Intramural Dodgeball Rules

*Modifications have been made to suit Ohio State Recreational Sports programs.*

All text highlighted in yellow represents rule changes for the 2016-2017 school year.

**Rule 1: Eligibility**
A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the University Registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore, do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:
- an Ohio State student taking less than four credit hours
- the spouse of a student or a faculty or staff member
- a faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at The Ohio State University who are paid through the university payroll department.
- an affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card – OR – a government issued photo ID. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State identification card must include the following information and be clearly visible to be considered valid: the individual’s name, photograph, and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member in order to regain possession of their identification card.

**Sport Club Rule**
No more than two members of the club Dodgeball team may participate on an intramural Dodgeball team. Sport club members must participate in the highest level offered in each league. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

**Rule 2: Levels of Play**
*Open (O)*
Play one time block per week, but two games during that time block. This league combines both the competitive and recreational teams and is offered for both males and females without a gender ratio requirement. You may only play on ONE team.
Rule 3: Equipment
- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- Athletic apparel is required; athletic shoes with non-marking souls are required.
- A head sweatband is permitted; however, hats, bandanas, and "do-rags" are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, cast, or brace made of hard and unyielding leather, plaster, pliable plastic, metal, or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production shall be permitted and do not require additional padding.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).

Rule 4: Team Captain Responsibilities
- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Communicate game time, location, and ID policy to teammates.
- Ensure that all teammates sign a Release of Claims form, located on the back of the scorecard before participating in their first game.
- Ensure teammates have a valid Ohio State University ID at game time to check in.
- Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Turn in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur, as well as with the intramural sports staff the day following such occurrences.

Rule 5: Players
- Each team shall consist of six players on the court to begin the game; however, a minimum of four players are required to start a match.
  - Teams may change active line-ups for each game of a match.
  - All players must check in using a valid Ohio State issued ID.
- No substitutions are allowed during a game.
  - Exception: Injured, non-eliminated players may be replaced during a game but are ineligible for the remainder of that particular match.
  - All substitute players or eliminated players shall remain in the bench area at the end of each court.

Rule 6: Forfeits/Defaults

**Forfeit Policy**
- All late teams shall start the game with a “B” sportsmanship rating.
- Teams ready for play may choose to decline any and all points.
- Not ready for play at game time: Team ready for play will have choice of side.
- Three minutes late: Team ready for play will win first game of match.
- Six minutes late: Team ready for play will win second game of match.
- Nine minutes late: Team ready for play will win third game of match
- 10 minutes late: Forfeit recorded 5-0 and the forfeiting team will receive an “F” for its sportsmanship rating.
• If neither team is ready to play at game time, but they are ready before 10 minutes have elapsed the game shall start as normal. However, the match shall consist of best four of seven games.

There are three situations that will result in a forfeit:

• Not enough players – Team does not have the required number of players to participate by 10 minutes after scheduled game time.
• Eligibility – One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, ruled ineligible for sportsmanship-related issues, etc.
• Sportsmanship – Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship rating for the contest. To receive a default, the captain must call the intramural office by 4 p.m. on the day of the contest with their request, for teams playing on Sunday the deadline is Friday at 4 p.m. The opposing team will then be contacted by the intramural office to let them know they do not need to arrive for their scheduled contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

Rule 7: Protests

Rules Protest
Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a “time out” and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.
2. No protest, which involves the judgment of the official(s), shall be upheld. The judgment of the official(s) is final. This also includes intramural staff when necessary.
3. If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a protest form should be obtained from the intramural supervisor on site and completed. The contest will continue from this point “under protest.”

Eligibility Protest
Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Eligibility protests may not be made by participants after the completion of the contest. A Protest Form should be obtained from the intramural supervisor and completed. The contest will continue from this point “under protest.”

