

Morehead State University  
INTRAMURAL SPORTS DODGEBALL RULES  
Updated: August 2018

DODGEBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

Intramural Fee

The intramural Fee is \$5 a person. You will pay when you sign up for the sport. We accept cash, persona check, credit/debit card, and Beaker Bucks. If you pay with Check, Beaker Bucks, and Cash you will have to sign up at the intramural office.

We do offer an intramural pass you can sign up for. It is \$30 for the fall or Winter Semester or \$55 for the entire year pass.

LEAGUE SCHEDULES

Schedules for league play will be posted on the FusionIM and will be available generally 2-4 days before your league is scheduled to start.

QUESTIONS

Please feel free to contact the Coordinator, Zach Martin with any questions or concerns at 606-783-5284.

GENERAL PROCEDURES

Please use the Rules and Regulation Manual as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

ALL DIVISIONS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time but, has one player checked in the other team may allow a five minute grace period. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. **IDENTIFICATION:** All participants must bring their current valid Morehead State University identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.

3. **TEAMS:** Six (6) players constitute a team Co-Rec team; Five (5) players consist of a Men's/Women's team. A game may be started with no less than three (3) players per team. In Co-Rec divisions, the male to female ratio may be: 3:3, 2:3, 2:2, 2:1.

### PLAYING THE GAME

4. **TIME:** Teams will play a best of 5 series to determine a winner. When one team is down to 3 players left, both teams will shrink the court to the volleyball lines (blue lines) for the remainder of the game. Each game will be 5 minutes in length, when time runs out the team with the most players remaining will be declared the winner of that game. If teams have the same number of players, an additional minute will be added.

5. **STARTING EACH GAME:** The game will begin with four (4) balls lined up on the mid-court line. Also, each team will be given one (1) ball. The player that has the ball must hold the ball up so all the players know who has it. Players are to begin with both feet behind the end line of the basketball court.

6. **BOUNDARIES:** When players are out, they will need to stay at the end line on their half of the court and not on the sidelines. Players can go into the stands to retrieve the balls, but need to do it in a safe manor and stay on their half of the stands. A player shall not:

- Have any part of their body contact the playing surface on or over the sideline when playing inside the volleyball courts. A player may not leave the volleyball court lines for any reason, if they do so they will be eliminated. It is the responsibility of their teammates to retrieve loose balls.
- Leave the playing field to avoid being hit by a ball.
- Have any part of their body cross the center line and contact ground on opponent's side of court.

i. Penalty for the above: The player is declared out.  
ii. Exception: During the open rush.

7. **OPENING RUSH:** Each and every ball retrieved at the opening rush must first be taken beyond the free throw line into the team's backcourt before it can be legally thrown at an opponent.

- **EXAMPLE:** Following the opening whistle, a player rushes and is the first to secure a ball from the center line. That player must carry or pass the ball into their backcourt before it may be legally thrown at an opponent.
- **REACHING OVER THE LINE:** is not allowed on the opening rush or at all!

8. **ELIMINATING OPPONENTS:** Players can be eliminated the following ways:

- Hitting a player with a ball below the neck. Note: If a player ducks, and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is

legal.

- Catching a thrown ball from the opposing team.

9. USING THE BALL AS A SHIELD: Using the ball in your hand to shield yourself is legal, as long as you do not drop it when another ball contacts it. If the ball is dropped, the player who dropped the ball is eliminated. If an opponent's ball hits the ball in your hand and then you, you are NOT out.

10. BALL HITTING PLAYER THEN CAUGHT: If a thrown ball legally hits an opponent, and is then caught by another member of the opposing team, then the ball is dead and the player who was hit is out. If the ball legally hits you, you bobble the ball and catch it in the same motion, you are not out. The opposing player who threw the ball is out.

11. BALL HITTING WALL/GROUND – If, while in the air, the ball hits any wall, or if a thrown ball should hit the ground prior to hitting an opponent, then that opponent is NOT eliminated.

12. BALL HITTING A PLAYER THAT IS ALREADY OUT – If a player is “out” and upon walking out is hit the ball is dead. This means that if the ball is deflected and hits someone they are still IN and if the ball is caught the player that threw the ball is also still IN.

13. TRAPPING THE BALL – If a player traps the ball against the wall or bleachers the ball is dead – no one is eliminated.

14. KICKING THE BALL – No player can kick the ball at anytime.

15. **DELAY OF GAME** – A team may not hold all of the balls for more than 5 seconds. If this occurs, a warning will be issued by the official and the team will be forced to throw/roll/give at least one of the balls to the opposing team and not just across the line.

16. **WINNING A GAME:** A team wins the game when all players on the opposing team are eliminated or if they have more players remaining when time expires. If the time limit occurs and teams are even, play continues as is with the mid-court division line “disappearing,” until one player is eliminated. (The first team to get one of their opponents out after the time limit occurs will be declared the winner.)

17. **WINNING THE MATCH:** The team who wins three (3) games first wins the match (Best-of-5).

#### **SPORTSMANSHIP**

18. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.