

**CU IM-REC SPORTS
CO-REC DODGEBALL**

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Website: www.colorado.edu/rec-center/intramurals

PLEASE READ THE INFORMATION HANDED OUT and relay it to all team members!!
*Handout includes Information Sheet, Game Rules, Code of Conduct, and Honest Effort Forfeit– copy of
“waiver” from entry form is on back.*

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.
- **Bad sportsmanship will not be tolerated. There will be zero tolerance for unsportsman-like or unacceptable behavior. No exceptions.**

TEAMS

- 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 men/women must be on the court to start (ie. 5 men, 2 women).

THE GAME

- To start the game each team has 2 dodgeballs.
- ***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.***
- Forfeit Time: One game of the match is forfeited every 5 minutes starting at 5 min. after game time up to 15 min. after game time. At that time it is a full forfeit.
- When all the players of one team have been eliminated, the other team wins that game. A new game begins if time is remaining.
- Kicking the ball is not part of the game; any result is a dead ball.

A dodgeball is “dead” when:

- a) it hits the wall, floor, backboard, net, lights etc.
- b) it hits another dodgeball

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 cross the center line anywhere in the gym (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).

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:**
 - 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.
 - 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.
 - 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 out of bounds may be called out by the official.

EQUIPMENT

- Players must wear proper attire (**tennis shoes**, shirts etc.). No Crocs, flip-flops, sandals or shoes of the like are allowed during play.
- An official “dodgeball” is used. These are “Rhinoskin” dodgeballs.
- With 7 players per team 4 dodgeballs will be used per court.

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...

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; 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.

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 technical may be called. Captains, control your bench.
- 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.