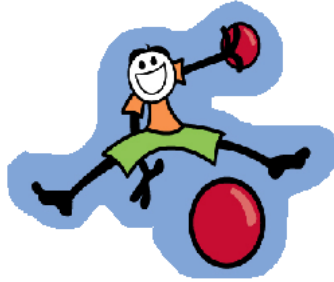


# Bucknell University Recreation Services Intramural Dodgeball Rules



## 09 Edition

### Pre-Game

- Each participant is responsible for checking in with the Court Supervisor. All participants must bring their current Bucknell University ID to each game. Participants without proper identification will not be allowed to play.
- Intramural regulations and policies concerning eligibility are in effect.
- No jewelry is permitted during play. This includes rubber bands/bracelets on wrist, earrings, piercing, etc...
- No hard-billed caps or tied bandanas with exposed knots.
- Bucknell University does not accept liability for any injury occurring before, during, or after play. Accident coverage information can be obtained from Student Health Services.
- All injuries must be reported to the supervisor on duty.

### Team

- A team will consist of 8 players. A minimum of 6 is needed to start the game. Players on the sidelines may substitute before or after games, NEVER DURING (unless due to injury).
- **Co-Rec:** A Co-Rec team must have equal number of men to women (4 men and women). If the team fields 7 players, then the ratio can be 4:3 (4 men, 3 women or 4 women, 3 men).

### Objective

- Eliminate all opposing players by getting them “out.” To get an opponent out, one must either:
  - Hit an opponent with a thrown ball, before it hits the ground and **BELOW THE OPPONENT’S SHOULDERS!** (If you hit an opponent in the head, YOU are out.)

- **NOTE:** If a player tries to avoid being hit by either ducking or jumping and he/she gets in the way of the thrown ball, the player who is hit will be out
- Catch an opponent's thrown ball BEFORE it makes contact with the ground, a blocking ball, or other objects such as ceiling, nets, etc.
- Ricochets off of players are LIVE BALLS. If a player catches a player-caused ricochet before it hits the ground, the thrower is out.
- If the player that is hit does not catch his own ricochet, then he/she is still out.

## **Game Length**

- Each session you will play a best of 7 game series against another team.
- Each game will run a maximum of 7 minutes in length.

## **Ways to Win**

- Eliminate your entire opposing team before time is up.
- Have more active (players on court) players when time is up, than your opponent.
- In the event of a tie, we will go into two-minute sudden death overtime, involving only those players still active at the end of regulation. The team to eliminate one opponent first will be declared the winner.

## **The Rules of the Game**

- Games will be played on standard sized basketball courts, with the sidelines and baselines as the boundaries.
- Each team will be split by the centerline and must stay within that centerline, sidelines and their end line. Any dodgeballs thrown outside of a legal boundary are considered dead if a hit is scored, but live if it is caught.
- Players may jump throw as long as the player leaves the ground with legal throwing status (i.e. has not touched a boundary line before the jump). Illegal jump throws are considered dead if a hit is scored, but live if it is caught.
- Games will begin with the dodgeballs being placed at the centerline, and participants lined up behind their respective end line.
- Upon the Court Monitor's whistle, players may run up to centerline to get the balls, BUT NO BALL may be thrown until it has been brought back behind the free throw line. **NOTE:** Players may NOT slide FEET-FIRST to get a ball. *Penalty: Automatic OUT.*
- The only time players may leave the confines of their boundary is to retrieve a stray ball that has rolled onto the other court.
- Players retrieving balls may not be thrown at until they have gotten back in their boundary. Likewise, players may not throw balls until they have come back in-bounds.
- Players holding a ball may bat other balls away with that ball. Once batted, the thrown ball is considered dead. However, if they drop their blocking ball while deflecting a throw, they are out.

- Player's may not stall and must throw available balls within a reasonable time period (approx. 10 seconds). When the monitor sees a stall, the monitor will begin a ten count. Players must throw the dodgeballs before the 10-count ends. *PENALTY: Player must roll ball to other side.*
- Teams are restricted to the half-court line until their opponents have 3 players left, at which point they can advance to any point up to the opponent's 3-point arc.

### **Rules Enforcement**

- Each game will be played under the "honor system," this means they will be self-officiated.
- Any dispute that cannot be resolved will be ruled over by the Court Monitor.
- The Court Monitor's ruling is final.

### **Forfeit/Default Procedures**

#### **FORFEITS:**

- If a team forfeits (i.e. doesn't show up or doesn't have enough players) then they will not receive their \$20 deposit back at the end of the season.
- If a team forfeits twice then they will be dropped from the league.
- Games lost by forfeit will not be rescheduled.

#### **DEFAULTS:**

- If a team anticipates that it will not have enough players, a representative of that team must contact the office of recreation services via e-mail or phone that they cannot make it. They must do this by or before noon on gameday. By doing this a team can avoid a forfeit.

Revised 8/20/09