

-Arkansas State University-
INTRAMURAL SPORTS
TEAM EVENT
6-ON-6 DODGEBALL RULES
SPRING 2009

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 2/2 & close on Wednesday, 2/10. Rosters can be turned in at the Intramural office (HPSS 136) or at the captain/players meetings at the times, dates, & location mentioned below. Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is four (4). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: Participants proper first & last name (no nick names) & Participants valid ASU ID. Rosters **WILL NOT** be accepted if they do not have the minimum amount of people or have the information mentioned above. **Faculty/Staff will not be allowed to participate in our A leagues.** Teams will not be added to the playing rotation until the captain reads the waiver & signs it. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team in that sport. In short, chose your players wisely when making your final rosters. You have up to the last day of your last game of pool play to add players or change your roster. Once the tournament begins **ALL** rosters are frozen & **NO** changes will be made.
3. **Schedules:** Pool play schedules will be out Friday, February 13. You can only print off a copy of your playing schedule from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>. From here you will be able to view scores, team records, point differential, sportsmanship grades, & rankings. Schedules will also be posted on the intramural board in the HPSS.
4. **Captain/Players meeting:** There will be two captains/players meetings that team representatives must attend. Again these are **MANDATORY** meetings! The meetings will be held Monday, February 9 & Tuesday, February 10 at 6:00 PM in the Mockingbird room of the Student Union. Teams that **DO NOT** send representatives will be subjected to the following: a) will begin the season 0-1 & b) will be forced to use one (1) or their two (2) defaults.
5. **Pool & tournament play:** Pool play will begin on Monday, February 23 – Wednesday, February 25. Tournament play will begin & end on Sunday, March 1. Player requirements for tournament play are as followed: 1) A player has to be in good – fair standing 2) players have to meet the player eligibility requirements found in the intramural hand book & 3) they had to have played in at least one game during pool play. Team requirements for the tournament are as follows: 1) less than two forfeits & 2) regular season sportsmanship average of or above a 2.0 or a “C”. Your record during pool play will determine where you place in the brackets.
6. **Cancelled & rescheduled games:** Any games that are or cancelled and/or rescheduled can be found out from the following locations: 1) by going to the front page of the intramural webpage at <http://union.astate.edu/intramurals> or 2) calling the intramural weather line at 972-3109 (after 2:00 PM).
7. **Defaults:** We here at the Intramural Sports Department understands that there will be scheduling conflicts with play time versus work, social events, class time, study time, i.e. During **ANY** team sport that we offer we allow one team two defaults during pool play only. A default is where you know that you will not be able to make your game & you do not want to reschedule. To be considered for a default your team must make its best efforts to notify the Intramural Coordinator (Not supervisor’s or official’s but the Coordinator) at least 24 hours **BEFORE** the scheduled event time. You are given the loss but there is no charge. You would however take on the point differential of fifteen (15) points against your point differential & take a 2.0 towards your teams sportsmanship average. If a default is used after the maximum (2) the team will be charged the regular forfeit fee of \$20.
8. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to there start time. When any of the above happens a team is given a forfeit. A team is given a loss, will obtain a point differential of fifteen (15) points against their overall score, obtain a 2.0 grade towards their teams sportsmanship average, **AND** is charged a fee of \$20 per forfeit. The maximum amount of forfeits a team can get to make it to the tournament is two (2). If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit’s out the season then they will be automatically suspended

from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.

9. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED!**
10. Players **CAN BE** added to the roster on the field of play or can be added in the Intramural office.
11. **Number of players:** The game shall be played between two teams of six (6) players each. Each team must have a minimum of four (4) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
12. **Shoes:** Tennis shoes must be approved court shoes which have non-marking soles. Players may not play barefoot!
13. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
14. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
15. Jewelry that may cause harm to others and/or your self is also prohibited. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.

RULE 2. HPESS COURT POLICY

1. **ALL** games will be played Sunday – Thursday from 5:00 PM – 10:00 PM at the HPESS on courts 1 & 2.
2. Food & beverages are **NOT** allowed on the courts!
3. If you do not have your ASU ID you **CAN NOT** get in as a spectator or a participant!
4. The Intramural Sports Staff & Coordinator reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!

