University of Minnesota Intramurals

The following set of rules addresses gameplay for intramural dodgeball. Any additional situations that arise will be handled by the onsite supervisor and officials. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team. The Intramural Handbook can be found online.

I.D. Check-in-Policy and Procedure

1. All students, staff and faculty MUST present a valid U of M identification card to participate in any Intramural activity.
2. There will be no exceptions to this policy. If participants do not present a valid U of M identification card they will NOT be allowed to participate in the Intramural activity.
3. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individuals MUST meet with the Intramural Director for possible reinstatement into the Program.

Adding Players to Your Roster

All players must be on your roster (this includes accepting their invitation) by 2 PM the day of the scheduled match for the player(s) to be eligible. For matches scheduled on Sundays, players must have been accepted to the roster by 2 PM on the Friday.

Visit http://www.recwell.umn.edu/intramurals/

Adding Players as a Captain

- Click on "My Teams" in the upper right hand corner of your IMLeagues screen.
- Click "Invite Members to Your Team".
- Enter the invitees' email addresses separated by a comma.
- Once the invitee receives an invite and accepts your invitation, they will be added to your team.
- IMPORTANT: If you do not see a player on your roster, they have not accepted your invitation and are ineligible to participate.

Adding Yourself to a Friend's Team

- First, create your IMLeagues account.
- Click "Player Signup" on the upper right hand side of your screen.
- Find the team that you would like to join.
- Click "Join Team".
- Fill out the waiver.
- Once the captain has accepted your request, you will be added to the team.
- IMPORTANT: You will not be added to the roster until the captain accepts your request.
Dodgeball Rules

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Pre-Game: All players must check in at the table with their U-cards. There are no exceptions to this rule. Using another student’s U-card is grounds for suspension from intramural sports.

Player Eligibility: A Participant may only play on one co-rec and one non-co-rec team in each sport. Players playing for more than one team will lose their eligibility and cause forfeiture for their team’s games.

A player is eligible if s/he plays on:
- 1 co-rec and 1 open team
- 1 co-rec and 1 women’s team

A player is not eligible if s/he plays on:
- 1 open A and 1 open B team
- 1 open and 1 women’s team

Players that do not play in one regular season game will not be eligible for playoffs.

Uniforms: All uniforms must follow the Recreation and Wellness Center Dress code.

The following items are required while playing intramural dodgeball:
- Athletic-style shoes with non-marking soles, closed toes, and closed heels.
- Athletic-style pants or shorts. Shorts must be of sufficient length to cover the gluteal fold.
- Shirts that reach the top of the pants or shorts and fully cover the torso (chest, stomach, back, and sides.)
- All clothing must be free of profanity, offensive language, and offensive graphics.

The following items are prohibited while playing intramural dodgeball:
- Tear away pants
- Metal barrettes or bobby pins
- Hats or bandanas
- Jewelry

Forfeits: Game time is forfeit time. If a team has no players check in with legal equipment at game time, the game will be declared a forfeit, and the team will be disqualified from playoffs. Additionally, if a game must be ended due to major sportsmanship issues, the result will be a forfeit.
A team that has 2 forfeits, 2 defaults, or 1 of each will be removed from the league without a refund.

**Defaults:**

Teams must have at least 4 players checked in with legal uniforms at game time in order to avoid a default. A default will result in a 2.5 sportsmanship rating.

If at game time, a team has at least one player checked in but is short the minimum number of players, that team will have five minutes to get all checked in and ready to play. After five minutes, the game will be called as a default.

If the game begins late because of one team’s lack of players, that team can get no higher than a 2.5 sportsmanship rating for that game. Additionally, that team will begin the game down 1-0.

Team captains may call the intramural office by 4pm on the day of the game or 4pm on Friday for weekend games to default the game ahead of time. In this case, the team will receive the loss, but will not need anyone to show up at game time.

**1st Default:** Recorded as a loss for the team and a 2.5 sportsmanship rating, however the team is still eligible for the playoffs.

If a team has one player arrive at the game or calls the Intramural Office to inform them of the inability to play by the default time, the game is a DEFAULT.

