

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

ROSTER SIZE IS LIMITED TO 16 PLAYERS
Teams winning a championship will receive a maximum of 10 t-shirts.

Forfeit Score: 4-0

Needed to Start: 7 players (2 of each sex for CR)

Minimum to Start: 5 players (1 of each sex for CR)

HEF: 4 players

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following modifications and points of emphasis:

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any recreation center property and at all Intramural Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible suspension.
- NO JEWELRY is allowed in any intramural competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All intramural participants are required to have either their Buff OneCard or Rec Center membership card with them at EVERY intramural event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
 - If you forfeit one regular season game.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Sports Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the intramural office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The intramural office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the intramural office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count towards your record and sportsmanship rating.
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FORFEIT POLICY

- **GAME TIME IS FORFEIT TIME!** All teams should arrive **15 minutes prior** to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready-to-

play at the scheduled starting time shall forfeit to their opponent. Any team that forfeits will be removed from the league for the remainder of the season.

- If you are not playing at least 50% of your scheduled games due to other teams forfeiting, please contact the intramural office to see if we can schedule more games for your team.

ELIGIBILITY

- Every eligible intramural participant must be a full fee paying University of Colorado student or recreation center member.
- Every eligible intramural participant must present their Buff OneCard or Student Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. NO EXCEPTIONS!
- Players may play on no more than one team in the Equal Opportunity division and one in the Co-Rec division per sport per session.
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season 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 academic 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 three club players per team in their specific sport or any related sport, and athletes must play on a team in the most competitive league offered.

TEAMS/ SUBSTITUTIONS

- A team consists of seven players with at least two players of a different gender for the Co-Rec Division and six total players for the Equal Opportunity Division.
 - A minimum of five players must be present for both divisions at all times. Co-Rec requires at least one player of a different gender.
- An Honest Effort Forfeit (HEF) will be given to teams that have only three players at game time. Teams with any less than this will be given a standard Forfeit. Any team receiving an HEF will be given 3.0 points towards their sportsmanship rating.
- If a team has additional players, they may wait on the sideline and only enter at the start of a new game.
- During Co-Rec play at least two members of a different gender must be maintained whenever the team constitutes a full seven players on the court.

UNIFORM/EQUIPMENT

- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- Players must wear athletic footwear (tennis shoes, cross trainers, etc.). No Crocs, flip-flops, toe shoes, sandals, boots, dress shoes or shoes of the like are allowed during play.
- Players may not wear hats, watches, headphones or any sort of jewelry.
- Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.

THE COURT

- A player may never step over the center line on either court, even if retrieving a ball. They may however reach over the center line to retrieve a ball provided no part of their body touches the ground of the opposing side on the line.
- Eliminated players will stand in the space designated by the Intramural staff. Players must stay in the order in which they were eliminated, with the first person eliminated lined up at their team's respective cone.
- Players must re-enter on a caught ball in the same order as they were eliminated.
- Eliminated players may throw an out of bounds ball back to his/her team, but must wait until the ball has crossed the red line. Players who have gotten out may not reach across the red line. Balls retrieved by players who are out before the balls cross the line must be given to the opposing team.
- Balls retrieved by players before they leave the court must be returned to the opponent's side immediately.
- Each court has a designated color of balls. The color designated for your court are the only ones allowed to be used in your game. Any balls going onto the other court should be returned to their respective court.

OUT OF BOUNDS:

- The space between and to the sides of the courts is considered out of bounds.
- 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 either they or a teammate catches it out-of-bounds, the first player is still out because the catch does not count.
- A player may go 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.**
- When a player is called out, he or she must leave the court immediately. Players who are out cannot retrieve balls or block shots of any sort. It is not in the spirit of the game to prevent play and players who continuously prevent play once out may be ejected from the game.

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 when 40 minutes has expired will be allowed to finish.

TIMEOUTS

- There are no timeouts in Intramural Dodgeball.

CAPTAIN'S MEETING

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

STARTING THE GAME

- Each team will start lined at the point designated by the intramural staff and with three dodgeballs. Play begins at the whistle of the Official.

SCORING

- A team wins a game when every member of the opposing team has been eliminated. Teams will receive one point for each game they win
- Teams will be allowed to play as many games as possible within the 40 minute running time clock.

MERCY RULE

- Intramural dodgeball does not have a mercy rule.

OVERTIME

- There is no overtime during the regular season. Overtime is only present in the post-season tournament. During the post-season tournament play if team points are tied at the 40-minute time limit, a tiebreaker

game will be played. During a tiebreaker game, only five players per team may be present on the court (in Co-Rec play at least two players of a different gender must be on the court to start and is maintained whenever the team constitutes a full five on the court).

- 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 may be shortened during tournament play to the white lines. This will be up to the discretion of the supervisor.

PLAYING THE GAME

- **A dodgeball is “dead” when:**
 - a) It hits the wall, floor, backboard, net, lights etc.
 - b) It hits another dodgeball.
 - c) It is kicked.

***Please Note:** A ball cannot become dead from only contacting another player.
- **You are OUT when:**
 - a) A “live” ball thrown by the opposing team hits any part of your body. This includes your head, clothing, and/or shoes.
 - b) Your “live” thrown ball is caught by the opposing team.
 - c) You intentionally aim for an opposing player’s head or face.
 - d) You cross the center line on either court to retrieve a ball

*** Please Note:** If a ball hits two people before becoming “dead”, both players are both out.
- **A player may come IN when:**
 - a) Their teammate catches a “live ball”.
 - b) Their teammate makes a basket.

***Reminder:** The player that comes in must be the first player 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 a different gender.

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.
- It is a legal catch if a player that is in bounds catches a ball that has been thrown out of bounds. However, if a player is out of bounds and catches a ball (regardless if the ball is in or out of bounds itself), the catch is not legal.
- Any effort to deflect, catch or hit a ball above the rim of the basket during a basket shot attempt will be considered goaltending and is not allowed. Should goaltending occur, the basket will be counted and all members of the shooting team may return to play.
- 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 made basket still counts if the ball first hits the walls, backboard, lights, etc.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or from Intramural Sports. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any intramural staff, participant or spectator is grounds for ejection. Team technicals may be given and team captains are therefore responsible for controlling their respective benches.

- Pre and post-game harassing of any intramural staff, participant or spectator, as well as any unsportsmanlike conduct or lack of cooperation, is grounds for program penalty, suspension or expulsion.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only captains may address the intramural staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the intramural playing area clean. Failure to do so can impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

TOURNAMENT SCHEDULES

- Teams are considered ineligible for the post-season tournament for the following reasons:
 - Accruing one Forfeit.
 - Accruing two Honest Effort Forfeits (HEF).
 - Receiving less than a 3.0 sportsmanship rating average.
- Post-season tournament schedules will be posted the last week of the regular season.

Forfeit Score: 4-0

Needed to Start: 7 players (2 of a different gender for Co-Rec)

Minimum to Start: 5 players (1 of a different gender for Co-Rec)

HEF: 3 players