

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 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 or 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. Any player 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.

For men's and co-rec matches, the playing area shall be the normal basketball court (black lines in Tully Gym). For women's matches, the playing area shall be the normal volleyball court (grey 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, in-play players must remain inside the basketball court at all times. Active, in-play players may not leave the court, except on extremely limited occasions 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 if he/she intentionally positions him/herself out-of-bounds.

Inactive substitutes and spectators must remain along the designated sideline and outside the basketball court lines at all times.

MATCH LENGTH AND FORMAT

Each match will consist of as many games as can be played within the 30-minute time limit. Time will be kept for all matches on the overhead scoreboard. Teams earn 1 point for each game won. If a game is in progress when the time limit is reached, the team with more players & (co-rec) pins on the court will earn the point. If tied (same number of players & (co-rec) pins), no point is scored.

In the event that the score is tied at the end of regulation, a single 6-on-6 sudden-victory overtime showdown will be played. In the overtime showdown, the team which first puts out an opponent or (co-rec) knocks down a single pin will be declared the winner. (Co-rec) If a team knocks over its own pin, they will immediately lose the contest.

GAME PLAY

The object of the game is to put out all members of the opposing team OR (co-rec) knock down all of the opposing team's pins.

To start a game, three (3) dodgeballs are placed on the free throw line on each end of the court. (Co-rec) Three (3) pins are placed on each end of the court in the following locations: one on each free throw lane block and one on the end line of the volleyball court (grey line in middle of basketball free throw lane). The six (6) active players for each team will start outside of the basketball court with a foot on the end line. At the signal, players shall retrieve the three (3) balls on their side of the court. Once the ball is picked up, it may be thrown immediately or carried forward before being thrown.

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, 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 / volleyball 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 out. The thrower is safe.

When a player is put out, he/she shall move to a position along the sideline or end line of his/her team's side of the court. If in possession of a dodgeball, he/she may toss or roll it to a teammate or place it on the court. Players shall remember their order of elimination for catch-and-return purposes.

KNOCKING DOWN A PIN – CO-REC ONLY

A pin is considered down when...

- (1) It is knocked over from the vertical position to laying on the floor.
- (2) It is contacted in such a way that it remains vertical, but is positioned completely outside of the court lines.

Pins may be knocked over by any method including rolling a dodgeball or otherwise being struck by a grounded dodgeball.

Upright pins may not be moved or repositioned by any player once a game has begun. Violations result in the pin being removed from play. Once a pin is considered down, a team may clear it from the playing area. A team which accidentally or intentionally knocks over one of its own pins shall have that pin removed from play.

ILLEGAL HANDLING, THROWING, ROLLING, PLACING, & HEAVING OF A BALL

Players may not excessively squeeze or crush a dodgeball in an attempt to make the dodgeball more compact for throwing. In such cases, the player will be ruled out. Repeated violations will result in ejection (damaging FSU IM Sports equipment).

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 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. Players who deflect a ball or are hit with a deflected ball are out. Players may NOT use a dodgeball to deflect a thrown ball (the deflector is out).

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.

CATCHING A THROWN BALL & CATCH-AND-RETURN

A thrown dodgeball that is legally caught by a member of the opposing team before it has struck an out-of-play area, the floor, or a player (undeflected) 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 by an active, in-play player 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, the catcher is out for being out-of-bounds and cannot return on the catch-and-return rule for this illegal catch; the thrower is safe.

For a legal catch by an active, in-play player, (1) the thrower is out, (2) the catcher is safe, and (3) the first person in the catch-and-return order shall return to the court at their first opportunity (in Co-Rec, the person to return must be of the underrepresented gender). A player returning to the court can be put out once both feet have been established inbounds.

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 does not constitute a catch-and-return. The catcher is safe. The thrower is safe. But the player the ball deflected off is considered out (still hit with a thrown ball).

BALL RETRIEVAL

When there are no inactive players or available active substitutes (all 6 starters are still in-play with no substitutes available), active players on the court will be permitted to leave the court without penalty to retrieve dodgeballs.

When there is at least one (1) inactive player (eliminated player) or at least one (1) active substitute, active players are PROHIBITED from leaving the court to retrieve dodgeballs. Inactive players and active substitutes will serve as ball retrievers at all times.

Active and inactive players and substitutes 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.

Under no circumstances may a spectator or inactive substitute pick up a dodgeball or otherwise assist his/her team or interfere with the opponent. Penalties include forfeiture of the retrieved ball to the opponent or ejection from the contest.

ONE-ON-ONE AND STALLING

(1-on-1 1-Minute Rule) When both teams are down to a single active player on the floor, the court monitor shall institute the 1-minute time limit. Based on the overall match score, if one team leads another, the team trailing will score 2 points if it wins within the minute and 1 point if both players survive the minute; the team winning will score 1 point for a win and 0 points if both players survive the minute. If the overall match score is tied, either team will score 1 point for winning within the minute and no point will be scored if both players survive the minute.

Teams and players must be actively involved and engaged in the game, either by attempting to put out other players 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 is considered unsportsmanlike conduct and may result in the stoppage of play by a site supervisor.

(Stalling 1-Minute Rule) The 1-minute game time limit may be imposed when stalling is ruled. The team charged with stalling must win the game within 1-minute or the opposing team shall be declared the winner and earn the point. If, during the 1-minute timed period, the second team also is charged with stalling, the game shall be ended and no point will be scored. If a double stall (each team) is called on 2 or more occasions during a match, the match may be ended as a double forfeit for the teams failing to play within the spirit of the rules.

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. Blatant violations of the established rules, stalling the game action, and excessive arguing can result in participant or spectator ejections or team dismissal from league or tournament play. 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.

Play Fair or Go Home Rule: Sportsmanship violations, cheating, and other blatant rule violations will not be tolerated. The Intramural Sports staff (site supervisors or administrative staff) reserves the right to stop any match at any time and disqualify one or both teams for such violations. An instant appeal to the disqualified team's opponent will occur when a single team is disqualified. The match-site team captain of the opposing team may select to take the awarded victory or continue playing the match. When both teams face simultaneous disqualification, the IM staff will meet with both team captains to determine if the match shall continue. The match clock will continue to run during all disqualification proceedings and discussions. There is no appeal of a double disqualification or any further appeal of a single disqualification (no postgame protest or office appeal).