

San Diego State University
Intramural Sports

INTRAMURAL ULTIMATE DODGEBALL RULES

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

RULE I RULE DIFFERENCE FOR UPCOMING SEASON

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.

SEC. 1 **Match Location:** Matches will be played in the ARC Racquetball Courts located on the West side of Peterson Gym.

SEC. 2 Games are self officiated. All disputes must be resolved in 1 minute or game will count as a double forfeit. Scores will be reported to the supervisor that is on duty.

RULE II PLAYING PROCEDURES

SEC. 1 **Number of Players**

A team consists of four players. A team may have additional players that may enter in succeeding games. Three 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.

Games are best 8 of 15, with a time limit of 30 minutes from scheduled game time. First team to win 8 games wins the match.

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 extreme dodgeball is to eliminate all players of the opposing team by throwing one of six game balls and hitting the opposing player below the shoulders on the fly.

SEC. 2 **Starting a Game**

Each team starts with one large ball and then there are three small balls evenly spread on the center line at the beginning of each game. It is a sprint to the three balls once the play begins.

Each team member must start with one hand on their back wall. Play begins after a “Ready, Set, Go” from a team captain, alternating team captains every game. Players may not cross the center line at any time.

SEC. 3 **Eliminating the Opposing Players**

A player is out if:

- They throw a ball that is caught by the other team
- They get hit by a ball thrown by the other team. (*If a player from Team A catches it after deflecting off of a teammate, the player from Team B that threw it is not out, but the player from Team A that got hit is out*).

- They hit another player above the shoulders
- They cross the center line

A player is not out if:

- Their ball is caught of the wall or ceiling
- Their ball is caught after hitting another player
- They get hit above the shoulders

SEC. 4

Out of Bounds

All balls that hit any walls or ceilings are considered dead and are not back in play until someone has picked up the balls and throws it at an opponent.

SEC. 5

Off-Sides

The center line is the offsidess line. If any part of your foot or body touches the center line you will be declared out and thrown ball will be dead.

SEC. 6

Court Procedures

Once a player is out, they must stand with their back against the team's right side wall. Players should not squat due to risk of being hit. Do not leave the racquetball court during game play unless an injury occurs.

RULE IV

Conduct of Players and Others

SEC. 1

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.