DODGEBALL

I. GENERAL
   A. Rosters
      i. Players may play for only one men’s or women’s team and one co-rec team.
      ii. A team consists of 6 players.
         1. For Co-Rec, 3 men and 3 women
      iii. A minimum of 4 players is needed to start the game.
         1. For Co-Rec, 2 men and 2 women
      iv. Team rosters are frozen at 5:00pm one week following the posting of playoff brackets.
      v. There is no limit to players on the roster. Please note the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.

II. Equipment
   A. Game balls are provided by Intramural Sports.
   B. All participants must wear proper athletic attire as per Campus Recreation Center policy in order to participate. This includes non-marking court shoes.
      i. Boots and sandals are not appropriate for dodgeball.
   C. Participants must wear T-shirts while participating.
   D. Prohibited Equipment
      i. Participants may not wear jewelry.
         1. Participants may not cover up jewelry with tape, band-aids or other such items.
      ii. Participants may not wear hats, caps or bandanas.
      iii. Cast or splints (hard or soft) are not permitted.

III. Timing
   A. The game will last for 20 minutes.
   B. Teams will play as many games as they can within the 20 minute time frame.

IV. Regulations
   A. The Game
      i. Each game will be played within the boundaries of approximately half a basketball court
1. During play, all players must remain within the boundary lines
   a. EXCEPTION: Players may leave the boundaries through their end-line only to retrieve stray balls, and must return through their end-line.

2. If a player steps on or beyond the center line, that player is out
   ii. The first team to legally eliminate all opposing players will be declared the winner of the game.
   iii. The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
       1. Hitting an opposing player with a thrown LIVE ball below the shoulders.
          a. Definition: LIVE - A ball that has been thrown and has not touched anything, including the floor/ground, another ball, official or other item outside of the playing field (wall, ceiling, etc) (exception: a ball hitting another player is live until it hits one of the aforementioned)
       2. Catching a LIVE ball thrown by your opponent
          a. If a team catches a live ball thrown by an opponent before it touches the ground, one player from that team may return.
             i. As players are eliminated from a game they are to stay in the same order as they are eliminated to create a re-entry lineup. If players are eligible to re-enter the game then they shall re-enter based upon the order of the re-entry lineup (the first player to be eliminated will be the first player to re-enter a game if necessary, so on and so forth)
          b. If a ball is thrown at a player and in result the player “bobbles” the ball (doesn’t catch/maintain possession of the ball immediately) and then ultimately catches it before it touches the ground or any other object, then the opponent who threw the ball is out.
          c. If a player throws a ball, hits their opponent, and then the ball ricochets/bounces off the player, the ball is still considered a “live” ball so that a teammate could catch the ball before it hits the ground or another object.
             i. If a player catches a ball that has been ricocheted/deflected off of a teammate then the “thrower” is out and a player would be eligible to re-enter from the top of that team’s re-entry lineup.
                1. If the player that the ball ricocheted/deflected off of is the first person from their team to be out, then they are to just remain in play.
ii. If a ball is ricocheted/deflected off of one player and hits a second player (without anyone catching the ball) then both players are out.

iv. Blocking of balls is allowed
   1. If a player attempts to block a ball and the thrown ball causes the player to drop the ball in their possession being used to block, the player attempting to block the thrown ball is out.

v. Teams may only throw balls from their respective court. Any player who throws a ball from another court/game will be eliminated.

vi. In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds.
   1. Having control indicates that all 6 balls are in player possession or within the boundaries of the team’s side
      a. This does not include when teams have to chase a ball outside of the boundaries.
   2. In this case, the team will be warned for their first violation. The second violation will result in disqualification for that team.

vii. The team with the most games won will be declared the winner of the match.

viii. If time expires during the last game, whichever team has more players remaining on the court will win the game.

ix. If both teams have the same number of players on the court, a sudden-death “overtime” will occur only IF:
   1. The result of the game impacts the winner of the Match.
   2. Play will resume with the remaining players on the floor. The first team to eliminate an opponent will be declared the winner.

x. **Overtime**
   1. If following the expiration of time AND the last games, and if both teams have won the same amount of games, a sudden-death “overtime” will be played to determine the match winner.
   2. The overtime will be played like a typical game, however, the first team to eliminate an opponent will win the game AND the Match.

xi. **Starting the Game**
   1. There will be 6 balls along the center line.
   2. Players from each team will start behind their end-line. Each team will retrieve the three balls designated for them on their right side of the center ball.
   3. After 30 seconds, all balls will be free if left at the center line.
   4. After grabbing a ball, a player must return behind the attack line in order to throw at the opposing team.
a. Any ball thrown before the ball is brought back behind the attack line, will be an illegal throw.
   i. An illegal throw will not count if the ball hits an opposing player. However, if the ball is caught by the opposing player on an illegal throw, the player who threw the ball will be “OUT.”
   ii. The attack line disappears after all balls have been cleared behind the line after the opening rush.

5. Players may then throw up to the middle line.

xii. Forfeits

1. Ready to Play and Game Time
   a. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
   b. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
      i. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
         1. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.
      ii. Elect to NOT offer the 10-minute grace period, and automatically take the win.
   c. The decision made by the captain of the team ready to play is final. He/she may not change their mind.

2. Penalty Points
   a. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
      i. Elect to start the game tied 0-0
      ii. Elect to start the game up the following amount of points:
         1. Men’s/ Women’s/Co-Rec:  1
   b. The decision made by the captain of the team ready to play is final. He/she may not change his mind.

V. SPORTSMANSHIP
A. Ratings  
i. FAU Campus Recreation’s sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.  
   1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.  
   2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in a “5”.  
   3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.  
   4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)  
   5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. **All ejections will warrant a minimum 1 game suspension!**  

B. Rating Criteria  
i. **“5” - Good Conduct and Sportsmanship**  
   1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.  

   ii. **“4” - Average Conduct and Sportsmanship**  
   1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.
iii. “3” - Below Average Conduct and Sportsmanship
   1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

iv. “2” - Poor Conduct and Sportsmanship
   1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

v. “1” - Unacceptable Conduct and Sportsmanship
   1. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

C. Positive Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
      2. The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
      3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
      4. Respect is shown for FAU Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
2. Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.

4. Taunting an opponent or opposing team spectator (trash talk)

5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.

7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.

9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.