SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of a one (1) day single elimination tournament on Monday, November 2nd, 2015.
   B. Participants will be able to choose which day of the week and what time they play their tournament games by selecting a division within their desired league via scheduling on IM Leagues.

II. Playoff Format
   A. Once a winner is decided from each tournament, a “champions” tournament will be played to determine the overall intramural champion.
   B. Playoff seeding will be based on the order in which participants complete the sign in process.

III. Location
   A. Games will be played in the CREC’s lower racquetball courts (1-8)
   B. Teams will have a designated court assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Supervision
   A. No officials will be present.
      i. Players are responsible for making their own calls.
      ii. It is recommended that any disagreements should be determined by a replay of that game or scenario.
   B. An Intramural Supervisor will provide oversight and aid with operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.
      ii. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      iii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Extreme dodgeball utilizes a small playing field and fast balls to intensify the game of dodgeball.
   B. Players CANNOT return to play if a teammate catches the ball.
      i. Once a player is out, they must stand against their right side wall until completion of the game.
      ii. Players should not leave the playing area until after the game, unless there is an injury.

II. The Court
   A. The standard racquetball court dimensions are 20 feet wide by 40 feet long.
   B. All players are confined to one half of the court with their teams bound by the walls and midline.

III. Beginning Play
   A. The Intramural Supervisor will assign teams to their respective courts.
B. Teams will line up and must contact the back walls.
   i. The designated team captain will announce “Go” to begin play.
   ii. Each game will alternate which team’s captain officially begins play.
C. Each team will start with two (2) dodge balls – contacting the back wall – at the start of each game.
   i. Players who start with the ball may still pass the ball to another teammate after the word “Go”.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Four (4) gator balls will be provided for play.
      i. The gator balls are foam balls (not rubber).
      ii. Gator balls can still be thrown at a faster pace than a “Nerf” ball.
II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear appropriate, non-marking, indoor athletic shoes.
      ii. Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or synthetic) which covers the foot attached to a composition bottom.
   B. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.
      iii. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
III. Recommended Equipment
   A. It is recommended that teams wear uniformly colored shirts to help distinguish one team from another.
   B. Jerseys may be rented from the Equipment Center for $1.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of four (4) players on the field.
   B. (Co-Rec Modification) Teams with four (4) players must consist of two (2) males and two (2) females.
   C. (Co-Rec Modification) Teams with three (3) players may consist of either two (2) males and one (1) female or one (1) male and two (2) females.
II. Roster Limit
   A. Teams can have a maximum of 20 players on their roster.
III. Minimum Team Requirements
   A. Games may be started with a minimum of two (2) players.
   B. (Co-Rec Modification) Teams with only two (2) players must have one (1) male and one (1) female.
IV. Substitutions
   A. Teams may substitute an unlimited number of times after each game played.
   B. Players arriving late must first sign in with the Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Time Limit
   A. A 30 minute time limit will be enforced by the Intramural Supervisor.
II. Time Outs
   A. Teams will not receive any time outs.
   B. Injury time outs may be determined only by the Intramural Supervisor.
III. Overtime
   A. If, after 30 minutes, the game score is tied, a one (1) game sudden death overtime period will be played.
IV. Official Game
A. If at least ten (10) games have been completed and inclement weather stops play, the game will be over and its score will be considered official.
B. If at least ten (10) games have not been completed and inclement weather stops play, the game will be considered cancelled.
   i. Cancelled games will not count toward playoff qualification.
   ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Winning the Game
   A. Matches will be best out of 21 games.
      i. Thus, the first team to win 11 games wins the match.
      ii. Teams do not need to win by two (2).
   B. The winner of each game will be declared once all opponents are successfully put out.

II. Putting Players “Out”
   A. A player is considered out for the game if:
      i. They are hit by an opponent with a live thrown ball below the shoulders.
      ii. A live thrown ball is caught by an opponent.
         a. A deflected ball off of a held ball may be caught to put a player out if that ball does not first touch the floor, wall, or ceiling.
         b. A deflected ball off of a body may be caught to save that player and put the player that threw the ball out as long as that ball does not first touch the floor, wall, or ceiling.
      iii. They drop a held ball after deflecting a live thrown ball.
         a. This typically occurs when attempting to block a thrown ball.
      iv. They step/slide/run over the midline to retrieve a ball, make a throw, or avoid being hit by a thrown ball.
      v. If two players are hit by one throw:
         a. The 1st player is considered out.
         b. The 2nd player is not considered out.
   B. A player is NOT considered out for the game if:
      i. They are hit by an opponent above the shoulders while in normal upright stance.
         1. Players who are hit above the shoulder as a result of dodging, dipping, ducking, or diving to avoid a ball are still out.
      ii. They hit another player above the shoulders.
      iii. Their ball is caught off the wall or ceiling.
      iv. They get hit by a ball but their teammate catches the ball prior to the ball hitting the wall or floor.

II. Mercy Rule
   A. There will be no mercy rule scores.

III. Forfeit Score
   A. In the event of a forfeit, a score of one (1) to zero (0) will be given.

SECTION 7. DELAY OF GAME

I. Illegal Stalling
   A. Delaying the game or stalling is not permitted.
   B. A team may not hold all the balls without making an attempt to play.
      i. They must be played or rolled into their opponent’s court.

II. Ten Second Rule
   A. Any player making contact with the ball must make an attempt to throw out an opponent within ten (10) seconds.
      i. Rolling the ball to the other side is acceptable as well.
B. The team without possession of the ball will be responsible for counting out loud.
C. If that player does not make an attempt to throw out an opponent or roll the ball to the other side by the time ten seconds is up, they will be called out.

SECTION 8. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Officials
   A. The game’s Intramural Supervisor will determine sportsmanship ratings for each of the game’s teams.

SECTION 9. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Participant Handbook for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.