



Intramural Dodge ball Rules

Check-in policy

- Each player must present a valid CSN Sports Center ID Card.
- All intramural participants are responsible for their own medical expenses. Any students unsure of their physical condition should check with their family physician or the student health center before participating in Intramurals.

Conduct and Disqualification: Good sports conduct is essential in Intramural Sports contests. Therefore, if a player or players are ejected from a game, they will receive at minimum, an automatic one game suspension. The suspension of that player becomes effective immediately following the ejection, carries through the remainder of that game, and the following game. While on suspension the player is not allowed to participate in any Intramural Sports-sponsored sport, special event, activity. In order to be reinstated for play, **the player(s) must meet with the the Program Coordinator of Intramural Sports. Meetings take place at the availability of Intramural Sports Staff and must be scheduled appointments. Call (702) 651-4886 to schedule an appointment. Failure to meet with the above individual maintains the suspension in full effect.** In some cases, where appropriate, the Intramural Sports Director may suspend the player(s) for a longer period.

FORFEIT AND DEFAULT POLICY:

A team **forfeits** if they fail to produce the minimum number of players 5 minutes after the scheduled start time. If a team arrives after the start time, but before the forfeit time of 5 minutes, the team that was on time will be awarded a one-game lead to start the match. If the team arrives with the minimum number of players necessary to play, within fifteen minutes of the scheduled game time, or, if they called the Intramural Sports Office at least 24 hours in advance of the scheduled game time informing the office of an inability to field a team for their game, a **default** shall be awarded.

I. **Players:**

- A. Men's & Women's teams consist of 5 players. The minimum number of players required to start a game is 4.

II. Game:

A game will last four (4) minutes. There will be minimal time between games. The winner of a match will be the first team to win 5 games.

The winning team is the team with the last player on the court or the team with the most players left on their side of the court at the conclusion of the game.

Each team starts each game with 3 balls in their possession on their side of the court.

A ball becomes dead when it strikes the ground, ceiling or walls.

The object is to throw the ball at the opposing team and make contact with one or more of the opponents. Any person contacted by a ball on the fly is out of the game.

If the ball comes into contact with the opposing player's head, the person throwing the ball is out. If a person ducks to avoid the ball and is hit in the head, the player ducking is out. This is not considered a "head shot" because the ball was not aimed at the player's head.

Once a player is out, he/she must leave the game and stand in each team's designated "out" area. If no players from either team are out, a maximum of one player may go outside the playing area to retrieve balls on their own side. Players cannot be hit & called "out" while retrieving balls. If more than one player leaves the playing area, that second player which entered the out of bounds area will be called out.

If a player catches a ball thrown by the other team the player that threw the ball is out and a player from the team that caught the ball comes back into play.

All players are confined to one half of the court, with their team's side being bound by the walls, the sideline, and the full basketball court's half-court line. Any player who steps out of these boundaries (one foot completely outside the line) will be called out. **Remind your teammates not to step outside of the court lines or they will be called "out"!!!** The only exception to this rule, as stated above, is if there are no players out for a team and one player is seeking to retrieve balls in the out of bounds area on their teams side.

An official can retrieve a ball that rolls out of the reach of a player. The ball will be returned to a player on the team closest to the side of the court where the ball went out. Players who are "out" from a team may also retrieve balls in their own "out" area and **roll** them back in to their teammates.

There are no time-outs during the game. The officials may stop the clock for an injury time out.

III. Violations:

Delay of game – a) holding the ball(s). After 10 seconds the official will blow the whistle and the player holding the ball must roll the ball to the opponents' side of the playing area. Failure to roll the ball will result in a player being called out. Teams are also not allowed to **intentionally** leave balls on their side of the court for longer than 10 seconds (i.e. no

stalling) b) standing in the corner, hiding to protect players. The player(s) will be warned and then declared "out."

IV. Tie Breakers:

In the event of a tie, there will be one sudden death overtime period. No players are replaced for the overtime. During sudden death play, the first team to eliminate an opposing team's player shall be declared the winner.