

CU • STUDENT REC CENTER INTRAMURALS
DODGEBALL • RULES
Office Line: 303-492-2893 • Weather Hotline: 303-492-7244
Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 14PLAYERS
Teams winning a championship will receive a maximum of 10 t-shirts.

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Rules will primarily be enforced through the honor system. Players will be expected to call themselves and their teammates out. Players have no right to question or call out players of the opposing team. All officials' calls are final. In the case of a question or concern, only the representative team captain may bring these concerns to the officials' attention.
- Alcoholic beverages are not allowed in the Student Recreation Center. Violations will be grounds for forfeit and possible season suspension. Captains, please do not allow your players to play while intoxicated.
- **There will be zero tolerance for unsportsmanlike-like or unacceptable behavior. No exceptions. Please see Sportsmanship Rating Form.**
- Game time is forfeit time!
- No Buff OneCard = No Play!
- If you forfeit your first game you will be dropped from the league, if you forfeit your 2nd, 3rd, or 4th game you will not advance to the tournament. If you accumulate 2 Honest Effort Forfeits you will not advance to the tournament.
- The Intramural office does not reschedule league play or tournament games once the schedule has been posted. If your team is unable to make a game *the team captain must* email the Intramural Office at imsports@colorado.edu. The Intramural Office will email your game out to all the other teams and if your game is picked up your team will not be credited with a forfeit. If your game is not picked up then your team is responsible for playing that game.
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

ELIGIBILITY

- Must be a full fee paying CU student or Rec-center member.
- Must present your "Buff OneCard" or Rec-Center Membership card in order to check-in before every game. If a player does not have their Buff OneCard or Rec-Center Membership, they will not be allowed to participate.
- Players may play on only one team per sport (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to play tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players, and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire school year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.

- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS/ SUBSTITUTIONS

- A team consists of 7 players on the court.
- **Extra Players:** No more than 7 players per team may be on the court at a time. If a team has additional players, they may wait on the sideline to enter when their team catches an opponent's throw, but may only enter if less than 7 players are on the court at that time.
- When a basket is made, a team may only allow the number of players onto the court to constitute a team of 7.
- At least 2 members of the opposite gender must be on the court to start and must be maintained whenever the team constitutes a full 7 (ie. 5 men, 2 women).

UNIFORM/EQUIPMENT

- Players must wear proper attire (**tennis shoes**, shirts etc.). No Crocs, flip-flops, sandals or shoes of the like are allowed during play.
- 6 Rhinoskin dodgeballs.

THE GAME

LENGTH OF GAME

- Once the whistle is blown for the first game a 40 minute running clock will start. No games will start after the 40 minutes has expired. Games that are in progress will be allowed to finish.
- It is up to the discretion of the supervisor to shorten games if necessary to keep games on schedule.
- When all the players of one team have been eliminated, the other team wins that game. A new game begins if time is remaining.

CAPTAIN'S MEETING

- At the beginning of each game there will be a captains meeting. Officials will go over any questions or rules changes with captains at this time.

STARTING THE GAME

- Each team will start with 3 dodgeballs and the game will begin with the officials blowing the whistle.
- ****Time limitation on holding onto balls**** It is in the spirit of the game to keep balls in continuous play.

PLAYING THE GAME

A dodgeball is "dead" when:

- a) it hits the wall, floor, backboard, net, lights etc.
- b) it hits another dodgeball
- c) Kicking the ball is not part of the game; any result is a dead ball.

You are OUT when:

- a) a "live ball" thrown by the opposing team hits any part of your body, including head, clothing, and shoes.
- b) your thrown ball is caught by the opposing team.
- c) you cannot cross the center line to retrieve a ball from either court.
- d) a ball hits two people before becoming a "dead ball", they are both out.
- e) intentionally aiming for opposing players head or face.

A player may come IN when:

- a) their teammate catches a "live ball".
- b) their teammate makes a basket.
- c) the player that comes in must be the first in line (one who did not start the game or the first

player out), if there are five players of one gender on the court, the sixth player to enter must be of the opposite gender.

THE COURT

- Games will be played in Carlson Gymnasium on the basketball courts (red lines). Two games will be played at a time. Center Line: A player may not step on or over the center line or any of the other **red boundary lines** unless they are retrieving a ball (which must be on their side of the court). They may reach over the center line to retrieve a ball (this includes an extension of the red line to the other court for ball retrieval).
- Eliminated players on the West court stand along the West wall. East court, stand along East wall. Keep in order of being eliminated with first person eliminated standing by center line at least 5 feet off the sideline. Re-enter on a “caught” ball in same order eliminated.
 - Eliminated players may throw an out of bounds ball back to their team, but must wait until the ball has crossed the red line. Players who have gotten out may not reach across the red line.
- **OUT OF BOUNDS:**
 - The space between and to the sides of the courts is out of bounds. Any balls going into the other court should be returned (note color of dodgeballs on your court).
 - Non eliminated players must remain inbounds, even while dodging.
 - Catching a ball out-of-bounds does not count. If a ball is deflected off one player and he/she or a teammate catches it out-of-bounds, the first player is still out because the catch does not count.
 - A player may be out of bounds only to retrieve a ball.
 - If a player is out of bounds for reasons other than retrieving a ball and is hit, that player is out; or in extreme cases, a player that is not hit but standing or dodging out of bounds may be called out by the official.

TIE BREAKER RULE:

- Matches may end in a tie in regular season. During tournament play if the games are tied at time limit, play a tiebreaker game with only 5 people per team on the court (at least 2 men/women must be on the court to start and is maintained whenever the team constitutes a full 5; ie. 3 men/2women). The rest of the players enter in order. Players may not enter if a member of their team catches a live ball. The basket rule is not in effect.
- Depending on time the court maybe shortened during tournament play to the white lines. This will be up to the discretion of the supervisor.

RULE CLARIFICATIONS:

- A ball deflected by a held ball, whether caught or not, does not result in player elimination. It is a “dead ball”.
- A ball hitting a player may be caught by an inbounds teammate before it hits the floor. It may not hit a wall/backboard etc. Result: Only the opposing thrower is out and nobody from the team that caught the ball may enter.
- Out-of-Bounds: Catching a ball out-of-bounds does not count.
- Goaltending is NOT ALLOWED. Goaltending is defined as attempting to deflect, catch or hit a ball above the rim of the basket.
- If a ball is caught but comes in contact with another ball in hand, the catch does not count (the ball hits another ball and is dead).
- A basket still counts if the ball first hits the walls, backboard, lights, etc...

CONDUCT/SPORTSMANSHIP

- Any abusive language, physical gestures and untimely questioning of calls directed at an official, scorekeeper, or player is grounds for a technical foul. Bench technicals may be called; therefore team captains are responsible for controlling their respective benches.

- Regarding pre & post game conduct: As a participant in intramurals you are part of our program for the entire season. Harassing of officials, scorekeepers, other players, or a supervisor, poor sportsmanlike conduct, or lack of cooperation is subject to penalty from a mild warning to complete expulsion from the program.

TOURNAMENT SCHEDULES

- All teams that do not forfeit any regular season game, do not have 2 or more Honest Effort Forfeits, and have an average of 3.0 sportsmanship rating will advance to the post season tournament.
- Tournament schedules will be posted the last week of the regular season.