Rule 8: Play

Start of Game
The game shall begin with a captain’s meeting and a coin toss. The winner of the coin toss will choose which side of the court they will be on for the first game. The teams shall switch sides between each game.
Timing

- Matches shall consist of best five of nine games.
- Each match will have a 30-minute time limit.
  - If at the expiration of time no team has been declared the winner, the team with the most number of games won shall be named the winner.
  - If at the expiration of time a game is in progress, that game shall be finished and then a winner declared.
  - If each team has won an equal number of games after regulation play, a 2-minute overtime period shall be played.
  - The overtime period shall be played as regulation with the object being to eliminate the other team entirely.
  - If neither team has been eliminated completely at the end of overtime, the team with the most number of players remaining shall be declared the winner.
  - If after the first overtime, an equal number of players remain, sudden death play shall occur. In sudden death play, the first team to eliminate an opposing player shall be declared the winner.
  - Sudden death play shall not be timed. Play will continue until the first team eliminates any ONE player.
  - Overtime and sudden death play begin with a single ball in each remaining players’ possession. The players shall begin play from the endline and may move forward on the official’s signal.
    - Extra balls shall be placed on the center line and be at the disposal of the first player to reach them.
  - Overtime will be played during regular season.
- There are no timeouts.

Scoring

- A game is won when a team completely eliminates all of the players on the opposing team.

Mercy Rule

There is not a mercy rule.

Field and Boundaries

- The dodgeball playing field shall be held within the volleyball court lines.
- The volleyball centerline shall act as the dodgeball center line and may not be crossed by active players during play.
  - Exception: An active player may inadvertently cross the centerline during the opening rush of the game. This shall be considered legal provided the crossing involved is caused by the person’s momentum in attempting to secure a ball from the center line and does not result in a lingering presence or an attempt to eliminate an opponent from the opponent’s side of the line. An advantage may not be gained from this crossing.
- Players may NOT reach across the ANY boundary line to possess a ball that is completely on the other side of the boundary line.
- The volleyball 10-foot lines shall act as the dodgeball attack lines.
- During play, all inactive players shall remain within the designated bench area.
- During play, all active players shall remain within the volleyball court boundary lines.
- Retrieving stray balls:
  - Players may leave through their side-line and end-line to retrieve stray balls that have not been picked up or returned to play and are lying on the ground but must re-enter the court through their end-line ONLY.
    - NOTE: Players may not exit the sideline to dodge a throw. If you exit the sideline while dodging a ball, you are OUT.
  - Players leaving the field to retrieve balls must return immediately upon securing said balls through their end-line only.
- Balls leaving the playing field through the end-line may be rolled directly onto the field by bench players. Balls may not be passed to active players from the bench area.
- Players may not enter another field of play to retrieve a ball.
- Players deemed to have illegally left the playing field shall be declared OUT.
- Non-players may NOT retrieve balls for the team.
- Players who have been declared out MAY retrieve balls for the team.
- Balls leaving the playing field through the end-line may be rolled directly onto the field by bench players. Balls may not be passed to active players from the bench area.

- Players may NOT:
  - have any part of their body contact the playing surface on or over a sideline
  - re-enter the field through their side-line
  - leave the playing field to avoid being hit by or to attempt to catch a ball
  - have any part of their body cross over the centerline and contact the ground on their opponent’s side of the court

- Players leaving the field to retrieve balls are out of play until their return and may not be hit for OUTS.
- Players leaving the field to retrieve balls must return immediately upon securing said balls through their end line only.

Balls in Play

- All six dodgeballs shall be placed on the center circle with three on each side of the center circle.
- Players begin each game behind their end line for the opening rush.
- At the official’s signal, teams may approach the centerline to retrieve their dodgeballs. Teams may only take the three balls on their side of the centerline as they face it.
- Any balls dropped in the opening rush rolling over the centerline and toward the opponent are lost to that opponent and may not be retrieved.
- A FALSE START will be called if players cross their end line prior to the official’s game start signal. A false start results in a ball being taken from the offending team’s side of the center line and place on the opponent’s side. This will be repeated for each infraction.
- All balls must be carried or passed behind the attack line (volleyball 10-foot line) before being legally thrown at an opponent.
- Once a ball has been moved behind the attack line, it may be thrown from anywhere on the team’s side of the court, including in front of the attack line.
- Once all balls are in play following the opening rush, all attack line restrictions end.

