

Intramural Sports – Dodgeball Rules

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or FIU Wellness and Recreation Faculty/Staff Member.**
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

RULE 1. COURT AND EQUIPMENT

SECTION 1. BALL

ART. 1...FIU IM Sports will provide the game balls for all games.

ART. 2...Either 6, 8 or 12 balls will be used in a game at a time.

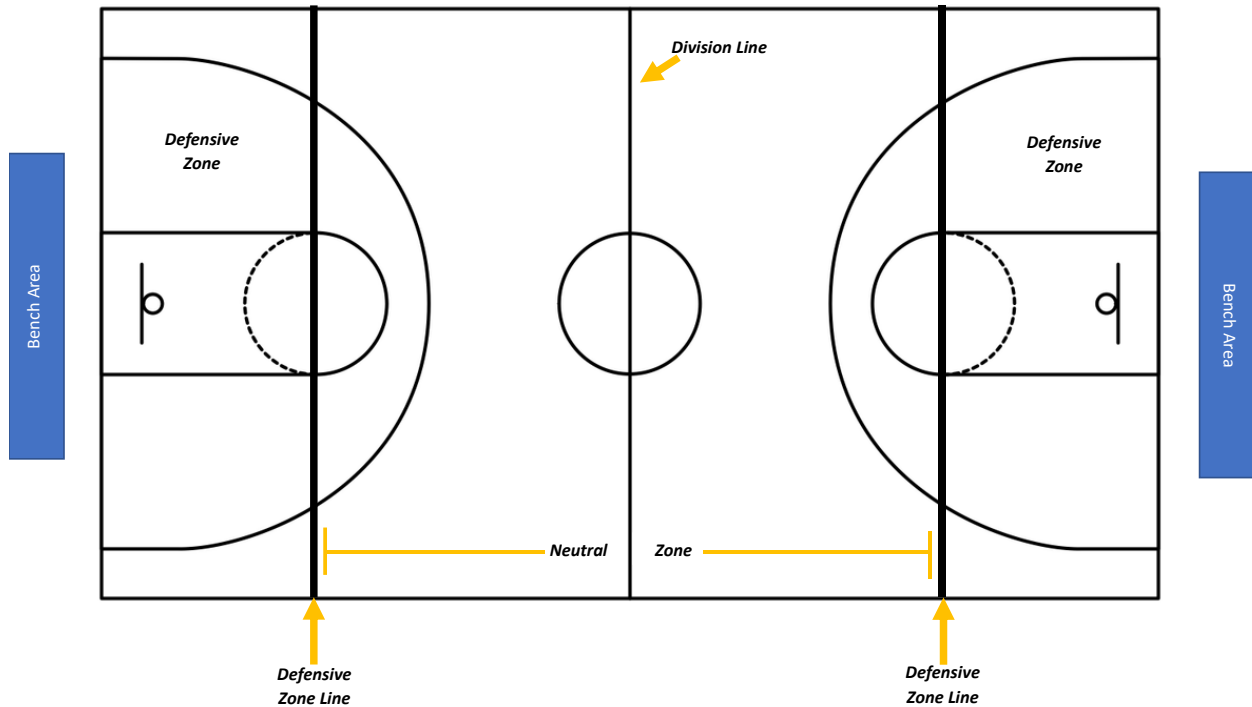
SECTION 2. COURT MARKINGS

ART. 1...The boundaries of the basketball court shall be the boundaries of the dodgeball court.

ART. 2...The dodgeball division line shall be the division line (center court) of the basketball court. Teams may not pass this line in the first 2 ½ minutes of each round.

ART. 3...After 2 ½ minutes has passed, a neutral zone shall exist. The neutral zone shall extend from the free throw line extended to the basketball court sidelines up to the defensive zone line on each side of the division line. Either team may move and play freely in this space.

ART. 4...The defensive zone line shall be the area from free throw line extended to the sideline and all area inbounds up to the basketball end line. Attacking teams may never enter their opponent's defensive area.



SECTION 3. TEAM BENCH LOCATIONS, BENCH AREA

ART. 1...Each teams bench shall be the one located behind the baseline at their end of the court.

ART. 2...No team fans are permitted in the team bench area. Only players who are “out” are permitted in this area.

RULE 2. SPORT STAFF AND THEIR DUTIES

SECTION 1. STAFF GENERAL DUTIES

IM staff shall conduct the game in accordance with the rules. This includes:

ART. 1...Conducting the pregame coin toss.

ART. 2...Notifying the captains when play is about to begin at the start of the game.

ART. 3...Putting the balls in play.

ART. 4...Determining when the balls become dead.

ART. 5...Administering penalties.

