

Basic Policies

Format: A one-day, single elimination tournament format will be used. Participants will be able to choose which day of the week they play on by utilizing the intramural sports instant scheduling procedure. Champions of each tournament will advance to a championship tournament.

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be “ready to play” with the minimum number of players to avoid a forfeit. “Ready to play” means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official’s judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize

individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants’ continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime or four completed innings, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at: www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: Each player must wear appropriate, non-marking, indoor athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic), which covers the foot attached to a composition bottom.

Jerseys: All individuals participating must wear a shirt or tee shirt. It is recommended that each team's shirts be of the same color.

Balls: Intramural Sports will provide the four (4) gator balls used during this activity. The balls are gator skin foam balls (not rubber), but can still be thrown at a faster pace than a "Nerf" ball.

Game Regulations

Players: An official team shall consist of four (4) players on the court with unlimited substitutes. A minimum of two (2) players must be present to start the game and avoid a forfeit.

Game Length: Each game will consist of 21 rounds with a running clock. The first team to win 11 games wins the match. Teams have 30 minutes to complete the match.

Overtime: If there is a tie after 30 minutes a one sudden death game will be played.

Officials: There will be no officials for Extreme Dodgeball, it is a self-officiated sport. Any discrepancies must be decided in less than one minute or the supervisor has the right to forfeit both teams. (A replay is recommended in these circumstances) The supervisor **will NEVER be responsible** for calling players out on either team! They will however have a copy of the rules on hand for the teams to review at their convenience.

Playing Area: All games will be played in the RSC lower racquetball courts unless specified otherwise.

Mercy Rule: N/A

Sport Specific Rules

Illegal Equipment: Absolutely NO JEWELRY, hats, metal barrettes, or anything that in the supervisor's judgment would be injurious to participants is illegal to wear.

Beginning a Game: Each match will begin with two (2) balls on each team's side. Teams will line up on their

back wall with the ball on the wall. Play begins after a team captain says "Go", alternating team captains every game. The balls must touch the back wall before a team can legally throw them at an opponent. Only the player who begins with the ball may throw it.

Putting Players "Out": Once a player is out, they must immediately stand against their right side wall until the completion of the round. Players should not leave the playing area until after the round, unless there is an injury. Players cannot return if a teammate catches a ball.

A player is out if:

- They are hit by an opponent with a LIVE thrown ball below the shoulders. (NOTE: If a player is hit above the shoulders, no players are out)
- A LIVE thrown ball is caught by an opponent. (NOTE: A deflected ball caught by the same player can put the thrower out)
- They drop a held ball after deflecting a LIVE thrown ball (usually occurs when a ball is being used to block a thrown ball).
- They step/slide/run over the mid line to retrieve a ball or avoid being hit by or to catch a thrown ball.
- If the last two players on opposing teams are hit simultaneously (ball released from both players before they get hit) then the two players start a new game one on one.
- If two players are hit by one throw/ball
 - 1st player is out
 - 2nd player is not out

A player is NOT out if:

- Their ball is caught off the wall or ceiling.
- Their ball is caught after hitting another player.
- They get hit above the shoulders.
- They hit another player above the shoulders.
- They get hit by a ball but their teammate catches the ball without hitting the wall or floor.

*The supervisor **will NEVER be responsible** for calling players out on either team! They will however have a copy of the rules on hand for the teams to review at their convenience.

Team Side: All players are confined to one half of the court, with their teams' side being bound by the walls and midline. Any player who steps out of bounds will be called out.

Delay of Game: Delaying the game (i.e. holding all of the balls, standing in the corner, stalling) is not allowed. Any player making contact with a ball must make an attempt to throw out an opponent within 10 seconds (opponents must count out loud) or roll the ball to the

other team's side. If that player does not forfeit the ball to the other side, he/she will be called out. A team may not hold all the balls without making an attempt to play. They must be played or rolled into their opponent's court.

Winning the Game: The winning team will be declared once all opponents are successfully put out.

Co-Rec Modifications

Co-Rec program group is not offered for this sport. Only Men or Women's Open program groups.