

# Ithaca College - Recreational Sports Department

## Intramural Dodgeball Tournament Rules

Intramural Office: Hill 102  
(607) 274-3320

intramurals@ithaca.edu  
www.ithaca.edu/sacl/recsports

### **General Information**

#### ***Eligibility:***

1. All teams must have a forfeit bond check on file to play in an intramural league.
2. All participants must be a current student or faculty and staff member at Ithaca College.
3. Participants can be on the roster of only one single sex team and only one co-rec team but we cannot ensure that scheduling conflicts will be avoided if you're on more than 1 team.

**\*\* All players are required to present a valid Ithaca College ID prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. \*\***

#### ***Forfeits & Forfeit Bonds:***

A team who does not field enough players within five minutes after a scheduled game time will receive a forfeit. If a team forfeits they will lose their forfeit bond. A \$15 forfeit bond must be received with the entry form on the date entries are due. Any team which does not pay their forfeit bond by the managers meeting will not be given their schedule until they pay. If a team knows ahead of time they will not be able to field a team for a scheduled game, they may notify the Intramural Office – before 3 PM on weekdays and 11AM on weekends. By notifying the office the game will be cancelled and the team will receive a default loss instead of a forfeit.

#### ***Scheduling and Results:***

- Due to facility and time constraints for this tournament, the rescheduling of games cannot happen.
- The format is a double elimination tournament style so teams will play until they lose their second game. Teams are guaranteed a minimum of 2 games. Any team which does not forfeit a 2<sup>nd</sup> time during the tournament will continue playing.
- Teams should plan to arrive 10-15 minutes before their scheduled start time, as games will begin on time.
- Game results will be posted on the bulletin board outside the intramural office (Hill Center 102) and also on the recreational sports website: [www.ithaca.edu/recsports](http://www.ithaca.edu/recsports).
- In an event of a cancellation, team managers will be contacted. You can also call Hill Center 102 (4-3320) or Hill Center 70 (4-1063) to ask about the status of the game.

***Player Conduct:*** All players are expected to remain under control during an intramural event and are expected to treat all other players, officials, and intramural staff with respect. At any time an official or activity supervisor may eject a player for any reason they deem reasonable. If a player is ejected he/she must leave the premises immediately and will be ineligible to play the following game. The player must meet with the Recreational Sports Program Coordinator before they are eligible to play again. Two ejections will result in a player being disqualified from the league.

**\*\* No Smoking or Alcohol Consumption is allowed at an intramural event. \*\***

***Game Location:*** All games will be played in the Fitness Center.

### **The Team**

A full team consists of 6 players on the court. A team may play with fewer than 6 (which would be a disadvantage as there would be fewer players to eliminate) but must have at least 4 people to start the match.

Extra players: No more than 6 players per team may be on the court at a time. Substitutions can only be made between games.

### **The Court**

The game will be played in the Modo Gym. Depending how many teams sign up for the tournament, we might play 1 game at a time using the basketball boundaries as out of bounds. Or we might have 2 games playing at a time by going width-wise on a basketball court.

### **The Equipment**

- a) Players must wear proper attire (tennis shoes, shirts)
- b) Dodgeballs will be provided by Recreational Sports. 4 will be used per court
- c) Players must remove all jewelry before each match.

### **The Game**

The object of the game is to eliminate all opposing players by getting them “out” or “sending them to jail.” This may be done by:

- a) Game begins by placing the dodgeballs along the centerline
- b) Players then take a position behind their end line
- c) Following a blown whistle by the official/supervisor, teams may approach the centerline to retrieve the balls. This signal officially starts the contest.
- d) If a player is hit by a “thrown ball,” after being thrown by a player on the opposing team, and before the ball hits the ground, the player hit is out.
- e) If a player catches a thrown ball, the thrower is out. ALSO: The team that caught the ball returns a player who was in jail to their team. Players come back into the game in the order they were hit or sent to jail.
- f) A player who is hit in the head (if they did not duck) is not out. The thrower is out. If the player hit in the head did duck, they are out and the thrower stays in.
- g) Hitting an opposing player with a thrown ball below the shoulders results in the hit player being sent to jail.
- h) If a thrown ball is deflected and then caught before it hits the ground, the thrower is out, but if the player drops the ball used to deflect the thrown ball, that player is out and the originally thrower remains in. Also, if a player touches a deflected ball but does not catch it, that player is out.
- i) A ball rebounding off a “catch” attempt may be caught before touching the floor by any in bounds player on the “hit” player’s team. It may not hit a wall/backboard. Result: The thrower is out.
- j) Out-of-bounds: Catching a ball out-of-bounds does not count. If a ball is deflected off one player and he/she or a teammate catches it out-of-bounds, the 1<sup>st</sup> player is still out because the catch does not count. Anything caught or thrown or being hit outside of the boundaries of the court does not count.
- k) A ball rebounding off a wall, backboard etc. does not eliminate a player.
- l) If a player from a team crosses the division line, they are declared out.
- m) When all the players of 1 team have been declared out/sent to jail, the other team wins the game.
- n) A 10-minute time limit (running clock) will be used for each game.
- o) If neither team has been eliminate at the end of the 10 minutes, the team wit the greater number of players remaining will be declared the winner.

- p) In the case of an equal number of players remaining after regulation, a 2-minute sudden-death overtime period will be played. Teams may bring all 6 players back onto the court for this overtime. In sudden death, the 1<sup>st</sup> team to put someone out will be declared the winner of that game.

### **Jail Break**

In the case that a full court is used for play, a jail break can occur. If a player makes a basket over the other team, all players from his/her team come back on the floor. If the ball does not go in, and it is caught, the thrower is out (as in “e” above).

### **Match Play**

Matches will be decided using a “best-of-three” format in which the first team to win 2 games will be declared the winner.

### **Area of Eliminated Players**

- a) Eliminated players on each court will form lines on their side of the court next to the end line. These players must remain in the order that they were eliminated with the first person eliminated closest to the end line. If a member of their team catches a “fly ball” then the first person eliminated can reenter the game.
- b) Eliminated players may throw and out of bounds ball back to their own team but they may not throw a ball at the opposing team or “hold” a ball. If an eliminated player holds a ball the official/supervisor should warn them to throw it to one of their teammates or roll it away from them. If they do not comply within 5 seconds after this warning, one of their teammates will be eliminated by the opposing team’s choice.

### **Rule Enforcement**

Rules will be enforced primarily by the “honor system.” Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. An official/supervisor will oversee all matches. This person’s responsibility will be to rule on any situation in which teams cannot agree. ***IF AN OFFICIAL/SUPERVISOR IS ASKED TO RULE, ALL DECISIONS ARE FINAL - NO EXCEPTIONS.***

### **Safety**

Players may not lift or support their teammates in catching a throw, etc.

### **Boundaries**

During play, all players must remain within boundary lines. Players may leave the boundaries only to retrieve stray balls. A player may not step on or over the center line. They may reach over to retrieve a ball (this includes an extension of the center line out of bounds).