

2006 Dodgeball Rules Summary

The Complete FSU IM Dodgeball Rulebook is Available Online at fsu.campusrec.com/im

No Tobacco and **No Alcohol** are permitted in Tully Gym. Violators will be ejected.

No Gum, No Food, and No Flavored Drinks are allowed on the Gym Floor. Only **Bottled Water** is permitted.

PLAYER ELIGIBILITY & TEAM COMPOSITION

Players MUST be valid, fee-paying FSU students, faculty or full-time staff. FAMU and regular TCC students are NOT eligible for FSU IM sports and events. All players MUST show current FSUCard prior to each match. *All players & spectators must sign a liability waiver before entering the gym.*

Games are 6-on-6. Roster size is unlimited, but only six (6) will be active players on the court at a time. Co-rec teams must start each game with a minimum of two (2) players of each gender on the court. *At no time in a co-rec game may more than three (3) players of each gender be active participants on the court for each team.* All teams must have at least four (4) players to start a match and continue playing a match in the event of injury, disqualification, or ejection. Having only three (3) players at game time will result in a default; having only two (2) or less will result in a forfeit.

Substitutes may elect to be active or inactive for a game. Active substitutes shall line up along the sideline at the team's return cone. They will be permitted to enter the game on a catch-and-return. Inactive substitutes shall remain away from the return area and will not be permitted to join the catch-and-return line for that game.

EQUIPMENT & PLAYING AREA

Appropriate gym footwear must be worn. Cleats, boots, sandals, and flip-flops are not permitted. Hats and any other head wear that has a hard bill or creates a knot-like protrusion are not permitted.

Jewelry is NOT allowed to be worn by any participant during IM dodgeball. This jewelry consists of any visible rings (including wedding rings), watches, necklaces, earrings, studs, bracelets and any other such similar jewelry. Taping of jewelry is not permitted. Only medical alert bracelets are permitted. Following a team warning, any player from a warned team in the game found to be wearing prohibited equipment (jewelry, etc) will be ruled out for the game and may not reenter for a subsequent game until the jewelry is removed.

Dodgeballs will be provided by the Intramural Sports staff at the game site. Each court will have its own color of dodgeballs. Only the designated color of dodgeball may be used on that court in the event of dodgeballs ending up on other courts.

The playing area shall be the normal basketball court (black lines in Tully Gym). Court lines are out-of-play. Out-of-play areas include anything outside the basketball court including walls, curtains, and the ceiling. Basketball goals & supports are out-of-play except during a regeneration attempt (see below). Spectators and substitutes are out-of-play. Dodgeballs that hit out-of-play areas are immediately dead.

Active players shall make an effort to remain inside the basketball court at all times unless leaving the court to actively retrieve a dodgeball. Players cannot be put out while out retrieving a dodgeball. However, a player can be ruled out by an official if he/she intentionally positions him/herself out-of-bounds or does not return to the court when directed by an official.

MATCH LENGTH AND FORMAT

Each match will consist of as many games as can be played within the 35-minute time limit. The team which has won the most games when the time limit is reached shall be declared the winner of the match.

Games in progress when the 35-minute time limit is reached will be completed through an instant overtime format, if the outcome of the game would tie the overall match score or win the match for a team. In other cases (when a team leads by 2 or more at the time limit), the game will not be completed and the match will be called.

For the instant overtime period, those players on the court when time is called shall reposition themselves at the back line for a game restart. If a team has less than three (3) players remaining on the court, they may add players to increase their number to three. No substitutions are permitted, only additions. In a co-rec game, when additions are made, at least one player of each gender must be on the court. Balls are reset at the center line, play resumes as normal. The first team to put out a player from the opponent's squad shall be declared the winner.

In the event that each team has won the same number of games (tied) at the end of regulation & instant OT, a single 6-on-6 sudden-victory overtime showdown will be played. In the overtime showdown, the team which first puts out an opponent will be declared the winner.

GAME PLAY

The object of the game is to put out all members of the opposing team.

