

# American University Intramurals

## Dodgeball Rules

All intramural volleyball matches will be governed by National Amateur Dodgeball Association with the following intramural modifications:

### General Information

1. All participants must have their current valid AU ID with them in order to participate. No player will be allowed to play without his or her own valid AU ID. Players must have also completed the waiver form which can be found on-line.
2. The players must check-in with the supervisor on duty, which will check their AU ID and verify completion of the waiver form.
3. A player may play for ONE men's or women's team and ONE Co-Rec team.
4. Teams may add players under the following circumstances:
  - a. The player must not have played for another team in their respective division.
  - b. The player must have a completed waiver on-file for that sport.
  - c. The player must show his/her valid AU ID to the supervisor to check-in prior to the game.

**Protests:** Protests are not allowed on judgment calls. Team managers are allowed to protest a misapplication of the rule **before the next game** to staff on duty. The supervisor will make a decision before the restart. The team manager may protest the game at that point if they believe that the decision is still incorrect. Protest procedures are laid out in the Policy and Procedure manual. Protests regarding plays will not be heard at any other time. Eligibility protests may be made at any time to staff members on duty. The staff will then alert the opposing team of the eligibility issue. Any further eligibility protests must be made in the Intramural Office.

**Captains:** Team captains are responsible for all information contained in this packet and all choices made shall be irrevocable.

### Captain's Meeting, Game Time, and Scoring Information

**Coin Toss:** The supervisor shall toss a coin and offer the winning Captain the choice of sides. Teams will alternate sides following each game.

### Starting the Match:

**A team is comprised of 6 players. GAME TIME IS FORFEIT TIME. Teams arriving late will not be given the opportunity to participate. A minimum of 5 players is required to start the match. In Coed the acceptable combinations are: 3 male and 3 female or 2 male and 4 female or 3 female and 2 male.** A team that begins with 5 players may not add the 6<sup>th</sup> player until the beginning of the next game. Each match will be the best two out of three games. A game will be won when all of the opposing team members have been declared out.

A 6-minute time limit will be in effect for each game. At the end of regulation the team with more players remaining shall be declared the winner of the game. If the same numbers of players remain on both teams when time has expired, sudden death will be in effect.

The object of the game is to eliminate all opposing players by getting them OUT

An OUT is scored by:

- a. Hitting an opposing player with a LIVE thrown ball below the shoulders.
- 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.

- d. An opposing player stepping out of bounds. A player may legally leave the playing court to retrieve a ball through the end line, and return through the end line only. Any other type of leaving the field of play will be declared an out.

A LIVE ball is a thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, another player or ball.

To begin play all players will take a position behind their end line. Following a signal by the supervisor, teams may approach the center-line to retrieve the balls. Teams may only retrieve balls placed to the right (as they face the center-line) of the center hash. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may also be retrieved by either team.

### **OPENING RUSH**

Each/every ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent.

### **SUDDEN DEATH**

If at the end of regulation, each team has the same number of players remaining of the court, a sudden death period will begin. The period will begin with an equal number of "balls in hand" behind a team's end line. The first team to eliminate any ONE opposing player will be declared the winner.

### **SUBSTITUTIONS**

Substitutions will be allowed only between games, before a sudden death period, or during an injury timeout. A player that has been declared out during a period may reenter the game as a substitute for someone remaining in the game.

### **PENALTIES AND INFRACTIONS**

The following penalties and infractions will be called by the game supervisor:

1. Stalling – a team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team. It is illegal for the leading team to control all the balls for more than five seconds. If the leading team controls all the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a "5-second violation" will be called. A team may avoid a 5-second violation by throwing or rolling a ball into the opponent's backcourt. This does not include throwing a ball **over and through** an opponent's end line.  
**PENALTY: 1<sup>st</sup> violation:** Stoppage of play and balls will be divided evenly between the teams. Play will continue with "balls in hand."  
**2<sup>nd</sup> Violation:** Free throw for the opposing team – a penalty in which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination. This is possible because a caught "free throw" does not result in an "out" for the thrower.  
**3<sup>rd</sup> Violation:** Ejection of one (1) player from the offending team for the remainder of the game.
2. Unsportsmanlike conduct: All unsportsmanlike conduct will be assessed by the game supervisor, it may include, but is not limited to:
  - a. Foul language
  - b. Hits above the shoulders
  - c. Unnecessary roughness
  - d. Arguing with game officials
  - e. Abuse of the "honor system"

Any player receiving two unsportsmanlike penalties during a match will be ejected from the match and subject to further penalties from the intramural office.