

Dodgeball Rules

(6 on 6)

ROSTER

1. You must have a valid WSU One Card. Players must be currently enrolled in classes or be member of the Mort Harris RFC in order to be eligible to participate.
2. Team rosters must be turned in prior to first game.
3. Any new player must be added prior to game.
4. Teams cannot add players after the 3rd week of the season.
5. Teams must complete the waiver form which includes player's name, phone number, and Access ID.
6. Players must check in with scorekeeper before each game.
7. A player can only participate on one team.
8. Teams allowing participation of players who are not eligible (read Rule #2) or not on the roster will forfeit any games in which the illegal player participates.

The Team

Six (6) players at a time are allowed on the court. The team may consist of no more than 10 players if you wish to have substitutes. Substitutes may only enter the game during timeouts or in case of injury. A team must have at least four players to start a game. If fewer than four players are ready to play at game time, a forfeit will be declared.

The Game

The object of the game is to eliminate all opposing players by getting them "OUT". This may be accomplished by:

1. Hitting an opposing player with a LIVE thrown ball. **YOU MUST HIT YOUR OPPONENT BELOW THE SHOULDERS.**
 - a. *Definition: LIVE:* A ball that has been thrown and has not touched ANYTHING, including the floor, ground, ceiling, wall, another ball, another player, official or other item outside the playing area.
2. Catching a LIVE ball thrown by your opponent before it touches the ground. This results in the Thrower being OUT and a player from the catcher's team returning to the game.
3. Stepping on or over the attack line (during the first four minutes of the game) or the other team's attack line (during the last minute of the game).

The winner will be the first team to win **TWO** (2) games. (Best 2 out of 3.)

Boundaries

During play, all players must remain within the boundary lines. Players may leave the boundaries through their *end line only* to retrieve stray balls. They must also return through the *end line*. You may not run out of bounds to avoid being hit by your opponent.

The Opening Rush

The game begins by placing the dodgeballs along the attack box line – 3 on one side of the center hash and 3 on the other. Players then take their position behind their end line. Following a signal by the official, teams may approach the attack line to retrieve balls. This signal officially starts the contest. Once teams retrieve the balls, they must be taken behind the attack line (designated at game time) before it can be legally thrown.

Timing and Winning a Game

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played. In the sudden death period, the 1st team with a player knocked out, loses that game.

One Minute Rule

When there is one minute left in the game, the remaining players may advance to the other team's attack line.

Time-Outs

Each team will be allowed (1) 30 second timeout per game.

5-Second Rule

A team may not hold **all six** balls for more than 5 seconds at a time. This is to keep the game from turning into a stand-still. The penalty will be the loss of one player for every five seconds all six balls are held.

Rule Enforcement

Players are expected to play in an honorable manner and rule whether or not they were legally eliminated. All contests will be supervised by an official. The official will be responsible for any rulings on which teams cannot agree. THE OFFICIAL'S DECISION IS FINAL – NO EXCEPTIONS.

Team Captain/Manager

The team captain/manager is a vital link between the Assistant Director of Intramural/Club Sports and each team. It is very important to choose a captain who is a conscientious person and a good communicator. Each team must have a captain. If the captain is going to be out of town or unable to be reached for an extended period of time, he/she must contact the Sport League office in order to forward all communications to the co-captain.

Responsibilities of the captain/manager include, but are not limited to:

- a. Organize teams members, enter registration form and provide the Assistant Director of Intramural/Club Sports with the forfeit fee on or before the deadline
- b. Keep name and all necessary contact information on file with the Sport League office
- c. Check eligibility of all players
- d. Attend scheduled rules meetings
 - If the captain/manager cannot attend the scheduled meetings, an alternate representative must be assigned for that meeting
 - Relay all rules, policies and procedures to the team
 - Accept responsibility for the conduct of team members before, during and after all Sport League events
- e. Pick up league and tournament schedules when advised to do so by the MHRFC
- f. Notify team players of date, time and place of all events
- g. Periodically check-in with the Department of Campus Recreation, 5210 Gullen Mall, office to pick-up, post and distribute any necessary information
- h. Evaluate the program and officials when requested
- i. Make sure that all teammates have signed the waiver form prior to their participation
- j. The spectators for your team can affect the eligibility of your team in playoffs. The team captain is responsible for keeping their spectators under control (no profanities, discouraging the opposing team, comments to the Sport League staff, etc)

