

Dodgeball Rules

Revised 3/17/09

General

- Dodgeball is offered as an open division. Teams are comprised of 6 players plus substitutes.
- Dodgeball will be offered in a round robin league format. All qualified teams will be placed into a single elimination playoff bracket at the end of the regular season.
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Rhode Island and have paid the recreation fee in order to participate in the Intramural Program.
- All participants must present a current, valid URI ID Card upon checking in with the IM Staff. Participants who do not have their URI ID Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same gender team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that program.
- A player may not participate unless she/he is recorded on the score sheet. Players may be added to a roster at any time during the tournament provided all other eligibility criteria are met (see Intramural Handbook).
- **Game time is forfeit time. There is no grace period.** All players must be signed in and ready to play at the exact scheduled game time.

Forfeits

Forfeited contests needlessly waste time and resources and detract from the overall satisfaction levels for all parties involved in the Intramural Sports Program. By registering for any Intramural Sports event, participants are making a commitment to attend all regularly scheduled contests. It is with this commitment in mind that the following policy regarding forfeits has been designed.

At the time of registration, each team is required to pay the registration fee plus a forfeit deposit of \$25. If the team does not forfeit any games during the course of the season, the forfeit deposit will be returned to the **team captain and only the team captain** at the conclusion of the season. Team captains may pick up forfeit deposits for a period of two weeks from the end of the playoffs for each sport. If the team captain does not pick up the forfeit deposit within the two week period, the forfeit deposit will not be returned.

A forfeit is defined as any team or individual that fails to appear for any scheduled contest. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity **signed in and ready to play** at the appointed playing area by the time of the game. **Game time is forfeit time. There is no grace period.** It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss and the initial forfeit deposit will not be returned. Subsequently, a new forfeit deposit of \$25 must be paid in the Intramural Sports Office located in Keaney Gym **48 hours prior to the next scheduled game**. This deposit is refundable provided that the team does not forfeit any other games. If a team does not put down another forfeit deposit within this time frame, they will be permanently removed from the schedule for remainder of that particular sport season. This policy will be strictly enforced. If there are any questions in regard to the forfeit policy, the Intramural Sports Office can be reached by calling 401.874.5972.

Defaults

If a team knows in advance that it will not be able to make a scheduled contest, the captain should contact the Intramural Sports Office (874.5972). A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday→ notification must be received by 12pm on the day of the scheduled game
- Games scheduled Saturday/Sunday→ notification must be received by 3pm on the Friday before the scheduled game

Captains may contact the Intramural Sports Office by phone (874.5972) or by email at imsports@etal.uri.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit, will not owe a forfeit fee and will otherwise remain eligible for league playoffs and will remain in double elimination tournaments provided the defaulted contest does not result in the second loss.

Dropped from Play

Teams are allowed to forfeit or default one game per season and still remain eligible for league playoffs. Teams with any combination of more than one forfeit and/or default will not be eligible for league playoffs. Teams that forfeit or default tournament games in a double elimination tournament will remain eligible unless the forfeited/defaulted contest results in the second loss. Teams that forfeit a game in a double elimination tournament will be eliminated unless an additional forfeit deposit is paid as outlined above. Forfeited and defaulted contests will not be rescheduled and are counted as losses.

THE GAME

- **The object of the game** is to eliminate all members of the opposing team by one of the following:
 - Hitting an opposing player with a thrown ball below the shoulders

- Catching a ball thrown by the opposing team before it touches the ground
- **Exceptions:**
 - A player may defend themselves with another dodgeball, but they are out if their ball is dislodged.
- The first team to legally eliminate all players of the opposing team is declared the winner of that game.
- Games will start with ten (10) balls with four (4) balls in the center of the court and three (3) on each side. When the whistle is blown, each team may sprint to retrieve the balls on the center line. Once the balls have been retrieved, the player or the ball must touch their respective back wall before being allowed to throw at the other team.
- **The match will be best out of seven games.**
- **Each game will have a time limit of five (5) minutes.** There will be no time outs in between periods unless games end prior to the six-minute mark.
- **In the event that neither team has been eliminated** at the end of the five-minute mark, the team with the greatest number of players remaining is declared the winner of the game. If the same number of players remains for each team, a two (2) minute sudden death will occur. The team that eliminates a player from the opposing team first wins the game.
- **Cones** will be placed in the corners of each court. If your team knocks down an opposing team's marker, all players that have been eliminated will be allowed to reenter the game. **This may only happen once during each game. Players may not guard cones from being struck by the opposing team. Players cannot be within a 10-foot radius of the cones for more than 3 seconds. If in violation of this rule, players will be ruled out of the game. Also, players may not knock down the cones on their end of the court to prevent the opposing team from having the chance to do so themselves. Penalty = loss of that individual game.**
- Rules will be enforced:
 - **Primarily by the honor system.** Players of each team are expected to rule whether or not a hit was valid and whether they were legally eliminated from play. Fair play is expected from all participants. If foul play is detected by the IM Staff, teams will be disqualified and potentially removed from the schedule altogether.
 - In circumstances where the teams cannot come to an agreement, the Intramural Supervisor will make a decision. **The Supervisor's decision is FINAL and IS NOT TO BE QUESTIONED.**
 - All teams receive a sportsmanship rating at the end of each game and complaining will be included in the overall team assessment.
- **Headshots are strictly prohibited** unless the player struck in the head is ducking down out of the way in an attempt to elude a throw from another opponent. Any player striking an opponent in the head otherwise will be ruled out and may be ejected if the act was deemed flagrant.
- **The Intramural Sports Staff reserves the right to amend any rules or invoke rules not covered on this rule sheet at any time in the interest of safety and fair play.**

PLAYERS

- Each team consists of six (6) players. A minimum of five (5) is necessary to start a game, but if a team has no substitutes to replace disqualified or injured players, it must continue with fewer players. A team may sign in as many players as they wish.
- Players that arrive late will not be able to enter until the start of the next game. No substitutions may take place during individual games. Substitutes may replace other players at the start of each new game within a match.
- **All players must be touching the wall to begin play.** The whistle will not be blown until all players are lined up against the wall.
- **Team members are not permitted to wear equipment, which, in the Intramural Supervisor's judgment, is dangerous to other players or themselves.** Examples of illegal items include, but are not limited to:
 - Guards, casts or braces made of hard and unyielding or hard substances
 - Hats and other head decorations that are non-elastic or contain a knot of any sort, **necklaces, earrings or jewelry of any kind. These items must be removed.** Medic-Alert bracelets are acceptable and may be taped down to the skin. Elastic headbands are permitted.
- **Players may not kick the ball** to gain possession or attempt to knock out an opponent.
- **A player may only possess 1 ball at a time. Any player possessing two balls simultaneously will be ruled out of the game.**
- **After a player is eliminated:**
 - They may not touch any balls on the floor on the way off of the court for any reason.
 - If a ball is touched, the ball will go to the other team.
 - A ball may be transferred to another teammate if a player in possession of a ball is eliminated.

BOUNDARIES

- The Intramural Supervisor will place balls that enter the bench area back into play at the center line.
- Each team must stay in their respective areas – behind the center line of their respective court.
- When one team is down to fifty percent (50%) or less of their starting team, both teams may advance to the top of the three point arcs on the court. Round up in the event of an odd number of starting participants.