To start a game, six (6) dodgeballs will be placed at the mid-court line. Half of the dodgeballs will be placed on the right side of the court, the other half on the left side. The six (6) active players for each team will start outside of the basketball court with a foot on the end line. At the referee's signal, players shall retrieve the three (3) balls on the right side of the court (as viewed from the baseline). Each ball retrieved during the opening rush must be possessed within the team's 3-point arc before being thrown at an opponent. Once the ball is possessed inside the arc, it may be thrown immediately or carried forward before being thrown. Violations result in an illegal throw & the thrower is out.

Once all three (3) of a team's designated dodgeballs have been collected and possessed within the arc, the team may attempt to collect the opponent's designated dodgeballs. When "stealing" the opponent's designated dodgeballs following the initial rush, these balls may be picked up and thrown immediately (no arc rule). Additionally, a ball that is contacted so that it rolls onto the opponent's side of the court may be picked up and thrown immediately by the opponent (no arc rule). The arc rule does not apply after the initial rush and retrieval.

A player is out when...

- (1) a player is hit anywhere at or below the shoulders (including clothing) by a dodgeball that is thrown by an active opposing player and that has not touched the floor or an out-of-play area / structure and that is not subsequently caught by an active member of the player's team, unless the player is out-of-bounds actively retrieving a ball.
- (2) a player throws a ball that is legally caught (before any deflections) by an active member of the opposing team.
- (3) a player commits an illegal throw.
- (4) a player jumps or moves out of bounds (outside the basketball court boundary lines) while attempting to dodge a ball.
- (5) a player touches any part of the opposing team's side of the court during ball retrieval.

A ball thrown by an active player remains live and able to put out an opposing player even if the thrower is put out while the ball is in the air.

When a player is hit in the head by a dodgeball...

- (1) a player hit in the head by an untouched/undeflected ball who is positioned between half court and the free throw line extended shall not be out. In this case, the thrower is out.
- (2) a player hit in the head by an untouched/undeflected ball who is positioned between the free throw line and back line shall be out. In this case, the thrower is safe.
- (3) a player hit in the head by a deflected ball anywhere on the court shall be out. The thrower is safe.
- (4) a player who intentionally ducks or positions his/her head to contact a ball anywhere on the court shall be ruled out. The thrower is safe.

When a player is put out, he/she shall line up in the team's catch-and-return line along the designated sideline in the order in which they were put out. If in possession of a dodgeball, he/she may toss or roll it to a teammate or place it on the court.

ILLEGAL THROWS / ROLLING, PLACING, & HEAVING OF A BALL

An illegal throw occurs when:

- (1) the thrower throws a ball which intentionally or unintentionally hits an opponent in the head (before any deflections) as described above.
- (2) the thrower steps on or over an out-of-bounds line or the mid-court line before, during, or after a throw.
- (3) the thrower kicks, strikes, or spikes a dodgeball toward an opponent.

For each illegal throw, the thrower is ruled out. The throw cannot put out an opponent, *but can be caught for a catch-and-return*.

Balls may not be placed on the opponent's side of the court within the placing team's reach. The placer is out. Balls may not be heaved outside of the court area (including onto the back bleachers). The heaver is out.

Balls rolled or tossed onto the opponent's side of the court without the intent of putting a player out must be rolled or tossed within the opponent's 3-point arc. Balls rolled or tossed that do not go through this area and go out-of-bounds in the corner or out a sideline are illegal throws. The thrower / tosser / roller is out.

DEFLECTIONS

A deflection occurs when a thrown ball hits off an opposing player or airborne ball and remains in the air.

All dodgeballs are live and are able to put people out until they touch the ground or any other object that is out of play and become dead. A thrown dodgeball may deflect off of multiple players, effectively putting out multiple opponents with a single throw.

A player may grasp a dodgeball and use it to safely deflect a thrown dodgeball away. If the ball (or any additional balls in player possession) is dropped during the deflection, the player who was holding the dodgeball is out. A player can be hit by his own deflected ball and be put out.

