



Eastern Kentucky University Intramural Dodgeball Rules

For all information pertaining to Intramural Sports programs and activities, contact:

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General Information

1. All participants must register on the Fusion Play app. The Fusion Play app can be found on the Apple App Store and the Google Play Store. You can also use the following link:
<https://www.fusionfamily.com/apps/fusionplay>
2. Use your ECU Login to sign into the Fusion Play App.
3. Electronically sign the online waiver and fill out any other required information.

Participation in ALL Intramural Events

1. Valid ECU student, faculty or staff ID required for all contests to participate.
2. Jewelry is **NOT** permitted.
3. You are allowed to wear hats/sunglasses.
4. No skull caps, bandanas, or other headgear.
 - a. Headbands without exposed knots are allowed.
5. Review specific sport rules for additional attire restrictions.

10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. 10-minute rule applies to various sports:
 - a. At game time, if a team is not prepared to play, that team will have 10 minutes to become ready.
 - i. The 10-minute rule starts at game time and the team that is ready will be awarded 7 points. After 5 minutes, the score will be 14-0. After 10 minutes, the game will be forfeited.
 - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff.
 - c. If a double forfeit occurs, both teams will receive a forfeit.
2. Defaults vary depending on tournament design.
 - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating.
 - b. Defaults must be submitted by 5PM the day of your scheduled game time. Defaults can be submitted at the following link: (NEED LINK)
 - c. Failure to submit your default before designated time will result in a forfeit and a \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits apply to various team sports and tournaments:
 - a. Team Captain, Greek Chair or Residential Chair assumes responsibility for that team.

- b. Captain or Chair is suspended and responsible for paying the \$20 forfeit fee.
 - c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game.
4. Inclement weather decisions will be made no later than 5PM on game day.

Equipment:

1. Athletic apparel must be worn by all participants.
2. Practice balls may be checked out from the Equipment Desk in the Student Recreation Center.
3. The Intramural Sports Program will provide game balls; game balls are not for warm-up use.
4. Teams are encouraged to bring their own jerseys; jerseys must have a number on the front, back, or both.
 - a. Jerseys are available for checkout from the Intramural Supervisor located at the Intramural Fields.
 - i. Shirts must be worn under Intramural jerseys.
5. Athletic shoes with rubber soles must always be worn (cannot play barefoot or with open toe shoes).
6. The following equipment shall be considered illegal:
 - a. Non-athletic shoes/boots/sandals/other footwear deemed illegal by Intramural Sports staff.
 - b. Non-athletic apparel included but not limited to attire with non-athletic material (ex. Jeans).
 - i. Non-athletic attire deemed hazardous to the sport such as zippers, belt loops, chains, hooks/loops, and/or metal.
 - ii. Jewelry of any kind including earrings, finger rings, wedding rings, necklaces, watches, etc.
 - iii. Headgear containing any hard, unyielding, or stiff material, including billed hats.
 - iv. Pads or braces worn above the waist.
 - v. Hard leg and knee braces which are not covered.
 - vi. Shirts or jerseys which do not remain tucked in.

Rosters:

1. A maximum of 8 players are allowed on one team.
2. Players may play for one single sex team whether Greek or Independent.
3. Players may play for one CoRec team and one single sex team.
4. Players are not officially on a team until they have checked in and signed a waiver.
 - a. Once a player has played for a team, they shall be on this team for the remainder of the season.
5. Teams may add players through the final game of the regular season or until their team limit has been reached, whichever comes first. Once the roster limit is reached, the roster is frozen.
6. Rosters will lock in playoffs at the conclusion of the regular season.
7. The maximum number of players on the field at one time is 4.
 - a. Co-Rec: 2 men and 2 women. Teams with 3 players shall be 2 men and 1 woman or 2 women and 1 man.
8. A team must have a minimum of 3 players start the game.

9. Once started, the game may continue with less than three players as long as the team has a chance to win.

Equipment:

1. The flag belt is of one-piece construction and will fall completely off when pulled. The belt must be clipped with the clip in front and a flag down each hip in the back. Intramurals will provide each team with 10 flag belts.
2. It is illegal to tie or tamper with the belt. If the flag belt is deemed tied or tampered with, the player will be ejected from the game.
3. Teams may practice with their own footballs, but the Intramural Sports Staff will provide game balls.
4. The following equipment shall be considered illegal:
 - a. Pants or shorts with any pocket(s), belts, belt loops or exposed drawstrings.
 - b. Jewelry of any kind including but not limited to earrings, necklaces, watches, fit bits, bracelets, finger rings and wedding rings.
 - c. Shirts or jerseys which do not remain tucked in.
 - d. Any hood on a coat, sweatshirt, or shirt, which does not remain tucked in.
 - e. Cut-offs and sleeveless shirts.
 - f. Hard leg or knee braces that are not covered.
 - g. Pads or braces worn above the waist.
 - h. Headgear containing any hard, unyielding, or stiff material, including billed hats.
 - i. Towels must be placed in between cones during play. They are not permitted to be worn around a player's waist and teams are responsible for their towels.
 - j. Shoes with metal, ceramic, or screw-in, or detachable cleats.
 - k. Any slippery or sticky substance of a foreign nature on equipment, clothing or an exposed part of the body.