ART. 6...Signaling that teams may advance to the neutral zone by raising both arms with three fingers extended.

ART. 7...Silently and visibly counting seconds to administer the stalling rule.

SECTION 2. STAFF ADDITIONAL DUTIES

The staff shall:

ART. 1...Penalize unsporting conduct by any player, coach, substitute, team attendant or follower.

NOTE: The captain or head coach for spectator behavior, insofar as it can reasonably be expected to control the spectators. The staff may call fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. Discretion must be used in calling such fouls, however, lest a team be unjustly penalized. When team supporters become

unruly or interfere with the orderly progress of the game, the staff shall stop the game until the head coach or captain resolves the situation and the game can proceed in an orderly manner. The supervisor may remove team supporters.

ART. 2...Penalize and disqualify the offender if flagrant misconduct occurs.

ART. 3...Remove a player from the game who commits a technical foul.

ART. 4...Notify the captain/head coach and then notify the player on a disqualification.

SECTION 3. SIGNALS

ART. 1...When an out occurs, a staff member may indicate the player that will be out and give the out signal.

NOTE: When an out is the result of a violation, the violation should also be signaled, but the clock should not be stopped.

ART. 2...When a stalling violation occurs, a staff member may signal the timer to stop the clock.

ART. 3...When a technical foul occurs, a staff member may signal the timer to stop the clock and indicate to the scorer the number of the player who was charged with the technical foul.

SECTION 4. SUPERVISOR'S DUTIES

The supervisor's duties, relative to the dodgeball game, include, but are not limited to:

ART. 1...Signal the staff by using the game horn or a sounding device unlike that used by the staff. This may be used immediately if, or as soon as, all balls are dead or are in control of the offending team.

ART. 2...Record the technical fouls called on each player and notify a staff member immediately when the second technical foul is charged to any team member, bench personnel, or the head coach.

ART. 3...Be provided with a clock to be used for timing games and intermissions. The clock shall be operated by the staff timer.

ART. 4...Stop the clock at the expiration of time for each game and when a staff member signals time-out, as in 5-10. For an intermission, start the stopwatch and signal the staff.

ART. 5...Indicate by signal the expiration of playing time in each game and intermissions.

SECTION 5. TIMERS, SUBSTITUTES AND EQUIPMENT

If the timing signal fails to sound, or is not heard, the supervisor shall go onto the court or use other means to immediately notify the staff. If in the meantime, a player has been called "out," the staff shall consult the supervisor:

ART. 1...If the supervisor believes that time expired before the ball was in flight, the "out" shall not count.

ART. 2...If the supervisor believes, the "out" shall count, unless the staff has knowledge which alters such ruling.

RULE 3. PLAYERS, SUBSTITUTES AND EQUIPMENT

SECTION 1. TEAM, CAPTAIN

ART. 1...Each team consists of six players, one of whom is the captain.

NOTE: A team must have 4 players present at game time in order to begin and finish the game and avoid a forfeit.

ART. 2...The captain is the representative of their team and may address the staff on matters of interpretation or to obtain essential information if it is done in a courteous manner.

ART. 3...If a player is bleeding, they will be removed from the contest immediately. If a player has blood on his/her clothing, they will be removed from the contest upon detection. The blood

may or may not be his/her own blood. Even a player who has someone else's blood on their clothing will be removed from the contest. The player is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any player re-enters the contest, all bleeding must be stopped and any open wound or laceration covered.

ART. 4...Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

SECTION 2. ROSTERS

ART. 1...Roster size is limited to 20 players. All players must appear on their team's Fusion Play roster prior to participating.

SECTION 3. TEAM MEMBER'S EQUIPMENT, APPAREL

The staff shall not permit any team member to wear equipment or apparel which, in his/her judgment, is dangerous or confusing to other players or is not appropriate. Examples of illegal items include, but are not limited to:

ART. 1...Illegal guards, casts or braces.

a. A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance may not be worn on the elbow, hand, finger, wrist or forearm; even though covered with soft padding.

b. Hard and unyielding items (guards, casts, braces, etc.) on the upper arm or shoulder must be padded.

c. Knee and ankle braces are permitted but all exposed hinges must be covered. Most over-sleeves recommended by manufacturers are acceptable. These braces may be padded or unpadded.

ART. 2...Head decorations and headwear.

EXCEPTION: A headband no wider than 2 inches and made of nonabrasive cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.

ART. 3...Equipment which is unnatural and designed to increase a player's height or reach or to gain an advantage. Equipment shall not be modified from its' original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

ART. 4...Jewelry shall not be worn. Medical-alert medals are not considered jewelry. A medical-alert medal must be taped and may be visible.

SECTION 4. SUBSTITUTIONS

ART. 1...Players are not permitted to substitute during games.

