



# TARLETON STATE UNIVERSITY

## Intramural Sports

### Dodgeball Rules

#### **I. THE TEAM:**

- A. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to Intramural Dodgeball. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 – 30 minutes prior to their scheduled game time. ***Game Time is Forfeit Time... No Excuses!***
- B. **Game Time is Forfeit Time:** If a team does not have the minimum number of players necessary to start the game that team must forfeit the game... ***No Excuses!***
  - a. ***Forfeit Fee:*** *A team that does not show up or have the minimum number of players necessary to play the game will be charged a \$20 forfeit fee. Forfeit Fees are to be paid in the Recreational Sports office (between 8AM and 5PM, M-F) prior to the teams next regularly scheduled game. Two (2) forfeits back-to-back will result in a team being dropped from the league.*
- C. Each participant must be currently enrolled at Tarleton and provide a ***valid Tarleton ID card*** in order to play. Players must have cards at every game in order to play. ***No Exceptions will be made.***
- D. **Team Roster:** Will be limited to 10 players. Teams may add to roster until 2pm of tournament day.
- E. **Participation:** Players are only allowed to compete on 1 team, due to this being an CoRec tournament.
- F. **Players:** The game shall be played between two teams of no more than 8 players each. A minimum of 7 players is required to play.
- G. **Blood Rule:** If there is any blood present on a player or his/her uniform he/she must leave the game until the situation has been resolved. Once the situation has been resolved the player may re-enter the game.
- H. **Ejection:** If an official removes a player from a game, he/she will not be eligible to participate in any intramural event until they have met with the coordinator. Ejected players are required to leave the facility for the remainder of the night.

#### **II. TEAM ROSTER:**

- A. Players must be listed on the roster in order to play.
- B. A player may not change teams once the deadline has passed. Any student caught playing for more than one team will forfeit all eligibility to participate in intramural events for the remainder of the calendar year. The offending team will forfeit all games in which this individual participated.

#### **III. UNIFORMS:**

- A. No jewelry, caps, or bandannas can be worn.
- B. All jewelry must be removed or covered before start of game.
- C. Athletic attire is required to play.
- D. Athletic shoes are required to play.

#### **IV. TIMING THE GAME:**

- A. Games will be played until all players on the opposing team is eliminated.
- B. Playing time shall be three 5-minute games with a running clock. One-minute intermission between games.
- C. The team with the best record out of three games wins.

**V. THE GAME:**

- A. Players will stand on opposing sides of the score table.
- B. Court dimensions will be the basketball court boundary lines. In the last two minutes of play, if there are 4 or fewer players on the court, the game will be played within the volleyball boundary lines.
- C. 9 balls will be placed at mid-court at the beginning of the game.
- D. Game will start by officials whistle and players will line up on basketball base line.
- E. Once the players have a ball, they must run back to the base line before they can throw at another player.
- F. If a live ball is caught, the player that threw the ball is out. That team is then allowed to bring the first out back into the game.
- G. Stalling rule: Holding a ball longer than 10 seconds will be considered stalling and out.
- H. **At the end of the five minutes, whichever team has the most players remaining wins that game.**
- I. Overtime (if needed per game): If time expires and there are an equal number of players remaining on each team, a one-minute overtime will be played and the boundaries will be further shortened.

**VI. DISCIPLINARY ACTIONS:**

*An official cannot successfully perform their duties if a player or spectator is constantly exhibiting unsportsmanlike conduct. The following actions could result in an ejection:*

- A. Persistently addressing the officials in regard to decisions.
- Making derogatory remarks towards the officials.
- Committing acts which are derogatory to officials or which tend to influence their decisions.
- Making personal or derogatory comments about or to an opponent.
- Disruptive coaching during the game from anyone outside the court.
- Fighting.
- Cussing.

**VII. ACCIDENTS AND INJURIES**

*Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Recreation Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team roster prior to participation in any intramural event.*

**VIII. Tarleton State University Intramural Department**

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