

**WESLEY COLLEGE INTRAMURALS
DODGEBALL RULES**

GENERAL INFORMATION:

ELIGIBILITY

1. THE TEAM CAPTAIN MUST MAKE SURE THE TEAM ROSTER IS SUFFICIENTLY COMPLETE BY GIVEN DEADLINE. ALL PLAYERS' NAMES MUST BE ON THE ROSTER AND ELECTRONICALLY SIGNED THE APPROPRIATE INFORMATION VIA IMLEAGUES IN ORDER TO PARTICIPATE.
2. EACH TEAM MUST SUBMIT THE \$20 REGISTRATION FEE BY THE GIVEN DEADLINE. CHECKS MAY BE MADE OUT TO "WESLEY COLLEGE." TEAMS THAT FORFEIT ONE OR FEWER (NONE) GAMES WILL RECEIVE A REFUND OF \$10 AT THE END OF THE LEAGUE. REFUNDS WILL BE DIRECTLY DEPOSITED INTO THE WESLEY COLLEGE ACCOUNT OF THE TEAM MEMBER WHO PAID THE FEE. TEAMS FORFEITING TWO OR MORE GAMES WILL NOT RECEIVE A REFUND.
3. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO NOTIFYING HIS/HER TEAM WHEN AND WHAT TIME THEIR GAMES ARE.
4. ALL PARTICIPANTS MUST BE FULL-TIME STUDENTS AT WESLEY COLLEGE UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.
5. CAPTAINS MAY ADD OR DELETE PLAYERS FROM THEIR ROSTER PRIOR TO THEIR TEAM'S LAST TWO REGULAR SEASON GAMES THROUGH IMLEAGUES. SPECIFIC INSTRUCTIONS WILL BE COMMUNICATED TO ALL TEAM CAPTAINS DURING THE CAPTAINS MEETING.
6. PLAYERS MUST COMPETE IN AT LEAST 2 REGULAR SEASON GAMES TO BE ABLE TO PLAY IN THE PLAYOFFS UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.

ALL PLAYERS MUST ABIDE BY THE POLICIES IN THE INTRAMURAL HANDBOOK, AVAILABLE ONLINE AT WWW.STUDENTLIFE.WESLEY.EDU

ALL PLAYERS ARE REQUIRED TO PRESENT THEIR WESLEY COLLEGE ID PRIOR TO EVERY GAME. THOSE WHO FAIL TO SHOW THEIR ID WILL NOT BE ALLOWED TO PARTICIPATE.

FORFEITS:

IF A TEAM IS UNABLE TO FIELD ENOUGH PLAYERS FROM THEIR ROSTER WITHIN 5 MINUTES OF THE SCHEDULED GAME TIME THEY WILL FORFEIT THE GAME. IF A TEAM FORFEITS MORE THAN 2 GAMES DURING THE SEASON THE TEAM MAY BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF THE INTRAMURAL COORDINATOR

PLAYERS ARE NOT PERMITTED TO COME TO GAMES INTOXICATED, OR UNDER THE INFLUENCE OF DRUGS. IF IT IS SUSPECTED THAT SOMEONE HAS BEEN DRINKING OR ENGAGING IN ILLEGAL SUBSTANCES, THEY WILL NOT BE ALLOWED TO PARTICIPATE AND ASKED TO LEAVE THE PREMISES

RULES AND REGULATIONS:

