

UNIVERSITY of
NORTHERN COLORADO



CAMPUS RECREATION
2011-2012 INTRAMURAL DODGEBALL RULES

DODGEBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If a team is not at the field and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UNC identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** An Intramural Supervisor will keep the official score.
4. **CRC RULES:** Only officials, players (including substitutes), and one (1) coach per team wearing proper shoes are permitted on the court. Failure to comply with all Intramural Rules and Regulations for dodgeball and the CRC Rules by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.
5. **TEAMS:** Six (6) players constitute a team. A team may start or play with no fewer than four (4) players. There must be an even number of men and women on the court to start the game.
6. **GAME EQUIPMENT:** UNC Intramural Sports will provide game balls.
7. **UNIFORMS/PLAYER EQUIPMENT:** It is recommended that teams wear contrasting color uniforms. If teams do not have their own jerseys, they may be checked out from the Intramural Supervisor. The use of metal cleats is prohibited.

PLAYING THE GAME

8. **GAME TIME:** Each match will consist of a maximum of five (5) games. There will be a three (3) minute game clock for every game. When the three (3) minutes expire no players will be allowed to re-enter the game and the remaining players will determine the winner.
9. **SUBSTITUTIONS:** Substitutions are unlimited, but player substitutions are only allowed between each game.
10. **WINNING THE MATCH:** A team wins a game by knocking all of the opposing team out. To win a match a team must win three (3) games.

11. RE-ENTRY: Once a player is called out, they may enter the Player Return area and wait to re-enter the game. A player may re-enter the game when someone on his/her team catches a ball thrown by the opposing team before it strikes the ground, **or if the golden hoop is made by a player on their team.** Players will re-enter the game based on “first out, first in”. To return into the game you must have been on the floor for the start of that game.
12. STARTING THE GAME: To begin the game both teams will line upon the center line of the court. Five (5) balls will be placed on the end line of each team. When the game begins, each team will go to their respective line and retrieve the balls.
13. DODGEBALLS: Men’s Leagues will use 8” dodgeballs, Co-Rec will use a combination of two 6” dodgeballs and three 8” dodgeballs and Women’s Leagues will use a combination of three 6” dodgeballs and two 8” dodgeballs.
14. TIME OUTS: Teams will NOT be granted any time outs during the match. There will be a one (1) minute intermission between each game.
15. BOUNDARY LINES: Boundary lines will start out as the basketball court division line and extend to the walls. However if a player(s) is “hiding out” along the side or back wall and not engaging in the game he or she will be called out. As the game progresses boundary lines may be changed by the Intramural Staff to challenge the remaining players. Also at the decision of the Intramural Staff, boundary lines may no longer be in use. This will be announced as a “FREE FOR ALL” and allows all remaining players to move freely throughout the entire gym. If during a “Free for All” physical contact occurs, the offending player(s) will be suspended from the league.
16. HOLDING/HIDING THE BALL: A player may not hold the ball for longer than 10 seconds. Players are also will not be allowed to hide or hold the ball in their shirt. This will be determined by the Intramural Supervisor. If a player is ruled holding the ball they will have to roll it to the opposing team.
17. LEAVING THE FLOOR: No player may leave the designated boundary lines to avoid being struck by a ball.
18. GOLDEN HOOP: If a player throws a dodgeball through the basketball hoop on the far end of the opposing side of the court, while the three (3) minute clock is running, all members of the team in the Players Return Area may re-enter the game.
19. GETTING KNOCKED OUT: A player will be called out of the game in the following situations:
 - They step outside of the boarding system to avoid being hit
 - They are struck by a ball below the shoulders before it hits the ground
 - Their throw is blocked by a player on the opposing team and caught by an opposing member before it hits the ground
 - Their throw hits a player on the opposing team but is caught by an opposing team member before striking the ground
 - They are struck by a ball after it has hit another player but before striking the ground. This results in both players being out
 - Kicking the ball at opposing players
 - **Players who are “hiding out” and not engaging in the game**
 - If a player throws a ball and hits another player in the head or face
 - **EXCEPTION: If a player is DUCKING and gets hit in the head that player is out, or if the player makes a play to catch the ball and misses and it subsequently hits them in the head that player is out.**
 - They cross the center court line or the designated boundary center line if altered
 - They violate the jewelry or hat rule
 - They display poor sportsmanship, continual questioning of the official’s judgment, or foul language
 - The official believes the player shows signs of impairment that may endanger themselves or the other players

SPORTSMANSHIP

20. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
21. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a zero (0) sportsmanship rating, regardless of the score and the time remaining.
22. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and CRC rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
23. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol, and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in the CRC. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
24. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.
25. RATING: Sportsmanship Ratings are on a ranking from 0-4. The intramural supervisor will distribute sportsmanship for each team at the end of every game and will be noted on the score sheet. General description of each rating and the behavior that is expected of all participants, spectators, and bench personnel (including the coach):
 - 4 – Outstanding sportsmanship and conduct: All players cooperate fully with staff and officials and the captain controls his/her team.
 - 3 – Good sportsmanship and conduct: Team members are in control throughout the contest. The team does not show verbal dissent or aggression towards the opposing team or officials.
 - 2 – Below average sportsmanship and conduct: Verbal dissent or aggression towards the opposing team resulting in a yellow card. Any team receiving one sportsmanship-related yellow card will receive a (2).
 - 1 – Poor sportsmanship and conduct: Team members continually show disrespect for the opposing team and officials. The team captain shows little or no control over the team. Any team receiving two sportsmanship-related yellow cards or one red card will receive a (1).
 - 0 – Unacceptable sportsmanship and conduct: The team is completely uncooperative, resulting in several yellow and/or red cards to be issued. Any team receiving three sportsmanship-related cards and/or causing the game to be ended early will receive a (0).