shoes
3. Jewelry may not be worn by any participants
4. Any equipment that in the judgment of the first referee increases a player's advantage or presents a safety concern is prohibited

The Game

1. The object of the game is to eliminate all opposing players by getting them "OUT".
2. A player will be "OUT" if:
 - a. He/She gets hit by an opposing player below the shoulders with a LIVE ball
 - b. An opponent catches a LIVE ball before it touches the ground
 - c. He/She crosses mid-court or a boundary line to avoid being hit
 - d. Stepping on any boundary line is considered leaving the court

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- e. He/She attempts to catch a ball and drops it
3. Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor, another ball on the floor, referee, or other item outside of the playing field (wall, ceiling, etc.) A ball that hits a player is still LIVE. If a ball hits multiple people before becoming dead it will result in multiple OUTS.
4. Dodgeballs are placed along the center line – 3 on each side of the center hash
5. Players take a position behind their end line.
6. Games start on ref's signal. Teams may then retrieve balls from the center line.
7. Once a ball is retrieved it must be brought back into play and taken behind the attack-line before it can be legally thrown.
8. Players may only leave boundaries to retrieve stray balls and can be hit while retrieving balls.
9. A player may deflect a ball thrown by an opponent with a held ball. The deflected ball is still a live ball until it hits the floor, wall, or ceiling.
10. A player may block a ball and catch it while it is live.
11. If a player catches a ball one of his/her team mates will be allowed to re-enter the game
12. Players may only have possession of multiple balls behind the attack line
13. Headshots will result in the thrower being called out

Time Outs

Each team is allowed one 30-second timeout per game. The game clock will stop during a timeout.

Substitutions

Substitutions may only be made between games, during a timeout, or in the case of an injury.

5-Second Violation

If a clear advantage is being gained by holding the balls then a 5 second stalling violation will be called. A violation will result in the referee stopping play and the ball being given to the opposing team.