KSU Intramural Sports
Dodgeball Rules
Updated 9/21/2015

Team Formation

• Games will be played 4 on 4.
  o Minimum of 3
• Up to 8 players can be checked in per game.
• All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
• If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  o If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
• If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  o 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  o Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
• Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Sports and Rec Park

Player Equipment and Behavior

Player Equipment
• All players must wear appropriate athletic uniform consisting of athletic shorts or pants, sweatpants or jogging pants, a t-shirt or tank top.
• Players must wear athletic shoes appropriate for gym floors (no cleats, boots, sandals, etc.)
• All jewelry must be removed.
  o Medical alert jewelry is the only jewelry allowed and it must be taped down
  o If jewelry is seen by a staff member, it must be removed. It cannot be taped over.
• Players are encouraged to wear the same color.
• Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  o A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
• It is expected that players who are put out will remove themselves from the game. Any player found to be cheating may be ejected from the game. Cheating will result in lowered sportsmanship and may lead to the forfeiting of the game. Warnings from the Intramural Sports Staff can result in the lowering of sportsmanship scores just like a sportsmanship infraction was issued.
• Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  o Refusal to comply with or abide by a request or decision of an official
  o Intentionally kicking, spiking, or throwing the ball aside from game play.
Disrespectfully addressing an official or an opponent
Playing or attempting to play without signing in with their KSU ID
Participating in a fight (AUTOMATIC EJECTION)

• Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
• If a team accumulates 3 unsportsmanlike penalties in a game, they will forfeit the contest
• The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.
• A technical foul can be assessed by any Intramural Sports Employee that sees a player obviously struck by a ball that does not get out or any other unsportsmanlike conduct.
• A player receiving a technical will be required to sit the remainder of that game. They can return when a new game is started in that match.
• A player receiving 2 technical fouls in one match will be ejected and immediately suspended from all Intramural Sports.
• Technical fouls will count against team sportsmanship ratings.
• Teams and players must be actively involved and engaged in the game, either by attempting to put out an opponent or retrieving balls. Regardless of the number of balls in team possession, inactivity including excessive rolling or heaving of balls without the intent to put out an opponent will be deemed stalling by the game supervisor. Teams deemed to be stalling will be given a five second count by the Intramural Sports Staff to make an active attempt to put out an opponent. Teams who fail to comply can be charged with a team technical.
  o Both teams may be charged with stalling simultaneously.

Game Length and Timing

Play Periods
• Teams will play 5 total games per match.
• Once a team has won 3 games, the match will be over and the team with 3 game wins will be declared the winner.

Overtime
• If games are still being played at the 25 minute mark and they matter to the result of the game, each succeeding game (including the game underway) will be played as Instant Overtime.
• Instant Overtime: Active players on the court when time expired will position themselves on the attack line. If a team has less than 3 players, they may add players to increase their number to 3.
• No substitutes are allowed, only additions. Each team will receive 3 balls. The first team to put out a player from the opponent’s squad in overtime shall be declared the winner by the game.

Timeouts
• There are no timeouts

Mercy Rule
• There is no mercy rule

Facility Specifications
• Dodgeball will be played on the racquetball courts at the Student Recreation and Activities Center.
• Lines will be placed on the backside of each teams’ boundary to indicate players who are out of play.

Rules of Play
• Balls will be placed at the middle line to start the game. All players must have one foot in contact with their endline before running for a ball.
• Dodgeballs must return behind the attack line before thrown.
• Players must remain inside the lines of the court unless they are retrieving a ball. If you step outside to avoid being hit, you will be out. Players cannot be put out while retrieving a ball.

Game Regulations
• Players may never cross the mid-court line.
• Players are out when:
  o A player is hit with a thrown ball from the opposing team (shoulders and below). Any ball that hits the ground first will be dead and may not eliminate a player.
  o A player throws a ball that is legally caught before any deflections by an active member of the opposing team
  o A player commits an illegal throw
  o A player jumps or moves out of bounds while attempting to dodge a ball
  o A thrown ball by an active player remains live and able to put out an opposing player even if the thrower is put out while the ball is in the air.

Deflection Rules
• A deflection occurs when a thrown ball hits off a ball in secured player possession. Once a dodgeball is deflected, it is dead and no other play can be made by this ball (cannot be caught for an out or hit an opponent for an out).
• A player must maintain possession of the ball they use to deflect a thrown ball. If the ball used for the deflection is dropped OR fumbled, that player is out.
• All dodgeballs are live and are able to put people out until they touch the ground, the wall, another dodgeball, or any other object that is out of play and become dead. A thrown dodgeball may deflect off of multiple players, effectively putting out multiple opponents with a single throw.

Catching a Thrown Ball and Return
• A thrown dodgeball that is legally caught by a member of the opposing team while they are still in play and before it has struck an out of play area, the floor, the wall, or a player (un-deflected) will result in the thrower being declared out. (Direct throw and catch)
• A ball that deflects off of another airborne ball can be caught to put out the thrower. A ball that deflects off a player and is subsequently caught by that player (before deflecting off a different player or object) also puts out the thrower. The catcher is safe. (Direct throw and catch)
• A ball that has deflected off of another player and is subsequently caught by a different player will constitute a legal catch. The catcher is safe. The thrower is out, and the player the ball deflected off is considered out (still hit with a thrown ball). (Indirect throw and catch)
• A thrown dodgeball that is legally caught by a member of the opposing team while they are still in play and before it has struck an out of play area, the floor, or a player will result in the thrower being declared out AND the return of one inactive player, if that team has less than six (6) active players on the court.
  o The first player put out in the game for that team will be the player to return.
  o There are no stored catch and return credits.
• When a deflected dodgeball is caught, there is no player return.

Ball Retrieval
• The retrieval of dodgeballs that leave the in play area is limited to those players who are active in the game.
• Inactive players (players who have been put out) may NOT assist in ball retrieval. Players who are out must stand behind the out of play line.

CoRec Modifications
• For Co-Rec a team can have no more than 2 of any one gender on the court at once and no fewer than 1 of any one gender.

**Scoring**
• Scoring will be the same for both males and females