GAME PLAY

- THERE ARE 4 BALLS PLACED ALONG THE CENTERLINE.
- A DODGEBALL GAME WILL CONSIST OF ONE 15 MINUTE PERIOD IN WHICH TEAMS WILL PLAY AS MANY MATCHES AS POSSIBLE.
- EACH TEAM IS ALLOWED ONE 30 SECOND TIMEOUT PER 15 MINUTE PERIOD. THE CLOCK WILL STOP DURING TIMEOUTS.
- THE PLAYING AREA WILL CONSIST OF THE FULL BASKETBALL COURT VOLLEYBALL COURT LINES WITH THE HALF COURT LINE SPLITTING EACH TEAM'S SIDE.
- A RUSH WILL BEGIN EACH GAME. A RUSH CONSISTS OF EACH TEAM STANDING BEHIND THEIR END LINE. THE WHISTLE IS BLOWN BY THE HEAD OFFICIAL TO BEGIN THE GAME; BOTH TEAMS WILL RUSH TO THE CENTER COURT TO RETRIEVE THE DODGE BALLS LOCATED ON THE CENTER COURT LINE.
- NO PERSON MAY THROW A DODGE BALL AFTER THE RUSH UNTIL THEY HAVE COMPLETELY CROSSED BACK OVER THE 10FT LINE OR PASSES THE DODGE BALL BACK TO A TEAMMATE WHO IS ALREADY BEHIND THE 10FT LINE.
- A MAXIMUM OF 6 PARTICIPANTS MAY BE ON THE COURT AT ONE TIME AND A MINIMUM OF 5 PARTICIPANTS IS NEEDED TO START A MATCH.
- TO WIN A GAME ONE TEAM MUST ELIMINATE ALL THE PLAYERS ON THE OTHER TEAM FROM PLAY.
- IF ORDER TO RETRIEVE A DODGE BALL THAT IS OUT OF PLAY A TEAM MUST DESIGNATE ONE PLAYER AT THE BEGINNING OF THE GAME AND ONLY THAT PLAYER IS ALLOWED TO RETRIEVE OUT OF PLAY DODGE BALLS. THIS DESIGNATED PLAYER IS ALSO NOT ELIGIBLE TO BE IN PLAY FOR THE PARTICULAR GAME HE/SHE IS DESIGNATED TO RETRIEVE BALLS.
- THE FIRST CONTACT THE BALL HAS WITH THE FLOOR, OBJECT OR PERSON, IS A DEAD BALL. EXAMPLE: A BALL MAY HIT ONE PLAYER TO ELIMINATE THEM BUT MAY NOT CONTINUE TO BOUNCE OFF ELIMINATE A SECOND PLAYER. EXCEPTION: IF THE BALL BOUNCES OFF OF ONE PLAYER AND A TEAMMATE THEN CATCHES THAT DEFLECTED BALL, THE FIRST PLAYER IS NOT ELIMINATED AND THE PERSON WHO THREW THE BALL IS NOT ELIMINATED; THIS IS CONSIDERED A SAVE. ALSO, IF THE BALL BOUNCES OFF OF ONE PLAYER AND FALLS BACK INTO THAT SAME PLAYER'S HANDS WITHOUT HITTING THE GROUND, THE THROWER IS ELIMINATED AND THE TEAM WHO CAUGHT THE BALL BRINGS A PLAYER FROM THEIR TEAM BACK ON THE FLOOR.
- IF A PLAYER CATCHES A BALL THROWN BY THE OPPOSING TEAM THE PLAYER WHO THREW THE BALL IS OUT AND THE TEAM WHO CAUGHT THE BALL BRINGS A PLAYER FROM THEIR TEAM BACK ON THE FLOOR.
- PLAYERS MAY GO OUT OF BOUNDS TO GET A BALL BUT HAVE TO IMMEDIATELY REENTER THE COURT.
- A PLAYER MAY NOT GO OUT OF BOUNDS TO AVOID BEING HIT BY THE BALL.
- EACH PLAYER HAS 10 SECONDS TO THROW A BALL OR THEY WILL BE ELIMINATED.

HOW A PLAYER IS RULED OUT

- IF A PLAYER CATCHES A BALL THROWN BY THE OPPOSING TEAM THE THROWER IS OUT.
- IF A BALL IS USED TO DEFLECT ANOTHER BALL BUT IS DROPPED BY THE PLAYER, THE PLAYER WHO DROPPED THE BALL IS OUT.
- IF A PLAYER STEPS ON OR CROSSES THE CENTERLINE, OR STEPS ON OR OVER THE OUT OF BOUNDS LINES PURPOSEFULLY OR ACCIDENTALLY.
- IF A PLAYER CATCHES THE BALL ON OR OVER THE OUT OF BOUNDS LINE, OR CATCHES THE BALL OUT OF BOUNDS AFTER IT BOUNCES OFF OF ANOTHER PERSON, THEY ARE OUT.
- IF A PLAYER ATTEMPTS A THROW ON THE RUSH BEFORE CLEARING THE 10FT LINE.
- IF A PLAYER CAUSES A DELAY OF GAME BY A) HOLDING POSSESSION OF A BALL FOR MORE THAN 10 SECONDS B) AVOID RETRIEVING BALLS ON THEIR SIDE FOR MORE THAN 10 SECONDS.

