

TARLETON STATE UNIVERSITY

INTRAMURAL SPORTS

Dodgeball Rules Fall 2009

I. THE TEAM:

A. Manger

1. As a Team Manager it is your responsibility to notify all of your team members of all policies and procedures relating to intramural dodgeball. Please notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 minutes prior to the scheduled game time. ***Game Time is Forfeit Time... No Excuses!***
2. The manager is responsible for making sure that all players have signed the roster/waiver form and that all player names appear on the official score sheet for the contest.

B. Players

1. Teams will consist of 6 - 10 players. (10 player roster max) Six (6) players will compete on a side at a time; others will be available as substitutes. Substitutes may only enter the game during timeouts or in the case of an injury.

II. TEAM ROSTER:

- A. Players must be listed on the roster in order to play. Additions to the roster can be made on your teams' scheduled game night; Rosters will be frozen after on the last night of league play.
- B. A player may not change teams once he/she has played for a team. Any student caught playing for more than one team will forfeit all eligibility to participate in intramural events for the remainder of the calendar year (spring 08 thru fall 08). The offending team will forfeit all games in which this individual participated.

III. UNIFORMS:

- A. There is no uniform requirement for Intramural Dodgeball.
- B. Athletic shoes must be worn at all times; any shoes that cause excessive marking of the floor will be disallowed.
- C. No jewelry, caps, or bandannas can be worn.

IV. BLOOD RULE:

- A. Players who sustain injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped, the wound is covered, and all soiled articles of clothing are replaced.

V. TIMING THE GAME:

- A. **Timing:** Each game will consist will be played using a 3 minute continuously running clock.

VI. THE GAME:

Each match will be the best 2 of 3 games. Teams will consist of 6 players, any combination of male and female. Each game will have a 3 minute time limit. If time expires before all players have been eliminated, the team with the most players remaining will win. If the game is tied when time expires, the game will continue in a sudden death format until another player is out. Stalling is not allowed, any player holding the ball for more than 10 seconds may be ruled out.

1. **First Out, first In:** With all caught balls we will allow the first person out, to become the first person to re-enter the game.

2. *All players should drop any balls in possession and retreat to the sideline after being ruled out.*
3. *If a ball strikes a participant and is then caught by another player, all players are safe.*
4. *Once a ball hits the floor, wall, roof, or anything that is not a participant currently in the game, the ball is dead.*
5. *Each team shall receive 1 time out per game, 3 per match and it may be used at any point during that game. Substitutes may only enter the game during a timeout.*

VII. THE OPENING RUSH:

Player's must line up on the baseline of their end of the court and the opening rush will begin with the officials whistle. There will be 6-8 balls used per game.

VIII. DISCIPLINARY ACTIONS:

An official cannot successfully perform their duties if a player or spectator is constantly exhibiting unsportsmanlike conduct. The following actions could result in an ejection:

- A. *Persistently addressing the officials in regard to decisions.*
- B. *Making derogatory remarks towards the officials.*
- C. *Committing acts which are derogatory to officials or which tend to influence their decisions.*
- D. *Making personal or derogatory comments about or to an opponent.*
- E. *Disruptive coaching during the game from anyone outside the court.*
- F. *Fighting.*
- G. *Cussing.*

- *An ejected participant shall not re-enter the game. The player must confer with the supervisor and then leave the Recreation Sports Center. A player ejected from a game must meet with the Assistant Director after 2:00 p.m. the following day. To make an appointment please call 254.968.0761 or 254.968.9912. An ejected player may not participate in any other Intramural event until he/she has met with the Assistant Director. (this includes softball)*

IX. ACCIDENTS AND INJURIES

Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Recreation Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team roster prior to participation in any intramural event.

X. IM STAFF CONTACT INFORMATION:

Daron Trussell, Assistant Director
 254.968.0761
 trussell@tarleton.edu
 Office Hours: M-F 9am – 5pm

Brady Standefer, Graduate Assistant
 254.968.0761
 st_standefer@tarleton.edu
 Office Hours: M-F 9am – 12pm

***IM Weather Hotline:** (254.968.0764) In the event that inclement weather should occur that could affect the play of indoor sports (ice/snow) please call the 254.968.0764 for updated information regarding the status of games.