SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to choose which day of the week and what time they play their regular season games via IMLeagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Location
   A. Games will be played in the CoRec Gold and Black Gym, Courts 4-6.
   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. Rosters
   A. Teams will be allowed to add additional players to their rosters during the season and through the end of the semi-final game in the playoffs.
   B. Teams will be allowed a maximum of 20 players.

V. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for officiating the game and providing sportsmanship ratings.
      i. Players are responsible for going out when hit.
   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.

IV. 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. Each team will be made up of six (6) players on the court.
   B. A regulation game will be best out of nine (9) games.
C. Players CANNOT return to play if a teammate catches the ball.
   i. Once a player is out, they must sit against a side wall until completion of the game.
   ii. Players should not leave the playing area until after the game, unless there is an injury.
D. Delaying the game or stalling is not permitted.
E. Should any dodgeball exit the playing court, a player may also exit the playing court to retrieve the ball provided the player immediately returns to their side of the playing court (see Section 8).

II. The Court
A. The basketball court boundaries also represent the dodgeball court boundaries.
B. The basketball midcourt line shall divide the playing court into two (2) team halves.
   a. This is only relevant for the first two (2) minutes of play (see Section 5.II).
B. Should any ball(s) exit the playing court boundaries, players may retrieve them provided they immediately return to the court boundaries.

III. Beginning Play
A. The Intramural Supervisor will assist teams with court assignments.
B. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the Intramural Referees.
   ii. Follow the Intramural Referee’s instructions and ask any desired rule clarifications at this meeting.
C. The Opening Rush: VIDEO RULE (http://www.youtube.com/watch?v=crr-Yx45pyY)
   i. At the start of each round, teams must lineup on their respective halves.
      a. Each player must start behind the court baseline, but a hand or foot may contact the line.
      b. All balls will be lined up at the midcourt line.
   ii. The Intramural Referees will initiate play with a countdown followed by a whistle.
   iii. Teams then rush to acquire the dodgeballs at the midcourt line.
      a. Prior to throwing a dodgeball, players who acquire dodgeballs during the opening rush must return their dodgeball(s) behind the free throw line, extended to the edge of the court boundaries (see Object II.1).
      b. Once their dodgeball(s) have returned past the free throw line, they or a teammate may then throw from any location on their half of the court.
SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Six (6) dodgeballs will be in play at each court.

II. Illegal and Required Equipment
   A. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. No boots, street shoes or shoes with marking soles are permitted.
      iii. Jeans are not permitted.
   B. Jerseys
      i. It is required that teams wear uniformly colored jerseys in order to help distinguish one team
         from another.
      ii. Teams may rent jerseys from the Equipment Center for $1 per jersey.
   C. No jewelry, hats, metal barrettes, wristbands, watches, rings, or anything that would be considered
      potentially harmful to other participants may be worn.
   D. No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic
      or other material will be permitted. These braces and casts must be covered by a standard
      sleeve or other soft, pliable material in order to be permitted.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team will be made up of six (6) players on the court.
   B. (Co-Rec Modification) Teams with six (6) players must consist of three (3) males and three (3) females.
   C. (Co-Rec Modification) Teams with five (5) players must consist of three (3) males and two (2) females
      or two (2) males and three (3) females.

II. Minimum Team Requirements
   A. Games may be started with a minimum of four (4) players.
   B. (Co-Rec Modification) Teams with four (4) players must consist of any of the following:
      a. Two (2) males and two (2) females
      b. Three (3) males and one (1) female
      c. One (1) male and three (3) females
   C. Once the game has started, it may not be continued with fewer than the minimum number of eligible
      players on either team. If a team has fewer than the minimum number of eligible players due to any
      reason, including, but not limited to: a player being required to complete documentation due to
      misconduct, an injured player being attended to or no longer able to continue, the game shall be
      terminated and a default (results in a loss) shall be declared.

III. Substitutions
   A. Teams may substitute an unlimited number of players between each round.
   B. Players arriving late must first sign in with the Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Game Length
   A. A regulation match will be best out of nine (9) games.
   B. The first team to win five (5) games wins the match.
   C. Each individual game will be played until one team has successfully put all opposing players out.
      i. There is no time limit on an individual game.
D. At the start of each game, two (2) minutes will be placed on the clock.
   i. During these two (2) minutes of play, players cannot cross the midcourt line.
   ii. Should neither team successfully put all opposing players out within the two minutes; an
       untimed free roam/overtime period shall proceed.

