



University of Illinois at Urbana-Champaign
Campus Recreation
Intramural Sports
Dodgeball Rules

Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk!

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General Intramural Sports Policies and Procedures

Signing-In and Rosters

1. All players must present a valid I-Card in addition to their Illinois App to the Intramural Supervisor in order to sign-in and participate in an intramural contest.
2. An individual is bound to the *first* team they sign in for.
3. A participant can only play on 1 Co-Rec team *and* 1 single gender team (i.e. Men's *or* Fraternity Greek Cup).
4. If a player is found participating in the contest without having signed in with the Intramural Supervisor and doesn't have their I-Card and their Illinois App present, said team will forfeit the game and all forfeit fees and consequences will apply.

Forfeits and Defaults

1. Teams that are not present at their scheduled contest by game time or are unable to produce enough eligible players to field a team, will be assessed a forfeit aside from the Grace Period Exception.
2. A team may delay its right to win by forfeit and allow the other team a grace period of 10 minutes to acquire a properly equipped team through the Grace Period Exception:
 - a. Once a 10 minute grace period is granted by the team who is ready, they may not rescind their decision and take a forfeit before the 10 minutes passes.
 - b. If 10 minutes passes after the scheduled game time, and the minimum number of eligible players required to play for the opposing team has not arrived, then that team that is ready to play must accept the forfeit.

- c. If the forfeiting team is able to obtain the minimum number of properly equipped players before the 10 minute grace period expires, game starting procedures will occur.
3. The team captain of a team that has forfeited will be assessed a \$5 forfeit fee. Additionally the team will be ineligible for playoffs.
4. If a team knows in advance that they will be unable to field a team on a given night; they may avoid the forfeit fee and loss of playoff eligibility by filing a default by 2:00pm on the business day of the contest.
5. A team that has one less than the minimum number of players required to start the contest will receive a default.

Sportsmanship

1. The Intramural Activities Program expects all participants to respect and abide by all rules and policies, show respect and concern for the intramural staff, and refrain from abusive language, poor attitude, and manipulation of the rules to further their chance of winning.
2. Sportsmanship ratings are given to teams after each contest by Intramural Sports Leads, Supervisors, and game officials. These ratings reflect behavior before, during, and after a contest. For purposes of our sportsmanship ratings, we will not count administrative technical fouls and rule technicalities against a team's overall sportsmanship. The decision will be final and ratings will exist on the following scale:
 4. Team shows excellent sportsmanship and go out of their way to keep the game safe and fun. Team receives no unsportsmanlike conduct penalties.
 3. Team shows good-to-average sportsmanship, or *one (1) unsportsmanlike conduct penalty is assessed.*
 2. Team shows below-average sportsmanship and displays dissent to game officials before, during, or after contest. *Two (2) unsportsmanlike conduct penalties is assessed during the contest on either two separate participants, or on a single participant resulting in an ejection.*
 1. The intramural contest has been terminated due to *three (3) unsportsmanlike conduct penalties being assessed on one team throughout the contest. The three penalties can all be on separate participants or on one participant receiving two unsportsmanlike conduct penalties (resulting in an ejection) and a separate participant receiving an unsportsmanlike conduct penalty.*
 0. Team displays unacceptable conduct and sportsmanship. Game is canceled due to any of the following conduct:
 - Fighting or abusive, violent behavior.
 - Team repeatedly exhibits unnecessary roughness that jeopardizes the safety of other participants.
 - Spectator or player clearly gestures or shouts obscenities.
 - A game where more than 3 unsportsmanlike conduct penalties have been assessed to one team.

Playoffs

1. To advance to playoffs during a season, a team must be one of the top 2 in their division.

2. Teams must have a sportsmanship rating average of at least 2.5 to advance to playoffs.
3. Captain must have completed the online Captain's Quiz prior to the end of regular season to advance to playoffs.
4. Teams must have NO regular season forfeits to advance to playoffs.
5. Teams that advance will be seeded in the bracket according to winning percentage, head to head results, sportsmanship and point differential at the end of regular season.