Season:

1. For pool play, each team will be scheduled for two (2) regular season games.
2. Teams with a .500 or above record and 3.0 or better sportsmanship rating may be eligible to make the playoffs.
3. Decisions on rainouts will be made by 5PM on game day.
4. Rainouts games will only be rescheduled under extreme circumstances.

Game Time and Length:

1. Games will consist of two 12-minute halves, with a 2-minute half time.
2. The clock shall run continuously until the final 1 minute of the second half. In the final minute of the second half, the clock will stop for all dead ball situations.
3. The clock shall run during extra points except within the final minute of the second half.
4. The ball must be snapped within 15 seconds of the ball being marked ready for play.
5. No half shall end until the ball is dead, and all penalties are resolved.
6. Mercy Rule:
 - a. Point differential is 19+ points at the two-minute mark or under two minutes.
7. Timeouts:

- a. Each team has 1 timeout per half. Timeouts do not carry over.
- b. Timeouts will not exceed one minute.
- c. Each team has one timeout for the entire overtime period.

Beginning a Game:

1. Each game shall begin with a captain's meeting and coin toss.
2. The visiting team captain shall call the toss.
3. The winner of the coin toss shall receive the option of:
 - a. Offense
 - b. Defense
 - c. Deferring the choice until the second half of play.
4. The first possession shall begin on the 35-yard line. There are no kick-offs.

Overtime:

1. A coin toss will begin overtime.
2. The winner of the coin toss shall receive the option of:
 - a. Offense
 - b. Defense
3. Each team will be given a first down at the 20-yard line with the goal line to gain. They will have four plays (unless there is a penalty) to score. If the team on offense first fails to score and the other team scores, the game is over.

Scoring:

1. Touchdown = 6 points
2. Safety = 2 points
3. Try for point after:
 - a. 1 point from the 3-yard line.
 - b. 2 points from the 10-yard line.
 - c. 3 points from the 20-yard line.

Series of Downs and Line to Gain:

1. In a series of 4 downs, the ball must be advanced across the next zone line to gain. The line to gain is always the boundary of a zone and crossing this line constitutes a first down.
2. The field is divided into two 20-yard zones. A first down results when the ball is declared dead, any part of which is on or above the next zone line and a live ball penalty does not bring the ball behind the first down zone.
3. The following fouls carry a loss of down:
 - a. Illegal forward pass.
 - b. Illegal backward pass.
 - c. Intentional grounding.
 - d. Illegal secured flag belt (offense).
4. The following fouls result in an automatic first down:
 - a. Illegal secured flag belt (defense).

Offensive Play:

1. All drives for both teams will begin at the same 35-yard line unless moved due to defensive penalty, aiming to score in the same endzone.
 - a. If offense commits a penalty on the 35-yard line, it will just be a loss of down.
2. Due to no blockers being on the field, quarterbacks will have 5 seconds from the time the ball is snapped to throw the ball. If the quarterback has not released the ball at the end of the 5 second count, a loss of down will result.
3. All players are eligible to receive a forward pass.
4. Only the center must be on the line of scrimmage at the time of the snap for the offensive team.
5. All offensive players must begin with a flag belt.
6. When a player unintentionally loses a flag belt, he/she is considered down.
7. The ball carrier must try to avoid the defensive player.
8. Runners shall not flag guard by using their hands, arms or the ball to deny the opportunity for an opponent to pull or remove the flag belt.
9. All players must be set before one offensive player may be in motion, but not in motion toward the opponent's goal line. If such a player starts from their backfield, that player may not be in motion to the opponents' goal line when the ball is snapped. Other offensive players must be stationary in their positions without movement of the feet, body, head, or arms.
 - a. Penalty: Illegal motion, 5 yards from the previous spot.
10. The offensive team must have at least one player on the line of scrimmage before the snap.
 - a. Penalty: Illegal procedure, 5 yards from the previous spot.
11. There must be a legal forward pass each down. The person receiving the ball must be beyond the offensive line of scrimmage. A player may not catch a forward pass behind the line of scrimmage and advance through the line of scrimmage.
12. Rushing the QB: A defensive player (Team B) cannot cross the line of scrimmage until the pass is released.
 - a. Penalty: Encroachment, 5 yards from the previous spot.
13. Simultaneous Catch: If a forward pass is caught simultaneously by members of opposing teams, the ball becomes dead and belongs to the team that snapped the ball at the spot of the catch.
14. Co-Rec only: If a male passer completes a forward pass to a male receiver, the next forward pass competition must involve either a female passer or a female receiver for positive yards. This rule applies to the Try. Any foul, whether accepted or declined, shall have no effect on whether the next forward pass completion is "open" or "closed".
 - a. Penalty: Illegal forward pass, 5 yards from the previous spot and loss of down.

Blocking:

1. There is no blocking in this game.
2. Any use of the hands, arms, elbows, legs, or body to initiate contact to block or screen is illegal.
 - a. Penalty: Illegal Contact, 5 yards from the previous spot.

