



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 1 points. After 5 minutes, the score will be 2-0. 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. Teams shall consist of 7 players, 6 field players and 1 designated goalkeeper. 5 players are required to begin the game (4 field players and 1 designated goalkeeper).
2. Each team is required to always have a goalkeeper on the field.
3. The goalkeeper must wear a different color than both teams and the Referee crew.
4. Roster limits are 14 for all teams.
5. Players may play for only one single gender team and/or only one CoRec team.
6. Once a player has played for a team that is the team, they shall be on that team for the rest of the league.
7. Co-Rec teams cannot have more than 4 male players on the field at a time.
8. Substitutions are allowed during any stoppage of play if they receive permission from the Referee.
9. An illegal substitution may result in an IFK for the offended team.

Equipment:

1. Rubber molded cleats may be worn. No screw in or metal cleats. No bare feet will be allowed.
2. Goalies may wear gloves.
3. The Intramural Sports Staff will provide game balls. However, a game may be played with any regulation size 5 ball that both captains agree upon.
4. Teams are not allowed to wear yellow jerseys.
5. Shin guards are not required and will not be provided but are highly recommended.

Game Length:

1. Each game will consist of two 20-minute halves and a 3-minute halftime.
2. The clock will run continuously except on injuries and when the official's discretion warrants stopping the game.
3. The Referee may extend either half to allow for time lost as a result of the opposing team deliberately delaying the game.
4. Mercy Rule: At any point in the second half there is a 7-goal difference between teams.
5. Overtime: In the event that the game is tied after 40 minutes, kick from the mark will be used to determine the outcome of the match.

Starting and Restarting Play:

1. Kick-Off:
 - a. The team that wins the coin toss will have the option to choose whether they want the ball in the first half or which side they want to defend.
 - b. For the second half, teams will switch the goals they are attacking and the team that did not start with the ball in the first half will have it in the second half.
 - c. After a team scores a goal, the opposing team will restart play with a kick-off.
 - d. Every player must be within their own half of play and the opposing team must be 10 yards away from the ball.
 - e. A goal can be scored directly from a kick-off.

The Ball In and Out of Play:

1. Ball Out of Play:
 - a. When the ball has entirely passed over the goal line or touchline, on the ground or in the air.
 - b. Play has been stopped by the Referee.
2. Ball is in Play:
 - a. The ball is in play at all other times including rebounding off a match official, goalpost, crossbar, or corner flag and remains in the field of play.

Scoring:

1. A goal is scored when the entire ball passes completely beyond the goal line, between the goal posts and under the crossbar provided it has not been deliberately thrown, carried or propelled by the hand or arm of a player of the attacking team.

Penalty Kicks:

1. If the game is tied at the end of regulation, the captain will select 5 players to participate in kicks from the mark. Any player on/off the field can be selected to kick.
 - a. The five selected kickers for each team will stand at half field and the non-kicking players will in the team's bench area.
2. In Co-Rec, at least 2 of the shooters must be from each gender.
3. A coin toss will be conducted between the captains. The winner of the coin toss will have the option to kick first or second.
4. The Referee will select which goal to shoot at.
5. The goalie is required to have one foot on the line when the ball is kicked.
6. Once the shooter has started the forward motion, they must continue moving forward until the ball is kicked and may only kick the ball once.
7. After five kicks have been taken, the team with the most goals wins. If the score is still tied, the procedure will continue with the five selected players in a sudden death format with each team taking one kick in the same order that they initially kicked.
8. No kicker may take a second kick until all five players have kicked once. No kicker may take a third kick until all five kickers have kicked twice, etc.
9. The goalkeeper is not required to be one of the five kickers but is allowed to be if the captain selects them.
10. The kick from the mark is not considered over until the ball is declared dead.
11. The ball is not considered dead until it has:
 - a. The ball entirely crosses the goal line.
 - b. The ball entirely crosses the touchline.
 - c. The ball comes to a stop.
 - d. The ball is touched twice by the kicker.

Fouls and Misconduct:

1. A Direct Free Kick (DFK) and an Indirect Free Kick (IFK) can only be awarded when the ball is in play.
2. A DFK is awarded if a player commits any of the following offenses against an opponent in a manner considered by the Referee to be careless, reckless, or with excessive force:
 - a. Charging
 - b. Jumps at
 - c. Kicks or attempts to kick
 - d. Pushes
 - e. Strikes or attempts to strike
 - f. Tackles or challenges
 - g. Trips or attempts to trip
 - h. Holding
 - i. Spitting
3. A DFK is awarded if a player commits a handball offense.
 - a. If is an offense if a player:
 - i. Deliberately touches the ball with their hand/arm, including moving the hand/arm towards the ball.