The team captain is the only person on the team able to add/drop an additional player to the team roster. They are responsible for filling out the paper work and having the additional play as well as themselves signing the form.

NUMBER OF PLAYERS

A minimum of four (4) players will make up a team, with a maximum of ten (10). Each team may have any number of players on their team roster. Each team needs a minimum of four (4) players to start each game. If a team drops below four (4) players they will automatically forfeit the game.

TIME OUTS

Each team will be given one (1) 30 second timeout per game.

TECHNICAL FOULS

Any team receiving two (2) technical fouls during a game will automatically forfeit that game. Any player receiving a technical foul may be ejected from the game this is decided upon the discretion of the officials. Technical fouls include but are not limited to the following

- Un-sportsmanlike conduct
- Too many players on the court
- Delay of game
- Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment
- Using profanity or vulgarity: taunting, baiting, or ridiculing another player; or pointing a finger at or making obscene gestures toward another player
- Intentionally or flagrantly contacting an opponent
- Fighting

FIGHTING

Fighting of any kind will not be tolerated. Involvement in a fight will result in ejection from that game and league and repercussions from the Mort Harris Recreation and Fitness Center. Involvement in a fight includes but is not limited to the following:

- Instigation
- Retaliation
- Physical and mental intimidation
- An accessory to a fight

INJURIES

Participants are responsible for any injuries sustained while participating in the intramural program. Report all injuries to the supervisor.

SPORTSMANSHIP

Sports Recreation at WSU are fun and in the spirit of clean competition. Rough play or verbal harassment will not be tolerated! Unsportsmanlike conduct towards fellow players, opponents, officials or supervisors will result in ejection from the game and possibly the sport season.

PROTEST

Protest will be settled on the field and the ref's word is final. There will be no protests allowed concerning judgment calls by the referee. A rule infraction may be brought to the attention of the referee. (only by the manager/coach of the protesting team).

MEDICAL, ACCIDENT, INJURY PROCEDURES

Campus Recreation participants are involved at their own risk and the University accepts no responsibility in the case of an accident.

VOLUNTARY PARTICIPATION

Participation in the Campus Recreation program is completely voluntary, and therefore the Department of Campus Recreation and University will accept no responsibility for injuries sustained while participating in any facet of the Campus Recreation program. A staff person must be notified of any injuries and the proper paperwork must be completed.

ALCOHOL POLICY

Follow policy for campus buildings **CAN'T COMPETE IF DRINKING / NO ALCOHOL ALLOWED ON PREMISIS**

CANCELLATIONS/DEFAULTS/FORFEIT PROCEDURES

Games that are cancelled will not be rescheduled. If there is ever a question of whether or not there is a cancellation, call the Mort Harris RFC at (313) 577-2348. A cancellation of an event will be determined an hour before competition is to begin. If there is a cancellation due to weather, that decision may be made at any point during the night. Once decisions have been made to cancel a game, all subsequent games will also be cancelled.

FORFEIT FEE POLICY

Forfeit fees will be returned at the end of the winter semester.

Example: If a team plays in the Spring 2009 league, they will receive their forfeit fee after the Winter 2010 season. If a team forfeits anytime during their participation in the league, they will not receive their forfeit fee.

Aaron Knieper- Assistant Director of Programs/Club Sports, 313-577-6712,
aknieper@busops.wayne.edu

- Rules subject to change on the authority of Aaron Knieper, Assistant Director of Programs / Club Sports.