RULE 3. CONDUCT OF PLAYERS

1. Any player who acts in a manner not showing good sportsmanship shall be penalized with an unsporting behavior penalty followed by a yellow or red card and possible ejection from the game & complex. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or spectator for violations of sportsmanship including, but not limited to the following:
 - a. Disrespectfully addressing an official or IM staff member.
 - b. Questioning the official's judgment or decisions.
 - c. Showing disgust with official's decisions.
 - d. Using profane or insulting language or gestures toward an official or opponent.
 - e. Baiting or taunting players of the opposing team.
 - f. Disrupting the game so that it may not be continued in an orderly fashion.
2. Captains are responsible for the action of their team members.
3. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Recreation & Intramural Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the court of play but the **NEXT BUSINESS DAY!**
4. If a player receives two (2) yellow cards or one (1) red card they are ejected from the game & the complex.
5. If a team receives a grade less than a 2.0 (C) during tournament play then they do not advance. This rule is in effect even if that team is winning. The opposing team will advance in their place.
6. **Sportsmanship:** If a team receives two (2) yellow cards or one (1) red card it will effect their sportsmanship grade that game to a 2.0 "C" , three (3) yellow cards will result in a 1.0 "D" , four (4) yellow cards or (2) red cards will result in a 0.0 "F", & the game shall be called.

RULE 4. GAME FORMAT

1. **Match play:** A match will consist of the best two (3) out of three (5) games. The first team to win 3 games will be determined the match winner.
2. **Time:** Each game will be four (4) minutes in length.
3. **OVER TIME:** If game time expires with the same amount of players on each side then there will be what is called "Sudden Death Dodgeball. Each team will choose one person to represent them. The game will restart just as if it was a full sided game only it will be 1-on-1. Each player will get 3 balls. There will be no time limit. The first person to tag out the other will be declared the winner.
4. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it must wait for at least 12 minutes (four minutes for game one, four minutes for game two, & four minutes for game three). The minimum number of players to start a game is four (4).
5. **Time-outs:** There are no time outs in dodgeball. However there will be a one (1) minute interval between games.

RULE 5. START OF PLAY

1. To start the game, three (3) dodge balls will be given to each team. Each team must be in their half & behind their base line with their bodies against the wall before play begins. Once the ready for play whistle has been blown the match will begin.

RULE 6. RULES OF PLAY

1. **Catching:** A legal catch is interrupted & must be caught with the hand or hands only.
2. **Blocking:** The defender may block a live ball with another ball. However, if the defender drops the ball they are holding when the block is attempted, they are out of the game.
3. **Getting Hit:** Any player that is **LEAGALLY** struck by a ball thrown by the opposing team is out for the remainder of that game.
4. A player can only be eliminated by a direct hit from a thrown ball. This **DOES NOT** include balls that bounce off of the wall, ceiling, backboard, ground, blocks with the ball, hits off of teammates. For a player to be eliminated, the thrown ball must contact him/her before it touches anything else.
5. The player's clothing **IS** considered part of their body.
6. **Head shots:** Anyone responsible for throwing a ball that results in a head shot will be called out & will be given a yellow card (warning). If that same person repeats the head shot during the next match that person will receive a red card & will be ejected from the game. If a defender falls to the ground (rather intentional or not) or who ducks & lowers their head below their shoulders & gets hit in the head that defender will be called out.
7. **Boundary Lines:** During play, all players must stay within the boundary lines (Basketball Lines – Black Lines). Active players **CAN NOT** go past the mid-line of sidelines at **ANY** time. If they do leave the area they will be called out.
8. After a player has been eliminated, they may help retrieve balls for their team. However, they may **NOT** cross the midline into their opponents half. **Penalty:** Unsporting behavior – yellow card.
9. **Substitutions:** Teams are not allowed to substitute during a game. However, teams are allowed to sub in between matches.
10. **Ten Second Rule:** After the two minute warning balls in the teams halves must be thrown past the midline. Once the player has touched the ball it is considered **TEAM** possession & must be attempted to be played.