ART. 2...If a team begins the game with fewer than 6 players, a late arriving player may sign in, but may not play during that game.

RULE 4. DEFINITIONS

SECTION 1. BALL, LIVE BALL, DEAD BALL

ART. 1...A ball is one of the three implements used to put people "out."

ART. 2...A ball is live when it is released by a player who was in player control by throwing and it is directed into the opponent's court.

ART. 3...A ball is dead when it strikes the ground, curtain, wall, ceiling, basketball standard, chair, or anything located outside the playing court, or is caught and controlled by a player.

SECTION 2. BASELINE RESTART

A division line restart is the method used to start play:

- a. at the beginning of each game or extra period, or
- b. following a stoppage for a violation, technical foul, or when a staff member stops play to make a ruling when there is confusion.

SECTION 3. CONTROL, DISPOSAL

ART. 1...A ball is in player control when a player possesses the ball by holding it in his/her hand. Player control continues until the ball is dropped or thrown, or the controlling player is called "out."

NOTE: It is not permissible for a player to possess the ball by placing it under a piece of his/her clothing.

ART. 2...A ball is considered to be at the disposal of a team when it is in a team's defensive zone whether or not a player is in control.

NOTE: If the ball is outside of the playing court, it is not at the disposal of either team.

SECTION 4. OUT

ART. 1...An out is a method of removing players from the court.

ART. 2...A player who is declared out must leave the playing court, go immediately to their team's bench and remain seated until the conclusion of the game.

NOTE: For methods of getting players "out," see 5-2.

RULE 5. SCORING AND TIMING REGULATIONS

SECTION 1. COIN TOSS

ART. 1...Each match begins with a coin toss between the two captains which is conducted by the staff.

ART. 2...The winner of the coin toss has the choice of:

- a. which end his/her team would like to attack in the first game.
- b. which side to have their balls placed for restart.

SECTION 2. OUT

ART. 1...An "out" can occur in any of the following ways:

- a. when a player's live ball is caught by an opposing player.
- b. when a player is struck by a live ball at or below the shoulders.

NOTE: If a player ducks, attempts to get out of the way, or is on the ground and this is the only reason for him/her to be hit with a live ball above the shoulders, the player shall be called "out."

- c. when a player violates the neutral zone or defensive zone.
- d. when a player is charged with a technical foul.

SECTION 3. SCORING

ART. 1...Whichever team has the greater number of players remaining at the end of the game is considered the winner. Should each team have an equal number of players when time expires, the game will move to a sudden death extra period.

ART. 2...The first team to win three games wins the match.

SECTION 4. WINNING TEAM

ART. 1...In the tournament, the winning team is the one which first wins three games in the best-of-five format.

SECTION 5. FORFEITURE, PROTEST, INTERRUPTED GAME

ART. 1...A team must have at least four players at game time to avoid a forfeit. The staff shall forfeit the game if a team refuses to play after being instructed to do so by any staff member. The staff may also forfeit a game if any player, team member, bench personnel or coach fails to

comply with any technical-foul penalty, or repeatedly commits technical-foul infractions or other acts which make a travesty of the game.

ART. 2...FIU IM Sports does not recognize protests for dodgeball.

ART. 3...Whenever a game is interrupted because of events beyond the control of the responsible administrative authorities, it shall not be counted.

SECTION 6. LENGTH OF GAMES

ART. 1... One match consists of five games of five minutes each. The intermission between games shall be a maximum of two minutes.

SECTION 7. BEGINNING, END OF GAME OR EXTRA PERIOD

Each game or extra period begins when the staff declares the balls in play. It ends when the signal sounds indicating time has expired, except that:

ART. 1...If any live ball is in flight, the game ends when the ball becomes dead.

ART. 2...If a violation occurs so near the expiration of time that the clock is not stopped before time expires, the game ends with the violation.

ART. 3...If a technical foul occurs after all balls have become dead to end a game, the next game is started by administering the penalty. This applies when the foul occurs after any game has ended, including the final game. If a technical foul occurs during the interval between the end of a game and the beginning of the extra period, the extra period shall not be played.

SECTION 8. EXTRA PERIOD

ART. 1...If each team has the same number of players when time runs out in a game, those players will remain on the floor for an extra period.

ART. 2...The extra period shall be untimed.

ART. 3...Each player may advance up to the opposing team's defensive zone line.

ART. 4...The number of balls will correspond to the number of players remaining. Balls will be restarted in hand on each team's end line.

ART. 5...The extra period shall begin with the staff's whistle and shall end as soon as **one** player is eliminated.

