

San Diego State University
Intramural Sports

INTRAMURAL DODGEBALL RULES

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

RULE I RULE DIFFERENCES FOR THE UPCOMING SEASON

Balls may not be rolled back to the other team in order to stall. Ball must be thrown over to the off sides line.

Team Rosters:

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

RULE II PLAYING PROCEDURES

SEC. 1 Number of Players

A team consists of eight players. A team may have additional players that may enter in succeeding games. Six players are required by game time to prevent a forfeit.

SEC. 2 ARC Membership

Prior to all games, players must sign an assumption of risk form. This form is located on the reverse side of the score sheet. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural contest with out prior purchase of an Aztec Recreation Center membership or Day Use Pass.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

SEC. 3 Team Roster

Team Managers must submit a roster online at <http://arc.sdsu.edu/intramurals> prior to the mandatory managers meeting. Additions to the roster for a given week's game must be made 48 hours prior to the game. All players must participate in at least one regular season game to be eligible for playoffs.

SEC. 4 ARC Rules

No food or drink is allowed in either gym at any time except water in a plastic bottle.

SEC. 5 Equipment

All players must wear court shoes during the course of play. No hard protective casts and/or jewelry (rings, watches, chain necklaces, friendship bracelets, caps, etc.) shall be worn. Game Officials will provide game balls.

SEC. 6

Completing the Scoresheet

Each eligible player must sign the reverse side of the scoresheet and print their name on the front line-up portion of the scoresheet.

SEC. 7

Persons Subject to the Rules

Team representatives, including players, substitutes, replaced players, coaches; trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game.

SEC. 8

Game Time

Game time is forfeit time. Teams must be present and signed in by their scheduled game time. Failure to do so will result in a forfeit.

A match consists of five (5) games (not the best three of five). Each game will last a maximum of 5 minutes.

Time will end all games in the regular season. The team with the most players at the end of the game is considered the winner. If both teams have the same number of players when time expires, it is considered a tie.

For play-offs and championship play, a match will consist of five (5) games (the best three of five). In the event of a tie as time expires, all tied games will go to the sudden death with the first player out ending the game.

SEC. 9

Time Outs

No timeouts are allowed except for injury at the discretion of the official.

RULE III

THE GAME

SEC. 1

Objective

The objective of dodgeball is to eliminate all players of the opposing team by throwing one of ten (10) game balls and hitting the opposing player below the shoulders on the fly.

SEC. 2

Starting a Game

Ten (10) balls will be used. Officials will place 10 balls in a line at half-court. Players must start behind their own baseline before the start of play. When the whistle is blown, player may retrieve the balls, but may not throw the ball until the player clears the ball behind the opposing team's offside line. If the player does not clear the ball behind the opposing team's offside line, the throw will not count.

SEC. 3

Eliminating the Opposing Players

A player will be called when a thrown ball, not a kicked ball, hits them **on the fly**. The ball must hit a player below the shoulders to be considered an out. If a player is hit in the head, **no player** will be considered out. If a player ducks or is on the ground and is hit in the head, the player hit will be called out. Once a player is out, they must immediately leave the floor and sit in the chairs behind their own baseline. **Players who have been called out can not retrieve stray balls for their teammates, or that ball will be given to the other team.**

SEC. 4

Caught balls

The Thrower will be called out when a ball their throw is caught on the fly. In addition, an eliminated teammate of whoever caught the ball may re-enter play. The re-entering player must be whoever was out for the longest period of time.

SEC. 5

Deflections

Art. 1

Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, and official do not count as an out if caught.

Art. 2

If a ball is deflected off a player and hits a teammate on the fly, both players are out.

Art. 3

If a ball is deflected off of a player, and caught by a teammate, the thrower is out.

SEC. 6

Ball Deflections

Art. 1

If a ball hits another ball, which a player has in their possession, it does not make either player out. However, if the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.

Art. 2

If a ball hits another ball, which a player has in their possession, and that ball is caught by a teammate, the person who threw the ball is out.

Art. 3

If a ball hits another ball, which a player has in their possession and that ball hits a teammate, the person who was hit is out.

SEC. 7

Out of Bounds

All players are confined to the out of bounds cones. Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. If a player goes out of bounds to avoid getting out, the official will call them out. If a ball is thrown into the bleachers, it must be given to the team that is on that side.

SEC. 8

Stalling

If a player is stalling, or making no attempt to play a ball, they will be ordered to throw the ball to the other side by the official. A player may be called out at the official's or supervisor's discretion for continuously stalling to avoid an outcome of the game. Balls may not be rolled back to the other team in order to stall. Ball must be thrown over to the offside line.

SEC. 9

Off-Sides

A floating off-sides line for each team will be used. This line will be marked with cones at the end of each line. When throwing the ball, a player must not have either foot **on** the line when **throwing**. A player who is offside will be declared out. A player hit by a ball from a player who is offside will **not** be called out.

SEC. 10

Stopping Play

Once the whistle is blown all action will stop and play will be reset. Teams will keep the same number of balls they had prior to the whistle being blown.

RULE III

Conduct of Players and Others

SEC. 1

Technicals

All decisions by officials are final; **ARGUING DECISIONS WILL NOT BE TOLERATED**. Players arguing after given a warning will be given a “technical” and will have to sit out for the remainder of that game and all of the next game (**if a player receives a “technical” in their last of the match or last game of the day they will have to sit out the very next match they play**). If a player receives second “technical” that player will be ejected from the game.

SEC. 2

Sportsmanship Rating

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

- 5 points: Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.
- 4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.
- 3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.
- 2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials’ judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.
- 1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

Addendum

INSURANCE

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of dodgeball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

THE AZTEC RECREATION CENTER HAS NO INSURANCE FOR ITS PARTICIPANTS. INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.

In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor.