



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 5 points. After 5 minutes, the score will be 10-0. 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 on Court 3 in the Student Recreation Center gym.
 - 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. Fourteen (14) player limit for all teams.
2. A player may only play for one single gender team and one CoRec team.
3. Once a player has played for a team, that is the team they shall be on for the remainder of the league or tournament.
4. Rosters will be locked at the beginning of playoffs.
5. To be eligible for playoffs, a player must check in to 1 regular season game.

Players:

1. Teams will consist of a seven (7) player active line-up for each game.
2. Substitution of players will not occur during live play.
 - a. Substitution adjudication is up to the discretion of the Intramural Sports Staff.
 - b. Exception: Injured, non-eliminated players may be replaced during a game but are ineligible for the remainder of that match.

- c. All substitute players or eliminated players shall remain in the bench area at the end of each court beyond the basketball end line.
3. Any player on the roster may come in if a ball is caught up to seven (7) players.
4. Teams may change active lineups for each of a match.
5. Teams must field four (4) players to start a match.

Game Time and Length

1. Matches consist of the best 2 out of 3 games.
2. Championship matches shall be the best 3 out of 5 games.
3. Each game has a 5-minute time limit.
4. Each team will be allotted one timeout of 30 seconds per match. Play resumes after a timeout with the same players as prior to the timeout.
5. All players are eligible for elimination until the court officials recognize and signal a timeout or end of regulation.
6. All throws released prior to the official's whistle for timeout or end of regulation are LIVE until becoming dead. A throw released prior to the official's whistle can eliminate an opposing player.

Beginning a Game:

1. A coin toss shall occur before the start of the game. The winner of the toss shall decide which side they want to start on.
2. After each match, the teams will switch sides.
3. 10 balls will be placed at mid-court at the beginning of the game.
4. Players will be lined up on the end line, and upon an official's signal to start the game, may move freely within their given boundaries.

Rules:

1. The object of the game is to eliminate all opposing players by getting them OUT.
2. An OUT is scored by:
 - a. Hitting an opposing player with a LIVE thrown ball at or below the shoulders. Contact with any part of the player's body, including the hands and clothing, will result in an out.
 - b. Catching a LIVE ball thrown by your opponent.
 - c. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball (usually occurs when a ball is being used to block a thrown ball).
 - d. An opposing player stepping out of bounds.
3. Catching a live, thrown ball will result in the throwing player being eliminated and one player being brought back in from the catching team. A live ball is a ball that has not hit the ground, another held ball, or the basketball goals.
4. A player who leaves the playing field for any reason other than to retrieve a dead ball or due to injury will be automatically ruled out.
5. A player cannot cross half court.
6. If a player is struck in the head while in a standing position, the player who threw the ball is out.
 - a. NOTE: If a player ducks or takes a position with their head below where the shoulders would normally be when standing and this is the cause for the hit being above the shoulders, the player is OUT and the throw is legal.

7. Stalling Rule: Stalling is the act of intentionally delaying the game. Teams must be given the opportunity to eliminate opposing players. This requires a ball to be at the disposal of both teams.
8. A player holding a ball must throw it toward the opponent within 10 seconds.
9. One team may NOT control all the balls for more than five seconds. Teams must make a legitimate effort to get at least one ball across the opponent's attack line in bounds within 5 seconds or a violation will result.
10. A team may avoid a violation by throwing or rolling a ball into the opponent's backcourt over the attack line. This does not include throwing a ball over and through the opponent's end line.
11. The 5-second count will end when, in the opinion of the official, a ball is at the disposal of the opposing team. A ball may be at a team's disposal without being secured if the official judges the opposing team is not making a legitimate effort to secure it.
12. If officials determine that a player or team is stalling, he/she may call for that player or team to initiate action or else be penalized.
13. PENALTY FOR A STALLING VIOLATION:
 - a. First Violation: Stoppage of play and balls will be divided evenly between the teams.
 - b. Second Violation: Technical Foul, elimination of one player from the team in violation. The player to be eliminated is selected by the violating team.

Overtime Rules/Sudden Death

1. If an equal number of players remain after regulation play, a one-minute overtime period shall be played.
2. The overtime period shall be played as regulation with the object being to eliminate the other team entirely.
3. If after the first overtime, an equal number of players remain, sudden death play shall occur. In sudden death play, the first team to eliminate an opposing player shall be declared the winner.

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.