CATCHING A THROWN BALL & CATCH-AND-RETURN

A thrown dodgeball that is legally caught by a member of the opposing team while they are still in play and before it has struck an out-of-play area, the floor, or a player will result in the thrower being declared out AND the return of the first teammate in the catch-and-return line for the team, if that team has less than six (6) active players on the court. There are no stored catch-and-return credits.

A legal catch occurs when the catcher (1) begins the catching motion inbounds, (2) catches the ball, and (3) remains inbounds following the catch and establishes a stationary position inbounds while still in possession of the ball. If the catch is completed out-of-bounds, NO ONE is out. If the catch is dropped, inbounds or out-of-bounds, the failed catcher is OUT.

A ball that deflects off of another airborne ball can be caught to put out the thrower. A ball that deflects off a player and is subsequently caught by that player (before deflecting off a different player or object) also puts out the thrower. Catch-and-return applies in each case.

A legally caught ball that has deflected off of a teammate(s) and is caught by another teammate saves the originally hit player(s) from being out. In this case, the thrower is NOT out, and there is NO catch-and-return for the catching team.

BALL RETRIEVAL

The retrieval of dodgeballs that leave the in-play area is limited to those players who are active in the game and have not yet been put out. Active players may leave the court at any time to retrieve balls for their team without penalty. Once out-of-play actively retrieving a ball, the player is not eligible to be put out. Players shall return to the court immediately once they have retrieved the ball. Any delay deemed excessive by the official can result in the player being called out.

Players may not go across the mid-court line (and the mid-court line extended out from the court) for any reason. A player may reach across the mid-court line and grasp a ball, but may not touch the opposing team's side of the court with any part of their body during retrieval.

Team members in the catch-and-return line shall not interfere with game play. Team members in the catch-and-return line may deflect balls back into play but shall not move around the court to assist with ball retrieval. Spectators and inactive participants shall not help retrieve balls for their team and must allow easy access to the active players to retrieve dodgeballs.

STALLING

Teams and players must be actively involved and engaged in the game, either by attempting to put out other players, shooting shots, or retrieving balls. Regardless of the number of balls in team possession, inactivity including excessive rolling or heaving of balls without the intent to put out an opponent will be deemed stalling by the game official, who may then begin a five-second count during which time the team is required to make an active attempt to put out an opponent or take a shot at the basket.

Teams with all six (6) dodgeballs on their half of the court -- or all active dodgeballs, if balls are trapped and inaccessible -- must be actively retrieving those balls outside of the court boundaries, must throw at least one ball at an opponent, must take a shot at the basket, or must relinquish control of at least one ball within five (5) seconds when directed by an official. The official may allow for reasonable recovery time prior to beginning the five second count; thus the count does not start the instant six balls are on a team's side.

Violations of any provision of the stall rule will result in loss of possession of all dodgeballs by the offending team. The opposing team will gain control of all six (6) dodgeballs and have ten (10) seconds following the official's signal to resume play by throwing at an opponent or taking a shot at the basket.

Both teams may be charged with stalling simultaneously. In this case, both teams must comply as described above within five (5) seconds as directed by a game official. Inactivity by both teams will result in forfeiture of the match.

REGENERATION / ELIMINATION

Teams can, at any time, regenerate their squad to the allowable number of six (6) players on the court by making a basket with a dodgeball in the hoop located at the back of the opponent's zone. Balls may hit any part of the basketball hoop or supports 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 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.

When the opposing team has only one player remaining on the court, the team may win the game for their squad by making a basket in the opponent's hoop. In this case, a made basket eliminates the final player on the opposing team rather than regenerating the shooter's squad.

SPORTSMANSHIP

Sportsmanship is an important part of intramural sports. Teams receive sportsmanship ratings at the conclusion of each game on a scale of 0 to 4. Teams must maintain a 3.0 average to continue participating in the league or tournament. Teams are responsible for keeping their spectators under control. Misconduct of players or team spectators may result in ejection and/or forfeiture of the game.

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