

DODGEBALL RULES

CHICO STATE INTRAMURAL SPORTS

In cases where a rule is not directly outlined in the following rules, the Intramural Sports Staff, Competitive Sports Coordinator, and/or the Assistant Director reserve the right to use common sense, fairness and the “Spirit of the Game” in providing interpretations on the rules, policies and procedures.

INCLUSION

Intramural Sports values diversity and seeks to create a safe and fun environment that is accessible to the Chico State Community. Intramural Sports is committed to maintaining an environment without discrimination as to race, religion, national origin, gender identity/expression or sexual orientation.

CONDUCT

The Chico State Intramural Sports program promotes good sportsmanship by staff, participants, and spectators. We request everyone’s cooperation by supporting the participants and staff in a positive manner. Profanity, racial or ethnic comments, anti-LGBTQ comments or other intimidating actions directed at staff, participants, or other spectators will not be tolerated and are grounds for removal from the site of competition and further disciplinary action.

ACCIDENT INSURANCE

The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL

In order to participate a valid CSUC or photo ID is required for check-in at each game. Any problems with lost, stolen and/or misplaced IDs must be taken care of prior to game time.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered and/or the uniform is changed.

FORFEITS

- A. Game time is forfeit time.
- B. No Show = No team members show up to a schedule game and the Intramurals Office was not contacted. A No Show can result in elimination from end of the season playoff participation.
- C. Forfeit = A team does not have the minimum amount of players to begin a contest. A team notifies the Rec. Sports Office of their forfeit by 3pm on gameday. One notification of a forfeit to Intramural Sports made by 3pm on gameday will not result in removal from league or postseason.
- D. Multiple forfeits may result in elimination from the end of the season playoff participation

PLAYERS

- A. Roster size is unlimited; please note that only double the amount of players on the field will be awarded Intramural Champion t-shirts.
- B. Games are played with six players on the court.
- C. A minimum of four players per team are needed to begin a game.
- D. Co-ed teams must have no more male than female players on the court to begin a contest.
- E. Co-ed teams can only begin with 4 players if two players are female. Co-ed teams can begin with 5 players as long as 3 are female. However having more females on the floor than males is not penalized.
- F. Substitutes are allowed *only* in the case of injury.
- G. Players eliminated during the game are not eligible to substitute in the event of an injury.

EQUIPMENT

- A. A standard 6 v 6 game will use six game balls, provided by Recreational Sports.
- B. Players may NOT wear any type of gloves during a contest.

TIME REGULATIONS

- A. A match will consist of the best of 7 games.
- B. Each game will have a three-minute time limit.
- C. Each team will receive one 30 second time out per game.
- D. Only the referee's whistle starts and stops the clock.
- E. All players are in jeopardy of being eliminated until the referee signals the beginning of a time out or the end of regulation time.
 - *Exception: All LIVE balls in flight at time of an officials' signal (to end regulation time or begin time-out) remain LIVE, and may eliminate an opponent, until the ball becomes dead.*

BOUNDARIES

- A. During play, all players must remain within boundary lines (indicated by the basketball boundaries and the cones located at the basketball end-line).
- B. Players may pass through their end-line to retrieve stray balls in their back court area, but must immediately re-enter the playing field through their own end-line.
 - *Note: A player who does not immediately re-enter the playing area may be declared OUT*
- C. A player shall **NOT**:
 - Have any part of their body contact the playing surface on or over a sideline.
 - Leave the playing field (sideline or end-line) to avoid being hit, or attempt to catch a ball.
 - Have any part of their body cross over the center-line and contact the ground on their opponents' side of the court (*Exception: during opening rush, players may slightly cross the center line as they grab a ball. Officials should refrain from calling players OUT at this time unless the player's actions yielded a definite advantage.*)
 - *Note: At any time throughout the game, a player may step on the center line without penalty (as long as they do not cross it).*
- D. A player that is deemed "out" must exit the playing field through the end-line.
- E. If a teammate catches a live ball, an eliminated player may rejoin the game through the sideline at the prompt of the official.