Eliminating Opponents

- The object of dodgeball is to eliminate all opposing players by getting them OUT which occurs when:
  - an opposing player is hit with a LIVE thrown ball
  - a player catches an opposing player’s thrown LIVE ball
  - an opposing player is caused to drop a held ball as the result of a thrown LIVE ball, usually, but not necessarily always, when a ball is being used to block a thrown ball
  - an opposing player illegally steps out of bounds

- A LIVE ball refers to a ball that strikes or is caught by an opposing player without/before contacting the ground, another player, ball, official, or other object.
- A player may use a ball to block throws from opposing players.
- The ball becomes DEAD as soon as it contacts the first object including other balls, players, official, etc. and cannot eliminate a player or a second player after this initial contact.
- EXCEPTION: If ball initially hits a player and that SAME player catches the ball before it contacts anything else, the player who threw the ball is out.

- Once players are OUT, they must immediately drop any balls in hand and exit the playing field at the nearest point, end-line, or sideline.

- If an OUT player intentionally contacts a LIVE ball before exiting, opponents shall be awarded a single free throw that may be taken by any active, non-OUT player.

- Players may not be re-activated during a game. Once OUT, a player is out until the next game of the match.

- Players OUT may not eliminate opposing players. Example: If a player is hit with a legal throw and then catches another legal throw, the second thrower is NOT eliminated.

Self-Officiating

- Players are expected to rule whether they are OUT or still active.

- Honesty is the ONLY policy during this game.

- If a team is unable to honor this format they will be removed from the league.

- The supervisor on duty will be responsible for reprimanding any unsportsmanlike behavior.

- The supervisor on duty will NOT judge whether a player has been eliminated from competition.

Stalling and Five-Second Violations

- The trailing team must be given the opportunity to eliminate the leading team’s players.

- There shall be no stalling by the leading team to keep the trailing team from this opportunity.

- That leading team may not collect and hold all of the dodgeballs to keep them from the opposition.

- The trailing team can call stalling and begin a 5-second count when no balls are at the disposal of the trailing team and no play has been made by the leading team.

- Before the end of the 5-second count, a ball must be put at the disposal of the trailing team by attacking, throwing, or rolling it to their side of the court. Throwing a ball over and beyond the end-line would not be included.

- Five-second violation penalties
  - First violation: Play stops and the balls are evenly divided between the two teams. Play begins again with all players on their respective baselines.
  - Second violation: Free throw for opposing team.
    - A free throw is a penalty in which one player is allowed an unobstructed throw at his/her opponent without risk of elimination even if the opposing player catches the throw.
    - The player chosen for the free throw will receive a ball at the attack line and have 5-seconds to make a play.
    - The opposing team must line up along their attack line. They may not move backward in an attempt to dodge the free throw.
    - Play begins again with the balls distributed evenly between the teams and all players on their respective baselines.
  - Third and subsequent violations: ejection of one player from offending team. Ejections will be made alphabetically from the remaining players.

- The 5-second count ends when, in the opinion of the official, a ball is at the disposal of the trailing team if not necessarily secured by the team.

- Stalling rules will also apply in overtime.

- Stalling rules will NOT apply in sudden death play.

Unfair Tactics

- Crushing the air from the dodgeballs.

- Hiding the dodgeball under clothing.
**Rule 9: Sportsmanship**
The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

**Unsportsmanlike Conduct**
Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game
- participate in a game for which he or she is ineligible
- argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner.
- intentionally strike, push, trip, or flagrantly foul another participant, spectator, or Recreational Sports employee
- mistreat the facility, equipment, or supplies of The Ohio State University and/or the Department of Recreational Sports

**Unsportsmanlike Conduct Penalties**
Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or intramural supervisors.

- Verbal warning resulting in incident report — conduct warning
- Ejection of participant with/out warning — ejection
- Two ejections or three verbal warnings — forfeit

**Disciplinary Action**
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL recreational sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

**Rule 10: Co-Rec Modifications**
Teams in co-rec divisions must play with at least two (2) males and two (2) females on the court, with a maximum of four (4) males and four (4) females on the court at all times.

**Rule 11: Playoffs**
In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:

- “A” – Four (4) points
- “B” – Three (3) points
- “C” – Two (2) points

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

*For any questions or clarifications, please contact the Competitive Sports office at (614) 292-2732.*