- ii. Gains possession/control of the ball after it has touched their hand/arm and then:
 - 1. Scores in the opponent's goal.
 - 2. Creates a goal-scoring opportunity.
 - iii. Scores in the opponents goal directly from their hand/arm, even if accidental, including by the goalkeeper.
 - iv. Touches the ball with their hand/arm when:
 - 1. The hand/arm has made their body unnaturally bigger
 - 2. The hand/arm is above the player's shoulder
 - b. It is not an offense if the ball touches a player's arm or hand:
 - i. Directly from the head or body of another player who is close
 - ii. If the location of the hand/arm is close to the body and does not make the body unnaturally bigger.
- 4. An IDK is awarded if:
 - a. A player plays in a dangerous manner.
 - b. A player impedes the progress of an opponent without making contact.
 - c. A player prevents the goalkeeper from releasing the ball from the hands.
 - d. For any non-contact misconduct that is penalized by the Referee.
 - e. A goalkeeper, inside the penalty area, commits any of the following offenses:
 - i. Controls the ball with their hands for more than six seconds.
 - ii. Touches the ball with their hand after:
 - 1. Releasing it and before it has touched another player.
 - 2. It has been deliberately kicked by a teammate.
 - 3. Receiving it directly from a teammate's throw in.
- 5. Advantage: The Referee may play advantage whenever an infringement or offense occurs. The advantage rule should be applied if the offended team retains possession of the ball and has a clear advantage over their opponents. The Referee should consider the following before deciding whether to apply advantage or stop play:
 - a. Possession, whether the offended team retained control.
 - b. Potential, probability of regaining control and attacking the opposing team's goal.
 - c. Personnel, marginal vs. impact contact by the skill of players and atmosphere of the match.
 - d. Proximity, the position where the offense was committed.
- 6. Disciplinary Action:
 - a. Cautionable Offenses: A player is cautioned and shown a Yellow Card if they are guilty of:
 - i. Delaying the restart of the game.
 - ii. Dissent by word or action.
 - iii. Entering, re-entering, or deliberately leaving the field of play without the permission of the Referee.
 - iv. Failure to respect the required distance when play is restarted with a corner kick, throw in, or free kick.
 - v. Persistent infringement of the rules.
 - vi. Unsporting behavior which includes but are not limited to:

1. Attempts to deceive the Referee.
 2. Changes places with the goalkeeper without consent of the Referee.
 3. Commits a DFK offense in a reckless manner.
 4. Commits a foul to stop a promising attack.
 5. Use of their hands to score a goal or prevent a goal regardless of if they were successful or not.
 6. Shows a lack of respect for the game.
- b. Sending-Off Offenses: A player is sent off, shown a Red Card, and unable to be replaced by a substitute if they are guilty of:
- i. Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball. (Exception for a goalkeeper within their own penalty area)
 - ii. Denying the opposing team a goal or obvious goal scoring opportunity by a penalty punishable by a DFK.
 - iii. Serious foul play.
 - iv. Spitting at an opponent or any other person.
 - v. Violent conduct.
 - vi. Using offensive, insulting, or abusive language and/or gestures.
 - vii. Receiving a second caution (Yellow Card) in the same game.
7. Tackling:
- a. Tackling is when a player challenges the ball with their foot.
 - b. A careless tackle is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. A DFK is awarded to the offended team.
 - c. A reckless tackle is when a player acts with disregard to the danger to, or consequences for, an opponent. A DFK is awarded to the offended team and the player is cautioned (Yellow Card).
 - d. A tackle committed with excessive force is when a player exceeds the necessary use of force and endangers the safety of an opponent. A DFK is awarded to the offended team and the player must be sent off (Red Card).
8. Sliding on the ground:
- a. Sliding on the ground will be permitted when no opposing player is within a 5-yard radius of the sliding player.
 - b. Sliding on the ground will not be permitted when an opposing player is within 5 yards of the sliding player. Slide tackling from the front will receive a caution (Yellow Card). Slide tackling from behind or in a dangerous manner will result in a send off (Red Card).
9. Goalkeepers are permitted to dive/slide in an attempted save if they are within their own penalty area.
- a. If the contact made by the dive/slide is deemed by the Referee to be careless, reckless or with excessive force, they can still be penalized with a DFK (resulting in a penalty kick) and/or caution/sendoff of the goalkeeper.
 - b. A goalkeeper outside of their own penalty box is considered a normal field player and cannot slide near an opposing player.