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GAME PLAY

While calls are ultimately at the discretion of the officials, the “honor system” will occasionally be used, and players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.

- A. Six dodge balls will be placed along the center line.
- B. Players then take a position on their end line.
- C. Following a signal by the official, teams may approach the center-line to retrieve the balls (called the “opening rush.”). During the opening rush a player may not slide or kick in order to gain possession of the ball.
- D. Each/every ball retrieved at the opening rush must first be carried or passed beyond the attack line (10-foot line) and into the team’s backcourt before it may be legally thrown at an opponent.
- E. The object of the game is to eliminate all opposing players by getting them OUT.
 - An OUT is scored by:
 - Hitting an opposing player with a LIVE thrown ball below the shoulders. *Note: If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal. If a player is wearing a baseball hat, the hat is considered part of the body and if the hat is contacted at any point by the ball the player will be ruled out.*
 - Catching a LIVE ball thrown by your opponent.
 - An opposing player stepping out of bounds.
 - 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)
 - Once a player is out they must lineup behind their designated cone.
- F. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball (see rule 5d).
- G. The first team to legally eliminate all opposing players will be declared the winner.
- H. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- I. Teams may have no more than two people positioned along the end line at all times. Between the white basketball court line and the hockey red line.
- J. A player that is out must raise their hand when leaving the floor, to avoid getting hit.
- K. A player can reenter the game anywhere on the sidelines.
- L. A ball has to be thrown either overhand or underhand, it cannot be kicked, punched, or batted (ie volleyball serve).

GOLDEN HOOP: REGENERATION

- A. Teams can, at any time, regenerate their squad to the allowable number of six players on the court by making a basket with a dodgeball in the hoop located on the opponent’s side of the court. The ball may hit any part of the basketball hoop, supports, or ceiling and still go through the basket to count. Any ball (thrown or deflected) that hits any part of the basket or support and/or goes through the hoop, becomes dead and cannot be caught for an out or hit a player for an out. Airball shots may be caught for an out.
- B. A team may throw a ball at an attempted regeneration shot in order to block the shot. The ball thrown in order to block the shot does not need to be caught.

OVERTIME

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- A. If an equal number of players remain after regulation play, a sudden death overtime period will be played.
- B. The first team to legally eliminate any one opponent will be declared the winner.
- C. The overtime period will begin with each team having three "balls in hand" behind their end-line.
- D. No timeouts are allowed during overtime.

DEAD BALL

- A. The Ball will be ruled dead anytime it:
 - Hits and/or is caught by another participant.
 - In the event that a ball strikes an opponent, but remains airborne, only the player initially hit may attempt to catch the ball.
 - If the ball is caught by a teammate, the player will still be deemed out, as the ball has become **dead on arrival**.
 - Contacts the floor, backboard, wall, ceiling and/or curtain
 - Exception - A ball that contacts the backboard, ceiling, and/or basket support system on a regeneration shot and is successful is okay.
 - Contacts an opposing player's ball.
 - If a ball is thrown, hits an opponent's ball, and then contacts the opponent's person, the opponent will not be declared out.

STALLING AND 5-SECOND VIOLATION

- A. Obvious stalling shall be called at the discretion of the official.
- B. It is illegal for the leading team to control all the balls for more than five seconds. If all balls are located on one side of the court, the leading team (team with balls) must make a legitimate effort (i.e. thrown or rolled not placed) to get at least one ball across the 10 meter and into the opponent's backcourt. If this is not done within five seconds, a "5-second violation" will be called.
- C. Penalty for 5-second violation(s):
 - First Violation: Play will be stopped and the balls will be divided evenly among the teams. Play will continue with "balls in hand."
 - Second Violation: Team without possession of all balls will be awarded all balls. (i.e. balls change team possessions).
 - Third Violation: Ejection of one player from the offending team.
Note: The stalling violations do not apply to overtime.

SPORTSMANSHIP VIOLATION

- A. A Yellow/Red card system will be used to control unsportsmanlike conduct and improper behavior.
- B. A player that is ejected cannot be substituted for; the team must play down a player.