

IM DODGEBALL RULES

NIRSA rules will govern play except for the following changes made by Ferris State Intramural Sports. General policies and all official sport rules can be found on the Intramural Sports page on the UREC Website.

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Rule 1: Facility & Equipment

Article 1. Facility – Student Recreation Center, 401 South Street, Big Rapids, 49307

- Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events. Furthermore, Intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big Rapids Police Department.

Article 2: Equipment

- The Intramural Department will provide game balls. These must be used during every game. **NO EXCEPTIONS.**
- Shorts/Pants must be of “athletic material” (basketball or workout type).
- Players must wear shoes. Each player must wear CLEAN soled shoes of soft-pliable rubber.
- NO casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal are required to cover the exposed metal.
- Jewelry is not allowed during any intramural contest. The only exception to this rule is medical bracelets and wedding bands. If jewelry cannot be removed, it must be covered in tape. The Intramural Department
- Headwear- Players may wear one-piece elastic headbands made of soft pliable material. Rubber or elastic cloth bands may be used to control hair. No other headwear will be allowed. **NO BASEBALL CAPS, BANDANAS, OR DO-RAGS.** Any headwear with a knot/ball attached, is prohibited.

Rule 2: Eligibility & Game

Article 1. Eligibility

- Ferris State students, staff, and faculty are allowed to participate in IM Sports.
- NO ID, NO PLAY. NO EXCEPTIONS!** All players must present their own personal FSU ID card before every game in order to participate. **ID’s will be checked before each game. If you don’t have your ID, you will not play that game.**
- If you are caught trying to use someone else’s ID, your team will forfeit that game, and the other person will need to come to the UREC office the following day to retrieve his/her ID.
- IM Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout regular season and for playoffs.
- All players must be listed on the team roster as soon as possible during the regular season.
- Rosters will be frozen at the end of the third week. This means that all players **MUST** be signed up on IMLeagues on the roster of that team **AND** paid for prior to the beginning of the third week.



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Article 2: Composition of Teams and Substitutions

- a) The game is played between two teams of 8 players. A minimum of 6 players are needed to play and avoid a forfeit. No more than 8 players can be on the court at one time.
- b) **Co-Rec teams need 8 players.** 4 males and 4 females. A minimum of 6 players are needed to play and avoid a forfeit. Acceptable ratios include:
 - a. 4 males, 4 females.
 - b. 4 males, 3 females.
 - c. 4 females, 3 males.
 - d. 4 males, 2 females.
 - e. 4 females, 2 males.
 - f. 3 males, 3 females.

Article 3. Court

- a) The play area will be the black Basketball lines.
- b) All players are confined to one half of the basketball court, with their teams' side being bound by sidelines, and center court line. Once the opponent team is down to two (2) players, your team may cross the center court line and attack from their side of the court. If a player slides over the center court line, he/she is out.
- c) During play, all players must remain within boundary lines.
- d) Players may pass through their end-line only to retrieve stray balls (never leave through the sidelines or you will be called out). If your team has excess players on the sideline or players that are sitting "out"—they are responsible for tossing the balls back into play. When retrieving a ball, the player must also immediately re-enter the playing field through the end-line only.

Article 4: Playing Time

- a) Two sixteen (16) minute halves are allotted per match. At the end of the first sixteen minutes, there will be a 5 minute half time, then teams will rotate sides and will continue that game into the second half. The second half will begin with the game continuing as it was at the end of the first half. The two teams will play as many games in the time allotment as possible.
- b) **Game time is forfeit time.** Teams must be signed in with the required number of players (and ready to play) at game time to avoid a forfeit.
- c) No time will be allowed once play has begun
- d) Clock will stop only on official or injury timeouts.
- e) Any player that is injured (or apparently injured) who is discovered by an official when the ball is alive or dead and play is stopped for them will be required to sit out at least until the next substitution opportunity (after the ball becomes live again).
- f) Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding. If in the officials' judgment there will be an unusual delay (more than 30 seconds) to administer the first aid, the player who is bleeding must be substituted for.

Article 5. Playing the ball and outs.

- a) The object of the game is to get all your opponents "out" by hitting them with the ball or by catching their throws. The team with the last player standing will be declared the winner.
- b) Each game starts with five (5) balls lined up on the center court line.
- c) Each team will start behind their respective end lines until the official blows the start whistle. The five balls will be placed at the center court line at the start of a match and each team must race to the middle to gain possession of a ball. The players must not cross the center court line in any form or fashion when going for the balls. Any player who crosses the center court line will be considered "OUT." Once balls are obtained, players must return to his/her own 10 foot line before attempting their FIRST THROW at an opponent.
- d) If the ball comes in contact with the opposing player's head, the person throwing the ball is out. If a player ducks or lowers his/her head and the ball hits his/her head, that player will be out. This is not considered a



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“head shot” because the ball was not aimed at the head. The object is to throw the ball at a playing opponent and strike them anywhere between the shoulders and feet.

