

STUDENT RECREATION & WELLNESS CENTER

WASHBURN UNIVERSITY

INTRAMURAL DODGEBALL RULES

Location

- Games will be played in the Student Recreation and Wellness Center (SRWC), Courts 2 and 3.

Schedule

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season. Days and times may vary from your regular season during playoffs.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

Eligibility

- ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

Players

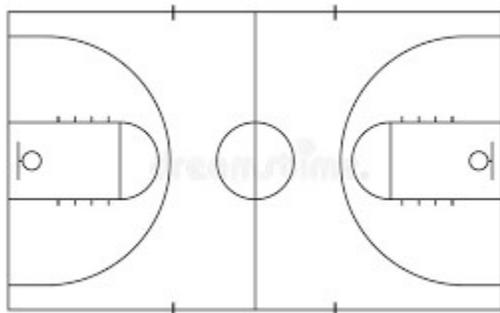
- Each team will consist of six (6) players. Game time is forfeit time. Teams must begin the game with a minimum of four (4) players.
- Teams must have a minimum of six (6) players registered on IMleagues to be entered into the league.
- Players may be added to the roster via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit.

Equipment

- 6 Dodgeballs will be provided
- No jewelry is permitted.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- All players must wear athletic shoes with non-marking court soles. Hard sole shoes or sandals of any kind will not be permitted.
- All teams must wear the same color shirts or jerseys. Jerseys will be provided if needed.

Gameplay

- **The Playing Court**



- **Game Timing**
 - Teams will have 45 minutes to play 2 matches. Each match is best of 7 games (first to win 4 games wins the match). Each match can last up to 20 minutes. Teams will play a different opponent each match (unless there are not enough teams present).
 - Each team will be allowed (1) thirty-second time-out per match. The clock will stop for the timeout.

The Game

- **Court Boundaries**
 - Each team is confined to one half of a basketball court.
 - If a player steps over the half court line then he/she is out.
 - Players must be in bounds to throw a ball at the opposing team.
 - If a player is hit while out of bounds, he/she is out.
 - When a team has two players in play then both sides may cross the centerline up to the ten foot volleyball line to attack opponents.
 - When a team only has one player remaining the whole basketball court becomes fair game
 - If a ball is caught allowing a teammate back in then players must quit throwing until they are back on their side
 - Can be hit by a ball if opponent is on their correct side.
- **The Opening Rush**
 - Game begins by placing the dodgeballs along the center line – three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the supervisor, teams may approach the centerline to retrieve the balls.
 - After retrieving a ball from the center line it can't be thrown until it has gone behind the 10 foot volleyball line. You may be hit while retrieving balls if legally thrown.
- **Game Play**
 - A **live ball** is any ball that is able to get a player out. Live balls are all balls that are not dead.
 - A ball can deflect from a player into another player to get them both out
 - Ball must be thrown to become live
 - A **dead ball** is any ball that has hit the floor, wall, curtain, or ceiling.
 - A dead ball cannot cause a player to become out
 - If the ball contacts the basketball goal, it can still score a Hail Mary, but is otherwise playable if not made
 - Once a player is out, he/she must exit the playing area. He/she must stand in line against the wall in order of elimination at center court on their side.
 - Players directly hit in the head from an opponent's live ball will not be out. The ball is dead when it directly contacts a player above the shoulders. If the ball indirectly contacts a player in the head (e.g., off a deflection) then the player that was hit is out.
 - The supervisor on site reserves the right to remove players from the set if a hit to the head is deemed unsporting or with intent to harm.
 - Players may NOT use the ball to block thrown balls. The ball is considered part of the body while being held.
 - A deflected ball can still get players out if they are hit, so long as the ball remains live
 - If a thrown ball strikes multiple players before it makes contact with the floor, wall, or ceiling all struck players are considered out.
 - If a thrown ball strikes multiple players, but is caught, then all struck players are still in and the thrower is out.
 - If a person catches a live ball thrown by the opposing team, the team making the catch is allowed to have the first teammate in line return to the game.
 - The losing team is the team with all players eliminated first or the fewest number of players when time expires. Ties are possible (last game only) if both teams have the same number of players at the buzzer.
 - One warning per team per set will be given by the supervisor for delaying the game (i.e. holding all of the balls, standing in the corner). Following the warning, if a player holds a ball for more than 10

seconds, that player will be out. Any player deemed to be not actively making an attempt to engage an opponent (hiding to protect players) shall be out.

- Once a player leaves the ground to throw the ball, the player must land their entire body within their own boundary. (No kamikaze)
- **A player is out if:**
 - They throw a ball that is caught by the other team
 - This includes live balls that are deflected off another ball or player
 - They get hit by a live ball thrown by the other team (unless they are directly contacted above the shoulders)
 - They cross the center line before the advancement of attack
 - Their Hail Mary attempt contacts the basketball goal and is then caught
- **A player is not out if:**
 - Their ball is caught after a deflection off the wall, ceiling, or curtain
 - They get hit directly above the shoulders
 - They get hit by a live ball, but a teammate catches it
 - Instead, the thrower is out
- **Rule Enforcement**
 - **Intramural Sports supervisors are not there to call outs, they are responsible for enforcing unsporting behavior. Participants are expected to honor the rules. If there is a questionable call, the Intramural Sports supervisor will make a ruling and it will stand.**
- **Hail Mary Ball**
 - If a player throws their ball from their side of the center line into the basketball hoop on the other side, their entire team is allowed to come back into the game.
- **Substitutions**
 - Players may substitute between games within a match. Substitutions are unlimited.

Playoffs

- In order to be eligible for playoffs:
 - Teams must maintain at least a 3.0 team sportsmanship rating throughout the season.
 - Teams cannot forfeit any regular season games.
- Playoff brackets will be posted via [IMLeagues](#) before the regular season ends. Teams that qualify for the playoffs will be scheduled to play at times that will be different from their regular season time, be sure to check for updates.
 - Wins/Losses from pool play will determine seeding for Tournament/Bracket play, for specific qualifications see Intramural Sports Policies and Procedures.
- There will not be a time limit enforced during playoffs. It will be played as long as necessary to get a winner of a Best-of-7 Series.

Note: only participants listed on the roster during the regular season are eligible to participate during playoffs.

Sportsmanship

- Washburn University takes Sportsmanship very seriously. Teams will be ranked after each game and need a 3 or greater average to advance to playoffs. Any team receiving a 0 or 1 for non-forfeit related games will need to meet with the Assistant Director before their next game. Any person being ejected from a game will need to leave the SRWC immediately and also will need to meet with the AD before being eligible to play in future contests.