PLAYERS RULED OUT

- WHEN PLAYERS WHO START THE GAME ARE OUT, THEY MUST GATHER THE BALLS FOR THEIR TEAM ON THEIR TEAM'S SIDE OF THE COURT.
- IF/WHEN BALLS ROLL TO THE DESIGNATED SIDE, PLAYERS MAY ROLL, KICK, OR THROW THE BALL BACK INTO THE COURT (NOT STEPPING OVER THE LINE)

HITTING A PLAYER IN THE HEAD

- IF A PARTICIPANT HITS OPPONENTS IN THE HEAD AN EXCESSIVE AMOUNT OF TIMES, OR SEEMS TO BE "HEAD HUNTING" ON PURPOSE, THE PARTICIPANT WILL BE REMOVED FROM THE GAME AT THE DISCRETION OF THE INTRAMURAL STAFF.
- THERE IS TO BE NO HITTING ABOVE THE SHOULDERS!

GOLDEN BUCKET

- IF A PLAYER MAKES A BASKET IN THE OTHER TEAMS' BASKETBALL BASKET, THE GAME IS OVER AND THE TEAM THE MADE THE BASKET WINS THE GAME. IF A PLAYER MISSES THE SHOT AND IT BOUNCES BACK OF THE BACKBOARD THE OTHER TEAM CAN CATCH IT AND ELIMINATE THE PLAYER WHO THREW IT. PLEASE NOTE THAT THIS IS AN EXCEPTION. WHEN THE BALL BOUNCES OFF OF A NORMAL WALL, IT IS NOT ELIMINATION.

REGULAR SEASON GAMES

- A GAME WILL BE WON WITH THE TEAM WHO HAS WON THE MOST AMOUNT OF INDIVIDUAL GAMES WITHIN THE 15 MINUTE TIMEFRAME.
- IF TWO TEAMS HAVE THE SAME NUMBER OF WINS WITHIN THE 15 MINUTE TIMEFRAME, THE GAME WILL END IN A TIE.

PLAYOFFS

- IF TWO TEAMS HAVE THE SAME NUMBER OF WINS WITHIN THE 15 MINUTE TIMEFRAME, THERE WILL BE A 3 MINUTE SUDDEN DEATH GAME THAT WILL OCCUR WITH 3 PLAYERS FROM EACH TEAM.

SCHEDULING AND RESULTS:

- TEAMS SHOULD PLAN TO ARRIVE TO GAMES 5-10 MINUTES BEFORE THE SCHEDULED START TIME.
- IF A TEAM CANNOT PLAY AT THE SCHEDULED TIME, THEY ARE RESPONSIBLE FOR CONTACTING OTHER TEAMS TO SEE IF THEY CAN SWITCH GAME TIMES FOR THE SAME NIGHT OF PLAY.
- AFTER EVERY GAME THE RESULTS OF ALL THE GAMES AND TEAM STANDINGS WILL BE UPDATED ON THE IMLEAGUES WEBSITE.

PLAYERS AND EQUIPMENT:

- ALL PLAYERS MUST SHOW THEIR WESLEY COLLEGE ID TO THE STUDENT MANAGER
- PLAYERS CANNOT WEAR ANY JEWELRY, HATS OR ANYTHING THE OFFICIALS DECLARE DANGEROUS
- CASTS OR BRACES MADE OF HARD SUBSTANCE MUST BE COVERED BY PADDING
- IT IS RECOMMENDED THAT ALL THE PLAYERS ON A TEAM WEAR THE SAME COLOR
- MUST WEAR RUBBER-SOLED GYM SHOES
- PLAYERS MAY ONLY PLAY FOR ONE TEAM
- FIGHTING WILL RESULT IN DISQUALIFICATION OF BOTH TEAMS.
- SPORTSMANSHIP COUNTS!!!!