Dodgeball Rules

Each participant is responsible for presenting a current EKU ID at game time. NO EXCEPTIONS

Teams

Games shall be played with four (4) to six (6) players.

Official Game = 4-6 players present
Forfeit = Less than 4 players present

No substitutions or time-outs are allowed during play, but players may substitute between games.

Eligibility

It is the responsibility of each team to know the existing intramural rules. IGNORANCE OF ANY INTRAMURAL RULE IS NOT AN EXCUSE!! The Department of Campus Recreation does not assume responsibility for the investigation of the eligibility of all participants. The Department of Campus Recreation will, however, investigate any case as required.

- Men are not permitted to compete in the Women’s Division.
- One (1) woman is allowed to appear on the roster of a Men’s team.
- It is the responsibility of all participants to know their own eligibility status at all times.

University Status:
All current students enrolled at least 5 credit hours (Undergraduate or Graduate) are eligible to participate. All current faculty/staff members of the Fitness & Wellness center are eligible to participate. Those faculty/staff members of the University not holding a current membership to the Fitness & Wellness center are ineligible for participation.

Alumni members of the Fitness & Wellness Center are eligible for participation.

All participants must have a valid EKU student/faculty/staff/alumni I.D. to play!

Exceptions:
Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Director or Assistant Director of Campus Recreation

False Name:
An individual may not participate under an assumed name or use false identification. Violation of this rule will result in suspension from further participation for the individual and/or team.

Compete on Two Teams:
A player may participate on only one team in any given activity during a season. Note: The only exception to this rule is that a player may play on a team in the men's or women's division and play on a Co-Rec team. If an individual plays for more than one team in that division, all teams involved will receive a forfeit in games in which that player was involved and the player shall be suspended for a period of 1 week.
Greek “A-Team” Rules

1. All participants appearing on the Greek “A” team roster must be the on the official chapter roster with the office of Greek Life.
2. Alumni are not allowed to participate on Greek “A” teams.

Playoff Eligibility:
Team members must have participated in at least one (1) game during the regular season to be eligible for participation in the playoffs. Teams must earn at least a 7.0 Sportsmanship Rating average to participate in the playoffs.

- The Intramural Staff reserves the right to declare an individual ineligible for competition if his/her participation is considered unsportsmanlike or dangerous

Professional and Olympic Athletes:
An individual who has participated as a professional/Olympic athlete in a sport is not eligible for intramural competition in that sport or similar sport.

Current and Former Intercollegiate Athletes:
Any person who participated with a varsity team in the current or last school year (i.e. practiced, red shirted, and/or played) is ineligible to participate in that intramural sport (or related activity). Ineligibility will be determined by the Assistant Director based on rosters, media guides, and participant reports which will be looked into and ruled upon. All protests on ineligibility rulings may be taken to the Director of Campus Recreation.

Ringer Rule
The ringer rule allows former varsity athletes and current sport club members the opportunity to participate in Intramurals in their sport (or related activity). Individuals are considered ringers in a particular sport for the following reasons:
1. They are a current sport club member in that sport.
2. They have competed on a College or University Varsity team at any level in that sport but are currently eligible for that Intramural sport.

Teams in open or competitive divisions may have two ringers on their roster. Teams in recreational divisions may not have ringers.

Any matter that cannot be resolved through these eligibility rules shall be brought to the Assistant Director of Campus Recreation for a decision.

The Court

A. All games will be played in Begley Gym 118 or Weaver Gym Courts 1 and 2
B. The playing area will be a rectangular area bounded by the side walls of the gymnasium and the base lines of the basketball court in Begley
C. In Weaver the court is bounded by the four sides of the regulation high school basketball courts.
D. The court shall be marked with end lines, attack lines and a center line.
E. Boundaries
1. During play, all players must remain in the boundary lines.
2. Players may pass through their end line only to retrieve stray balls.
3. When retrieving a ball, the player must immediately re-enter the playing area at the closest point to where he/she retrieved the ball.
4. A player shall NOT:
   a. Leave the playing area to avoid being hit or to attempt to catch a ball.
   b. Have any part of their body contact the playing area on their opponents’ side of the court.
      PENALTY: The player will be declared out.
   c. Balls may be thrown from anywhere behind the mid-line
   d. The purpose of the attack line is to create a barrier for the beginning of each game, i.e. in order to throw at an opponent you must retreat behind the attack line after the initial signal to begin play

Dodgeball Rules Amended April 25, 2011
**Equipment**

A. All players must wear clean athletic shoes.
B. Participants must remove all jewelry before playing.
C. Intramurals will provide dodgeballs which participants must use.
   a. If a ball becomes deflated during a game that ball will not be replaced until the end of that game.
D. Hats and bandanas may not be worn.

**The Game**

**LIVE BALL:** A thrown ball that has not contacted a player, the ground, a wall or another ball.

A. The match will be the best of 7 games.
B. Each game will have a 6 minute time limit.
C. A coin flip at the beginning of each match will give the winning team the choice of sides to begin the match.
D. Teams will alternate sides in each successive game.
E. The object of the game is to eliminate all opposing players by getting them out.
F. The first team to legally eliminate all opposing players will be declared the winner.
G. 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.
H. If each team has equal number of remaining players at the end of regulation, an overtime period will be played.
I. An out is scored by:
   1. Hitting an opposing player with a LIVE thrown ball below the neck.
      **NOTE:** If a player is hit in the head or neck through their own action of ducking, they are out.
   2. Catching a LIVE ball thrown by an opponent.
      i. A ball caught after it contacts any player, an obstacle such as a wall, ceiling, or basketball hoop, or another ball will not result in the player being called out
      ii. A ball that hits a player and is then caught by a teammate will not result in the hit player or the thrower being called out
   3. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball.
4. An opposing player stepping out of bounds.
   **NOTE:** Players who are out must move to the side wall nearest the back line of their team’s side of the court and may not touch any of the dodgeballs for the remainder of the game.
J. **When a LIVE ball is caught the player throwing the ball is out and a player from the opposing team is allowed to return to the game.**
K. A player who strikes an opponent in the head or neck with a thrown LIVE ball will be declared out for the remainder of that game. A second occurrence will result in an ejection from the match and a reduction of the number of players on that team by one.
L. A player may block a thrown ball with a ball being held provided that the held ball is not dropped as a result of the contact with the thrown ball.

**Beginning of Game**

A. Prior to the beginning of the game, 6 dodgeballs are equally spaced along the center line.
B. Players will take a position behind their end line touching the back wall, and at the referees signal may approach the center line to retrieve balls.
C. Each ball retrieved at the opening rush must first be taken behind the attack line before it may be legally thrown at an opponent.

**Stalling and Five Second Violation**

A. Both teams during regulation must be given the opportunity to eliminate an opposing player.
B. Both teams on the court shall not control all of the dodgeballs for more than five seconds. If either team controls all the balls, they must make a legitimate effort to get at least one ball across their opponents’ attack line.

Dodgeball Rules Amended April 25, 2011
1. **First Violation:** Play will be stopped and the dodgeballs will be distributed evenly between the teams. Play will continue with dodgeballs in hand.

2. **Second Violation:** One member of the violating team will be out.

**Overtime**

All overtime periods will begin at full strength with an equal number of dodgeballs in hand. Teams will take a position behind their end line. At the supervisor’s signal, play will begin, and the first team to eliminate ONE opposing player will be declared the winner.

**Taunting:** Any team guilty of taunting another team or instigating any type of threatening situation will be removed from the league for the remainder of the regular season and postseason.