Flag Guarding:

1. A runner shall not flag guard by using hands, arms, or the ball to cause contact between the runner and the opponent that denies the opponent the opportunity to pull or remove the flag belt.

2. Swinging the hand or arm over the flag belt to prevent an opponent from deflagging.
3. Placing the ball in possession over the flag belt to prevent an opponent from deflagging.
4. Lowering the shoulders in such a manner, which places the arm over the flag belt to prevent an opponent from deflagging.
 - a. Penalty: Flag Guarding, 5 yards from the previous spot.

Defensive Play:

1. Defensive players cannot cross the line of scrimmage until the ball leaves the quarterback's hands.
2. Interception:
 - a. When defense intercepts the ball, the official will immediately blow their whistle to signal the play is automatically dead. The defense gets possession and starts at the 35-yard line.
3. Pass Interference:
 - a. Once a pass is in the air, the ball belongs to anyone who can get it. Any contact which occurs between two or more players making a legal attempt to catch or bat the pass is considered incidental.
4. Contact will not be allowed anywhere. Interpretations are similar to the block and charge in basketball. Rough tactics will be penalized as Illegal Contact (5 yards from the previous spot). In extreme or repeated cases, the play will be ejected.

Punting:

1. There is no punting in this game.
2. If the offensive team is unsuccessful at scoring or reaching the line to gain in 4 plays, the ball will be moved to the 35-yard line where the opposing team will be beginning their drive.
3. All possessions throughout the game will begin at the 35-yard line unless moved due to penalty enforcement.

Dead Ball:

1. The ball becomes dead:
 - a. Anytime the ball carrier touches the ground with any part of the body except the hands or feet. Note: The ball is considered part of the carrier's hand.
 - b. Anytime the ball or ball carrier goes out of bounds.
 - c. When a forward pass, backward pass, or fumble strikes the ground or is simultaneously caught by opposing players.
 - d. When a touchdown, touchback, safety, or successful try is made.
 - e. When a legal runner is deflagged or one-handed touched when flags are no longer attached.
 - f. When a pass intercepted by the opposing team.

Fouls and Penalties:

1. Penalty Enforcement:
 - a. All fouls will be enforced from the previous spot.
 - b. All fouls will be 5 yard penalties.

2. Certain penalties also may carry disqualification, depending on the severity.
3. When the measure spot of a penalty is inside the offending team's 5-yard line, the measurement will be half the distance to the goal.
4. If the penalty is on the offense and the previous spot is the 35-yard line, there will be no yardage for the foul, just a loss of down.
5. A double foul is when both teams have committed a foul during the same live ball period, and team possession has not changed, the down is replayed.

Unsportsmanlike Conduct:

1. Unsportsmanlike Conduct or fighting will not be tolerated.
2. A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
3. Unsportsmanlike Conduct include behavior, language and actions that are a violation of the Eastern Kentucky University Student Code of Conduct.
4. Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative official, Intramural Sports staff or Campus Recreation staff.
5. Unsportsmanlike Conduct can include, but is not limited to:
 - a. Arguing a call.
 - b. Behavior, language, or action that is abusive, demeaning, insulting, disruptive and threatening.
 - c. Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature.
6. A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation events or programs.
7. Teams must maintain a 3.0 sportsmanship rating to be eligible in the playoffs and to advance in the playoffs.
 - a. In playoffs, if a team receives below a 3 sportsmanship rating, that team cannot advance.
8. Two (2) unsportsmanlike conduct penalties against a player constitute an automatic ejection.
9. Four (4) conduct unsportsmanlike penalties against a team will result in a forfeit.
10. Games may be forfeited at the discretion of the Intramural Sports Staff or Campus Recreation staff.

Conduct

1. All team representatives are expected to display good sportsmanship.
2. Any team representative ejected from a game for any reason shall be suspended from ALL intramural contests until they contact the Assistant Director of Competitive Sports.
3. It is the responsibility of the team representative to set up an appointment with the Assistant Director of Competitive Sports.
 - a. Email Doug Ream at douglas.ream@eku.edu.
4. If players are found to be participating before being reinstated, they will be suspended from all Intramural contests for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

Protests:

1. There will be no protests involving official's judgment in games that are officiated by the Intramural Sports staff.
2. Protests of rule interpretation must be made before the start of the next dead ball situation.
 - a. To protest, the protesting team must begin the process immediately following the event in question.
 - b. The supervisor's decision is final.
 - c. Protests can be made without team timeouts. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
3. In non-officiated games, all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner will result in a decision being made by the Intramural Sports staff. Their decision is final.
4. Eligibility protests are permitted and must be filed in writing by noon the following business day.
5. All eligibility protests must be emailed to the Assistant Director of Competitive Sports at douglas.ream@eku.edu.

THE INTRAMURAL SPORTS DEPARTMENT RESERVES THE RIGHT TO MODIFY THESE RULES AT ANY POINT IN THE SEASON IN ORDER TO PROMOTE A FUN, FAIR AND SAFE ENVIRONMENT.