SECTION 9. TIME-OUT, STOPPING PLAY

The clock shall run for all 5 minutes of each game, unless a staff member signals time-out for:

- a. Because of an injury.
- b. To confer with the supervisor or his/her partners.
- c. A technical foul.
- d. A violation.
- e. For any other situations or an emergency.

NOTE: When a player is injured as in (a), the staff may suspend play after all live balls become dead. When necessary to protect an injured player, the staff may immediately suspend play.

SECTION 10. RE-STARTING THE CLOCK

After time has been out, the clock shall be started when the staff signals time-in.

RULE 6. BALLS IN AND OUT OF PLAY

SECTION 1. BALLS IN PLAY

ART. 1...The game shall be started via a division line restart with each team starting in contact with their endline. After any subsequent stoppage of play, the only way to get the ball live is to resume play via a baseline restart at each team's endline.

ART. 2...At the start of each game, the balls become in play when ball crosses the team's own defensive zone line.

NOTE: Any rules statement is made on the assumption that no infraction is involved unless mentioned or implied. If such infraction occurs, the rule governing it is followed.

SECTION 2. STARTING GAME/EXTRA PERIOD

To start each extra period, the ball shall be put in play via a baseline restart at each team's endline.

SECTION 3. ADMINISTRATION OF BALLS-IN-HAND RESTART

ART. 1...For any restart, all players shall have at least one foot in contact with the endline at their end of the floor.

SECTION 4. BALLS OUT OF PLAY

The balls become out of play when:

ART. 1...A staff's whistle is blown (see exception below).

ART. 2...Time expires for a game or extra period (see exception below).

ART. 3...A technical foul occurs (see exception below).

ART. 4...A stalling violation occurs.

EXCEPTION: The balls do not become out of play until the last live ball becomes dead, when article 1, 2, or 3 occurs while a live ball is in flight.

RULE 7. OUT OF BOUNDS AND TEAM BOUNDARIES

SECTION 1. OUT-OF-BOUNDS - PLAYER, BALL

ART. 1...A player is out of bounds when they touch the floor, or any object other than a player, while entirely on or outside a team's boundary. Airborne players have status as either in or out-of-bounds based on their location in the air relative to the boundary lines.

ART. 2...The ball is out of bounds when it:

- a. Is possessed by a player who is out of bounds.
- b. Is entirely located out of bounds.

SECTION 2. BOUNDARY RESTRICTIONS

Teams must remain within their half of the court for the first 2 ½ minutes of each game.

SECTION 3. NEUTRAL ZONE

After 2 ½ minutes has expired in the game, all players who remain in for each team are permitted to cross the division line and advance freely throughout the neutral zone up to their opponents defensive zone area.

RULE 8. VIOLATIONS AND PENALTIES

NOTE: Unless specifically stated otherwise, violations do not require a stoppage of play in order to enforce the penalty associated with the violation.

SECTION 1. RESTART VIOLATION

No player shall leave his/her endline prior to the staff's signal to begin play.

PENALTY: The staff shall stop the game, cancel the restart, and line players up again to begin or restart play. If a team repeatedly violates the rule intentionally, the staff may enforce any penalty they considers equitable including assessing technical fouls or awarding the non-offending team all three balls for the restart.

SECTION 2. BOUNDARY VIOLATIONS

ART. 1...No player may go out-of-bounds in order to catch a live ball.

PENALTY: If a player goes out-of-bounds in order to catch a live ball, the thrower of the live ball shall not be called out.

ART. 2...No player may have either foot entirely across or outside a boundary prior to the release of a live ball.

NOTE: Players are permitted to have one foot cross a boundary line when completing their throwing motion and only if this motion carries them across the boundary after the release of a live ball. In this case, players must immediately return to their side of the boundary and may not retrieve any stray balls while across the line.

PENALTY: If a player has either foot entirely across or outside a boundary prior to the release of a live ball, that player is out.

ART. 3...No player may break the plane of a boundary line with either foot to retrieve a ball on their opponent's side of the boundary line.

PENALTY: A player who breaks the plane of a boundary line with either foot to retrieve a ball on their opponent's side of the boundary line shall be called out.

SECTION 3. NEUTRAL ZONE

Only one player from each team is permitted to cross the division line and advance to the neutral zone line on the opponent's end of the court at a time.

PENALTY: Each additional player to cross over the division line and advance to the neutral zone line on the opponent's end of the court shall be called out.

SECTION 4. STALLING

A team may not have all balls at their disposal for more than ten seconds.

NOTE: Teams do not need to have player control of all balls for a stalling count to be initiated. If a team refuses to pick up balls, a count may be started.

PENALTY: The balls are declared out of play by the horn, and play is restarted with the non-offending team having a ball for each player remaining in play for a baseline restart.