Protests

1. A team captain may protest player eligibility and rule interpretation, but *not* the judgment of the officials.
2. To file a protest, notification of the protest must be made to a game official at the time of the alleged infraction prior to the *next live ball*.
3. A player's eligibility must be protested *prior to the end of the contest*. No more than three (3) participants can have their eligibility protested during a single contest.

For more information regarding the policies and procedures of Intramural Activities please see the Intramural Activities Handbook on Active Illini and the Campus Recreation website.

Inclement Weather

1. Information regarding cancellations will be relayed to captains either in an email or phone call from the Intramural Office or the on-site Intramural Supervisor.
 - a. Emails from the Intramural Office may come through Active Illini.
2. Unless teams have received an explicit cancellation message in regards to their sport via email or phone, teams should assume that all intramural contests will be played as scheduled.
3. In the event that a contest must be ended early due to inclement weather as determined by the on-site supervisor:
 - a. A game shall be considered "official" and the result final if after the conclusion of the first half of the game, the contest is cancelled due to inclement weather.
 - b. If the first half of the game is complete, but the contest was tied, an overtime period will be scheduled to determine a winner provided there is time and space available in the remainder of the regular season. .
 - c. If the first half of the game is not completed when the contest was stopped, the contest will be rescheduled and started over from the beginning on a rescheduled date provided there is time and space available in the remainder of the regular season.

Equipment

1. All players are required to bring a valid I-Card and show their Illinois App at all Intramural contests.
2. Jewelry is not allowed during any Intramural contest. Jewelry must be removed and not taped over.

- a. If a participant would like to wear medical alert bracelets or religious jewelry or headgear, they can have the pieces approved by the Assistant Director of Competitive Sports and Community Programs. If approved, these pieces will still need to be covered during play. To learn more about this process, please reference our Intramural Activities Handbook.
3. All players must wear athletic apparel (shorts, sweat pants, t-shirts, etc.) with no exposed metal. Baseball style hats, bandannas, or any other headwear with knots or dangerous materials is not allowed.
 - a. Casts or splints are not permitted. Any knee brace with exposed metal or metal hinges is required to be covered.
 - b. Players are allowed to wear gloves if they desire.
 - c. Sunglasses are not permitted.
 - d. If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Supervisor clears them to play.
4. Participants will receive two intramural jerseys as part of the membership fee upon registering for Intramurals.
 - a. Each participant will receive a navy blue and orange numbered jersey at no additional cost each semester they register for an intramural sport.
 - i. A team can choose to wear their own uniform jerseys with printed numbers (not taped or drawn).
 - b. The home team will wear orange while the away team will wear navy blue, but participants are encouraged to bring both jerseys to their scheduled games.
 - c. Failure to abide by the jersey policy may result in a forfeit, or technical foul/unsportsmanlike conduct penalty being assessed against your team at the beginning of the contest.
 - d. Intramural Staff on duty will have the final say whether a team has acceptable jerseys to begin a contest.
5. Closed-toed, athletic type shoes are required. All players must wear non-marking shoes.
 - a. No boots, sandals, or cleats will be allowed
6. All equipment is subject to the approval of the intramural staff on duty.

Game Regulations

Court:

- a) The game will be played at the **CRCE racquetball courts**.
- b) The court shall be marked with attack lines and a center line.
- c) The Boundaries:
 - i. During play, all players must remain inside the racquetball court.

Players:

- a) A team will consist of 4 players.
- b) A team must start with a minimum of 3 players.
- c) The maximum number of players a team may have on their roster is unlimited.
- d) No substitutions or time-outs are allowed during the games.

- e) You may switch players between games.

Timing:

- a) The match will be two 12 minute halves. Teams will play as many games in each half as they can, whoever wins more games will be the winner.
- b) Each game will have a 5 minute time limit.
- c) A coin flip / rock paper scissors will start the match. The winning team will have choice of sides to begin the match.
- d) Teams will alternate sides following each half.