- e) A player may deflect a ball with their held ball. When this action occurs, the thrown ball becomes dead. If the player drops the held ball while blocking, the player out.
- f) Any player contacted by a thrown ball is out of the game unless the ball deflects off the wall, dividers, any part of the basketball hoop, a held ball and/or floor. A deflection on a teammate results in both players being out.
- g) The person throwing the ball is out if an opposing player catches the ball on the fly. Once the ball is caught, one player in front of the line that is out-of-bounds may come back into play. If a player comes in out of turn, they must return to the sideline and no one is allowed to come in until the next caught ball. The thrower is not out if the ball is caught after deflecting off anything other than another player (if the ball does bounce off an opposing player, and is then caught by another opposing player, the only person out is the thrower).
- h) Once a player has been hit, he/she should immediately raise his/her hand and run off the court to the out-of-bounds area, staying in order of elimination.
- i) If a team makes a basket on the opposite teams basketball hoop that entire team will be allowed back in to the game. If the team has more than 8 players only the first people in line to make 8 are allowed back in.
- j) If any player that is out-of-bounds deliberately interferes with a ball in-bounds, the player that the ball was going toward will be out. Players that are out can only throw balls back in bounds for play.
- k) Any player delaying the game (i.e. holding all of the balls, standing in the corner, etc.) will not be tolerated. If a player holds or isn't throwing the balls for more than ten (10) seconds, that player must roll the balls to the opposing team's side of play. If that player does not forfeit the ball to the other side he/she is out.

Article 6. Tie Breakers

- a) The winning team is the team which wins the most games in the allotted time. Either the team with the last person left on the court or the team with the least amount of people left on the court at the expiration of time.
- b) Overtime will occur when two teams tie at the end of the second 16 minute time period.
- c) Playoffs will be playing another game with only 5 people per team on the court. (no more than 1 gender. Acceptable ratios: 3 females, 2 males and 2 females, 3 males)
- d) The rest of the players enter in order. Players enter only if there are less than 5 players on their half of the court and a teammate has caught a “fly” ball. The basket rule is not in effect.

Article 7. Playoffs

- a) Every team makes the playoffs as long as they have the proper sportsmanship average (2.75). The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) Once in playoffs, a team must maintain a 3.0 sportsmanship rating to advance.
- c) During the playoffs, overtime periods will be played until a winner is declared.

Rule 3: Dodgeball Specifics

Article 1: Key Terms of the Game

- a) **Free-** Player who has not been hit by a legal ball
- b) **Out-** A player who was hit by a live ball, threw a ball that was caught by an opposing player, strikes an opposing player above the shoulders, or are serving a violation penalty. To be freed from the bench, player must catch a live ball thrown by their teammates.
- c) **Center Court line-** Middle dividing line that cannot be crossed until opponent is down to 2 players on the court.
- d) **Caught ball-** A ball caught by an opposing player will send the thrower “out” (if caught before a bounce) and a ball caught by a teammate in prison will free them. A caught ball can be used as a shield, provided the delay of game rule is not violated.



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- e) **Live ball-** A ball that is in flight. The ball only becomes dead when it contacts the ground. Only a live ball can send someone to “out” or free them from the bench.
- f) **Thrown ball-** Must strike the opponent at or below the shoulders. If it hits them above the shoulders, that person is immediately sent to the bench. If the same person is doing this often, they may be removed from the game at the discretion of the official. If a person is not ducking or trying to avoid being hit, and is struck above the shoulders there is no violation.

Article 2: Violations

- a) **Delay of game-** holding onto the ball for more than 10 seconds
- b) **Offside-** Crossing the center court line during regulation to retrieve the ball

Rule 4: Captain Responsibilities and Sportsmanship

Article 1. Captain Responsibilities

- a) The Captain must maintain control of his/her team’s sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. Every team makes the playoffs as long as they have the proper sportsmanship average. The Captain is also in charge of the fans that come to support his/her team. The fans sportsmanship can also have an effect on your team’s sportsmanship rating.
- b) **GAMETIME IS FORFEIT TIME.** If your team does not show up ON TIME for your scheduled game, your team will receive a forfeit and a 3 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5 minute grace will be added to the forfeit time.
- c) **If your team forfeits, a \$25.00 fee will be issued to the Captain, and will need to be paid by 3pm prior to the next game. Failure to do so will result in a second forfeit.**
- d) If your team forfeits a second time, by any means, the Captain will be issued another \$25.00 fee and their current team will be removed for the rest of the season.
- e) **If the Captain is unable to make it into the Student Recreation Center to pay the forfeit fee in time, he/she is allowed to contact the Intramural Office to authorize the fee to be charged to their Student Account. We will try our best to contact the captain the next morning after to remind them about the fee. However, this is ultimately the Captain’s responsibility!**
- f) **Defaults** are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural office by **3pm on the day of the game (3pm on Friday for Sunday games)** and let us know you will default the game. Your team will receive a loss, but you will not have to pay a forfeit fee.

Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
- b) The appeal must be made before the next legal snap of play. The following may be appealed/protested:
 - 1) Misinterpretation of a playing rule
 - 2) Failure of an umpire to apply the correct rule to a given violation
 - 3) Failure of an umpire to impose correct penalty for a given violation

Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3pm. (See desired articles under Rule 3: Intramural Sport Specifics for rule clarifications.)

