

# Saginaw Valley State University

## Campus Recreation

### Intramural Dodgeball Rules

#### **TEAM**

- A. A full team consists of five players. A minimum of four players are required to start or continue a game.
  - a. Co-ed- there must a minimum of two females and two males on the court at all times.

#### **ELIGIBLE PLAYERS**

- A. All current students who pay SVSU tuition for classes on the University Center campus are eligible. Also, any faculty or staff member who has a Ryder Center membership is eligible.
- B. 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 at the Program Desk after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a playoff game, a team member must have signed in for at least one regular season game.
- C. Every player will be required to present his/her **SVSU picture ID** card to the game official prior to the start of the game. All eligible players will be listed on the score-sheet by the Program Desk following the first game they participated in. If a current SVSU picture ID is not presented, the student will not be allowed to play.
- D. An athlete listed on a varsity athletic roster for the current academic year or participating in varsity or junior varsity workouts for a parallel sport during the current academic year is ineligible to participate during the current year.
- E. A former collegiate varsity letter winner may participate providing one academic year is "sat out".
- F. A team is limited to one former varsity squad member regardless whether a letter was won or not. (A non-letter winner is not required to sit out one year.)
- G. Team captains are encouraged to clear any questionable player eligibility with the Intramural Sports staff.

#### **FORFEIT POLICY**

The IM Staff will allow a five-minute grace period for teams which do not have the minimum amount of players. If that time elapses and one team does not have the minimum number of players, the captain of the team that is prepared will have two options:

- 1) Take the win by forfeit, or
- 2) Give the opposing team an additional 5 minutes to show up.
  - If the team shows up during the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain decides to play the game, the captain must accept the results of the game. After the additional five minutes have expired and the team still does not have the minimum number of players, the game will be forfeited.

## **PLAYERS EQUIPMENT**

All players must wear shoes. Cleats of any type are not allowed (This includes Turf shoes). A player cannot wear anything that is dangerous to another player. Knee braces should be covered so that no metal parts are exposed. Shin guards are highly recommended, but not provided by the IM staff. Head gear or wear of any type is not allowed.

No jewelry is permitted during intramural activities, except wedding bands, medical bracelets and stud earrings. Medical bracelets and stud earrings must be taped.

## **GENERAL GAME PROCEDURES**

- A. The official NADA Dodgeball Rules will be followed except for rules designated by Intramural Sports Office.
- B. The court shall be a 94' x 50' NCAA basketball court. Smaller courts are permissible, within reason and as circumstances dictate.
- A. A match shall consist of one (1) twenty-five (25) minute period.
- B. The clock shall be a running clock that does not stop.
- C. Substitutions are only allowed between games.
- D. Ball retrieval: Players may retrieve a ball that has left the field of play and return.
- E. Setup: five balls shall be placed at midcourt. All active players shall be behind their baseline.
- F. Opening Rush: When the official starts the game players advance and retrieve the balls. Balls must be passes, rolled, or carried to a baseline before they may be used to eliminate a player. Anyone sliding, tackling, throwing elbows, or etc, shall be removed from play. All balls are active ten seconds after the whistle has been blown.
- G. False Start: A player entering the playing field prior to official whistle.
  - a. Penalty: removal from game play
- H. Restart Procedure: If play stops for any reason the referee shall blow his or her whistle. All active players report to their baseline. Balls in the neutral zone remain while balls possessed by a player must be brought to their baseline.

## **GETTING IN/OUT**

- A. Clothing is an extension of the body. If a ball strikes a hat or shirt, the player is out.
- B. Direct Hit: A player is out on a direct hit if the following occur:
  - a. A ball strikes the player and the ball touches the floor, another ball, or an opponent.
- C. Blocking: A player may use a ball to block balls directly thrown by an opponent. If a ball thrown dislodges the ball used to block that player is out unless they regain control of the blocking ball before it touches the playing floor, another ball, or player
- D. Dead Balls: ball that touches the playing surface, a wall, ceiling, a playing fixture, (hoop, etc) a teammate of the throwing player, or another ball.
  - a. No catches or hits can be made with a dead ball.
- E. Catching: When a player's ball is directly caught, the player is out. The team whose player made the catch has one inactive player re-enter play.
- F. Team Catch: If a player is struck by a ball, and a teammate catches that ball while it is live, one of their inactive teammates may re-enter play. The thrower is not out.
- G. Stripping: If a player can effectively steal a ball from an opponent, retaining possession, it counts as a catch. If a player attempts a strip and it ends in a jump ball situation, with no clear possessor, the player (attempted stripper) is out.

- H. Out of Bounds: If a player has no point of contact in the playing field, the player is out.
  - a. A point of contact is any part of the body that is touching the ground.
  - b. A player airborne is considered in bounds until they land.
  - c. All lines are considered inbounds
- I. Neutral Zone OB: A player advancing beyond the neutral zone line (i.e. within 30' of the opponents baseline) results in the player being out. This does not come into effect unless they touch the ground.
- J. Referee's Discretion: Officiating staff has final ruling on any dispute. Captains are the only player who may question a call.
- K. Shot Clock: During play, a 15-second shot clock is in effect. To reset their shot clock, a player must throw a live ball at the opposing team in a legitimate attempt to eliminate an opponent. The shot clock is not in effect for a team that does not have any dodgeballs in their zone or possession.
  - a. Penalty: stoppage of play and forfeiture of all balls to the opposing team

### **OVERTIME**

- A. If a game is tied after regulation the officials will conduct a captains meeting to inform them of the following procedure. One minute will be set on the clock. At the end of that minute the team with the most remaining players will win. If it is still tied at that time, the teams will continue playing until one team has an advantage. If a person is struck with a ball during overtime that person is out of the game.

*\*Campus Recreation reserves the right to alter these rules throughout the academic year.*