Free Kicks:

1. Direct and indirect free kicks are awarded to the opposing team of a player who is guilty of an offense or infringement.
2. If a free kick enters a goal:
 - a. On a DFK, if it directly enters an opponent's goal, then a goal is awarded.
 - b. On an IFK, if it directly enters an opponent's goal, then a goal kick is awarded.
 - c. On either a DFK or IFK, if the ball is kicked and it directly enters the team's own goal, then a corner kick is awarded.
3. Indirect Free Kicks:
 - a. The Referee will indicate an IFK by raising the arm above the head. This signal is maintained until the kick has been taken and the ball is touched by the second player.
 - b. An IFK must be retaken if the Referee fails to signal that the kick is indirect, and the ball is kicked directly into a goal.
4. All free kicks must be taken from the spot of the foul unless the foul occurred inside the goal area.
 - a. IFK in the penalty area, the ball will be moved to the closest spot along the goal area line.
 - b. DFK in penalty area, a penalty kick (PK) will be awarded.
5. The ball must be stationary before it is kicked, and the original kicker is not allowed to touch the ball twice until it is touched by another player.
6. The ball is in play when it has been kicked and clearly moved.
7. Until the ball is in play all opposing players must be at least ten yards away or be making an active effort to move out of the ten-yard circle.
8. If a player fails to respect the required distance or deliberately delays the restart of play the Referee may caution (Yellow Card) the player.
9. If the kicker touches the ball twice before being touched by another player, then IFK is awarded to the opposing team.
10. Walls:
 - a. When the team that is defending against a free kick forms a wall (3 or more players) no offensive player may stand within 1 yard of the wall.
 - b. If an offensive player is within 1 yard of the wall when the kick is taken the defensive team will be awarded an indirect free kick.

Penalty Kicks:

1. A penalty kick is awarded if a player commits a DFK offense within their own penalty area.
2. The ball will be placed at the penalty spot (12 yards away from the goal).
3. The player taking the penalty kick must be properly identified.
4. The defending goalkeeper must keep one foot on the goal line, facing the kicker, between the goalposts until the ball is kicked.
5. All players who are not participating in the penalty kick must be 10 yards away from the ball, behind the penalty mark, outside the penalty area and inside the field of play.

6. The player kicking the ball must kick the ball forward.
7. The ball is in play when it is kicked and clearly moves.
8. The kicker must not kick the ball again until it has touched another player.

Throw-in:

1. A throw-in is awarded to the opponents of the player that last touched the ball before it crossed over the touchline.
2. A goal cannot be scored directly from a throw-in.
 - a. If it enters the opponent's goal, a goal kick is awarded.
 - b. If it enters the thrower's goal, a corner kick is awarded.
3. When the thrower releases the ball, the thrower must:
 - a. Face the field of play.
 - b. Have part of each foot on or behind the touchline.
 - c. Throw with both hands from behind and over the head.
4. The thrower may not touch the ball until it has touched another player.
5. If an illegal throw-in occurs, a throw-in is awarded to the opposing team at the same spot.
6. If a ball thrown by the thrower never enters the field of play, the throw is retaken.
7. Opponents must stand at least 2 yards away.

Goal Kicks:

1. A goal kick is awarded when the whole of the ball passes over the goal line having last touched a player on the attacking team and a goal is not scored.
2. A goal may be scored directly from a goal kick, however if the ball ends up in the kicker's own goal, a corner kick is awarded to the opposing team.
3. The ball must be stationary and cannot be touched until the ball has left the penalty area.

Corner Kicks:

1. A corner kick is awarded when the whole of the ball passes over the goal line having last touched a player on the defending team and a goal is not scored.
2. A goal may be scored directly from a corner kick, however if the ball ends up in the kickers own goal, a corner kick is awarded to the opposing team.
3. The ball must be placed in the corner closest to where the ball passed over the goal line.
4. The ball must be stationary and is in play when it has been kicked and clearly moves.
5. Players are not allowed to move the corner flags.
6. Opponents must remain 10 yards away from the corner until the ball is kicked and clearly moves.

Offsides:

1. There will be no penalty for playing from an offside position in 7v7 Intramural Soccer.

Ejections and Forfeits:

1. All Cautions (Yellow Cards) and Send Offs/Ejections (Red Card) will be recorded by the officiating crew.

2. Any player receiving 2 cautions will be sent off (Shown a red card) and will be ejected from the game.
3. Any one team receiving 4 yellow cards, or two red cards will forfeit the game and receive a 0 sportsmanship rating.

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.