II. Overtime/Free Roam Period
   A. During the first two (2) minutes of play, players cannot cross the midcourt line.
   B. After that two (2) minute period, a horn will sound signifying that the midcourt line is no longer in play
      i. At this time, players may proceed to any location on the court and are no longer bounded by the
         midcourt boundary.
      ii. If less than two (2) balls remain in the court boundaries, play will stop until balls are
          returned to the playing court.
             a. Play resumes with opponents on opposite sides of the midcourt line.
             b. The Intramural Referees will resume play.

III. Time-outs
   A. Teams will not receive any timeouts.
   B. Injury time outs may be determined only by the Intramural Referees.

IV. Tie Breaker
   A. If teams are down to a one-on-one situation and players are hit simultaneously, a tie breaker period
      will determine the winner.
   B. Each player will start with one (1) ball at their end line.
      i. The other four (4) balls shall be placed along the midcourt line.
   C. The Intramural Referees will resume play.
   D. Players may free roam during tiebreaker periods and are not bound by the midcourt line.

V. Official Game
   A. If teams have completed at least five (5) total games and inclement weather stops play, the game will
      be over and its score will be considered official.
   B. If a match has not yet reached the start of the sixth game 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 nine (9) games.
      i. Thus, the first team to win five (5) games wins the match.
      ii. Teams do not need to win by two (2) games.
   B. The winner of each game will be declared when one team has successfully put all opposing players out.

II. Putting Players “Out”: VIDEO RULE EXAMPLE (http://www.youtube.com/watch?v=TGEYvmHJxfM)
   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 the 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 1\textsuperscript{st} player is considered out.
   b. The 2\textsuperscript{nd} player is not considered out.

vi. They step outside of the court boundaries to dodge a throw.
   a. Players may, however, step outside of court boundaries to retrieve (a) ball(s).

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.
      I. 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 without hitting the wall or floor.

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

IV. Forfeit Score
   A. In the event of a forfeit, a score of one (1) game 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 a dodgeball(s) must make an attempt to throw out an opponent within ten (10) seconds.
      i. This includes any physical contact with the dodgeball, not just physically holding the balls.
      ii. Rolling the dodgeball(s) to the other side is acceptable.
   B. If that player does not make a throw or forfeit the dodgeball(s) to the other side, they will be called out by the Officials.

SECTION 8. RETRIEVING DODGEBALLS

I. Players Exiting Boundaries
   A. Should any dodgeball exit the playing court, a player may exit the playing court to retrieve them provided the player immediately returns to their side of the playing court.
   B. A player exiting the court must place both hands in the air to signify they are exiting to retrieve dodgeballs.
      i. This player may not be put out until they return inside the playing court boundaries.
   C. Players may not exit the playing court in an attempt to avoid being hit, or they will be called out by the Officials.
   D. Players may exit the playing court in an attempt to catch a thrown or deflected ball.

II. Sidelined Teammates
   A. Players who are out in any given round may retrieve dodgeballs exiting the playing court.
   B. Any players doing so must return the dodgeballs to the playing court immediately.
      i. They may return the dodgeballs directly to their teammates.
      ii. They may not hold dodgeballs in any attempt to stall.
SECTION 9. TECHNICAL FOULS

I. Technical Fouls will be given by the Officials for the following infractions:
   A. Explicit disregard for a rule.
   B. Participating after having been ruled out.
   C. Taunting or unsportsmanlike acts toward an opponent.
   D. Disrespectfully addressing an official or gesturing in a manner that indicates resentment.
   E. Using profanity, vulgarity, bating or ridiculing another player in any form.

II. Ejections
   A. Should a player receive two (2) technical fouls over the course of a game, that player will be ejected.
   B. Should a team receive three (3) technical fouls as a collective over the course of a game, they will forfeit said game.

SECTION 10. 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 Officials will determine sportsmanship ratings for each of the game’s teams.

SECTION 11. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility 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. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.