The Game:

- a) The object of the game is to eliminate all opposing players by getting them out.
 - b) The first team to legally eliminate all opposing players will be declared the winner of the game.
 - c) If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner of the game.
- If each team has equal number of remaining players at the end of a game, an overtime period will be played to determine the winner of that game

Overtime:

- a) If the game is tied after two 12 minute halves, teams will play a final overtime game. The winner of the overtime game will be declared the winner of the match.
- b) All 4 team members will be on the court for the overtime game

Advancing to Playoffs: Teams that meet the following criteria will advance to compete in the playoffs:

- a) Team must have won
 - a. 3 games or more (out of 4) during the regular season = Regular length season
 - b. 2 games or more (out of 3) during the regular season = Shortened season
- b) Team must have an average sportsmanship rating of at least a 3
- c) Team must have completed the online **captains quiz**
- d) Team must have NO regular season forfeits

Playoff criteria will only be adjusted in situations where facility or weather conditions limit play. It is the captain's responsibility to check their playoff schedules which will be made available on IMLeagues as soon as possible after the regular season has concluded.

Co-Rec Modifications:

- a) Teams need 3 players to start the game
- b) Of the 3 players at least one player must be male and one must be female
- c) Teams may never have more than 2 of a single gender on the court at one time
- d) Legal Lineups shown in tables below:

Legal Lineups of 3 or 4 Players

Females	Males
2	1
1	2
2	2

Rule Enforcement

An out is scored by:

- a) Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - 1. NOTE: If a player ducks, and this clearly is the cause for the player being hit above the shoulders, they are out.
- b) Catching a LIVE ball thrown by your opponent
 - 1. NOTE: A ball that deflects off a player may still be caught by the same player to score an out as long as the ball does not touch the ground, wall, ceiling and ceiling fixtures, another player, and or another ball before being caught.
- c) Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball.
- d) An opposing player stepping across the Divider Line

Blocking: A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball

- a) NOTE: A ball deflecting off a held ball and striking the holder is no longer a LIVE ball.

LIVE (definition) : A thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, wall, ceiling, another player or ball

- a) EXCEPTION = A ball that deflects off a player may still be caught by the same player to score an out as long as the ball does not touch the ground, wall, ceiling and ceiling fixtures, another player, and or another ball before being caught

Sideline Etiquette:

- a) when called out by an official stand near on your side of the divider line next to the official in the order that you were eliminated.
- b) When on the sideline you *ARE NOT* permitted to assist your team in any way.
 - i) *ie.* Kicking a ball back to your team that would otherwise rest at your feet or roll to the other team.

Divider Line: Any player that steps over the divider line is out.

- a) NOTE: A player may grab a ball located on the opposite side of the divider line so long as they do not step over the line

Beginning the Game:

- a) Prior to the beginning of the game, 4 dodgeballs are placed along the center line equally spaced.
- b) Players will take position touching the back wall in racquetball courts with 1 foot and at the referee's signal may approach the center-line to retrieve balls.
- c) Each/every ball retrieved at the opening rush must first be taken back to each teams back wall. The ball must make contact with the back wall before it may be legally thrown at an opponent.
 - i. **PENALTY:** Players not abiding by the opening rush ball rule will be warned for the first violation and called out for the second violation.

Stalling and Five Second Violation:

- a) A team trailing during a regulation game must be given the opportunity to eliminate an opposing player.
- b) It is illegal for the leading team to control all the balls for more than five seconds.
- c) If the leading team controls all the balls- *ie. All balls are located on their side of the center-line* – they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. This does not include throwing a ball over and through an opponent's end line.
- d) If this is not done within 5 seconds, a five-second violation is called.
 - i. First Violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with "balls in hand".
 - ii. Second Violation: One player of the team stalling is out.
- e) **NOTE:** The stalling procedure does not apply to overtime.

Contact Information

If you have any questions or concerns please contact the Intramural Office via email at intramurals@illinois.edu or via phone at 217-244-1344. Our office is open Monday-Friday, 9am to 5pm.