If no one shows up for a team and there is no contact with the Office prior to the game the game is a FORFEIT.

**Timing:**

Consecutive games will be played until 40 minutes has been extinguished. A new game shall begin within one minute of the previous game ending. The winning team of each game receives 1 point for the win.

With less than five minutes to play, no new games should be started unless there is a score differential of 1 point. With less than three minutes to play, no new games can be started regardless of the score.

**Overtime:**

There is no overtime in the regular season. If at the end of a playoff game, the score is tied, the teams will play one more point with a five minute time limit. The winner of that point will win the game and advance in playoffs.

**Starting Play:**

Each point begins with an opening rush. All balls will be placed on the center line, and the official will begin the game. All players may rush to secure the balls on the center line. Rushers may not dive or slide into the center line. Additionally, rushers cannot rip the ball out of another player’s hand. Whichever player is there first is entitled to the ball.

If a player gets an early start and he/she continues to rush, he/she will be ruled out. If he/she gives up on the rush, the official will allow the player to continue play.
After the rush all balls need to be brought back to the top of the 3-point arc before they can legally be thrown.

**Live/Dead Ball:**

A ball is considered live from the point it is thrown until it contacts the floor, wall, ceiling, curtain or an opponent’s head. Additionally, a live ball becomes dead when it is caught or leaves the boundary lines.

A live ball that hits any opponent’s will knock those opponents out of the game. Additionally, a live ball may be caught to knock out the thrower and regenerate the catcher’s teammate who has been out the longest.

**Regeneration:**

When a player catches a live ball, the thrower is out and the next teammate of the catcher may be “regenerated” back in to play. It is recommended that this player enter through the end line, because they are allowed to be hit as soon as they step on the court.

Additionally, players can catch a live ball that has hit his/her teammate to save that player from being declared out. In this situation, the player that was hit prior to the catch will not be out, and that team will regenerate one player as stated above.

**Boundary Lines:**

To begin each game, the boundary lines are the basketball court lines. When either team is reduced to two players, the officials will announce “small court”, and the boundary lines are reduced to the volleyball lines. All players have no more than 6 seconds to move inside these smaller lines.

When balls exit the boundary lines, any player may retrieve the balls so long as they exit and return to the court through the end line. Players may reach over the sideline to retrieve a ball so long as they keep their feet in bounds. Additionally, knocked out players may roll balls to their still in teammates so long as they stay on their half of the court.

Players leaving through the sideline may be given a verbal warning first. However, if the official deems the act intentional to dodge a ball or to throw a ball from an advantageous spot on the court, the official will call the player out immediately.

Players who are outside the boundary lines to retrieve a ball cannot be knocked out nor can they knock an opponent out by throwing or catching a ball.

**Delay of Game:**

One team may not control all balls at one time. If this occurs, the team must give at least one ball the opponent immediately. A violation will result in the officials awarding four balls to the opponent.

A player may not hold a ball for more than 10 seconds. When this occurs, the official will begin a 3 second audible countdown to throw the ball. If the ball is not thrown it will be awarded to the opponent.
Any team that in the opinion of the referee purposefully delays the game by causing no action for at least 30 seconds will lose that point, and a new game will begin.

**Outs:**

To win a point, the team must knock all opponents out of the game before all of their players are knocked out. A player is declared out if he/she:

1. Is hit by a live ball below the shoulders that is not caught by his/her team before becoming dead.
2. Throws a live ball that is caught by an opponent.
3. Intentionally throws a live ball that hits an opponent in the head.
4. Leaves the boundary lines to throw, dodge, or catch a ball. (The catch may still count if it was caught before the player fell out of bounds.)
5. Crosses an entire foot over the center line.
6. Blocks a live ball with a held ball, and subsequently, drops the held ball.
7. Commits an opening rush infraction except a false start.

If an out player or substitute interferes with play, the referee at his/her discretion may stop play and declare a player out and/or eject the offending player.

**Ending the Game:**

Each point will end when all players on one team have been knocked out. The last point can end due to time if the clock runs out. If this is the case, the team with the most players left will win that point. If both teams are tied, the point will be played to sudden death. That is, the next out will determine the game.