



The University of Michigan  
Department of Recreational Sports  
*Intramural Sports Program*

## DODGEBALL RULES

### I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at [www.recsports.umich.edu/intramurals](http://www.recsports.umich.edu/intramurals).)

#### A. ROSTER AND ROSTER ADDITIONS

1. **Tournaments:** A team's roster is built over the course of the preliminary rounds of the tournament. As in team sports, the individuals listed on the scorecards constitute a team's roster. Managers are responsible for the completeness and accuracy of the scorecards. In tournament events, roster additions may be made through the quarter-final games.

#### B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
  - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
  - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
  - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
  - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.

#### C. FORFEITS:

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit "win," the team receiving the forfeit "win" for the contest must have the minimum number of required players to start a game.

**NOTE:** Both teams are recommended to list the players present at the game site in order to have those players considered as having "participated" in that game.

3. A team may waive the right to forfeit and wait for the opposing team to arrive.
  - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
  - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
  - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
  - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
  - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

#### **D. SPORTSMANSHIP RATINGS**

1. Each team in each contest shall be rated by the Intramural Staff. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. In tournament play should a team's actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the tournament. The declared winner must not have a SRS rating of less than seven.

<b>Level 1: Sportsmanship Infraction</b> (1 point deduction)	- Any verbal warning that addresses conduct
<b>Level 2: Sportsmanship Penalty</b> (3 point deduction)	- Alcohol use by spectators - Spectator interference
<b>Level 3: Sportsmanship Ejection</b> (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game

## **II. SPORT RULES**

### **A. THE GAME**

1. Coin toss will determine which team chooses their side of playing field for the first game. Playing sides will alternate with each game.
2. Matches are best of 5 games, with each game having a 7 minute time limit. All three games will be played during round robin play.
3. A game is won when one team has eliminated all players from the opposing team, or if after time has elapsed the team with the most remaining players is declared the winner. If time has elapsed and both teams have equal amount of players, "sudden death" overtime will be played.

## **B. THE TEAMS**

1. Teams consist of six (6) players.
2. Four (4) players are needed to start and continue a match.
3. Substitutions cannot be made during a game. A team may change its “line-up” in-between games of a match.

## **C. THE FIELD**

1. The game will be played on a basketball court.
2. During play, all players must remain within boundary lines. A player leaving the court to avoid being hit or to “hide” is considered OUT. (EXCEPTION: A player may leave the court to retrieve stray balls)
3. Touching any part of the CENTER line with any part of the foot or any other part of their body is considered out of bounds.
4. Both feet must be completely outside of the boundary lines of each sideline and baseline for a player to be out of bounds and considered OUT.
5. The only reason for a player to be out of bounds is to be chasing after a loose ball. Upon obtaining a loose ball, that player must immediately return inbounds. The player must be touching inside the court to throw a ball to hit an opponent.
6. A player may only retrieve balls from their half of the court (both inbounds and out of bounds).
7. A player may be handed a ball from out of bounds, by a teammate who is out of the game.

## **D. EQUIPMENT**

1. Participants must wear shoes (no sandals), shirts, and shorts/pants.
2. A ball hitting any part of the person or person’s clothing is considered to be a HIT.
3. Casts are illegal.
4. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

## **E. GAME PLAY**

1. The object of the game is to eliminate all opposing players by getting them OUT.  
An OUT is scored by:
  - a. Hitting an opponent with a thrown ball below the shoulders. (Note: if a player ducks or takes a position with their head below where their shoulders normally would be when standing, i.e. crouching, kneeling, sitting, diving, rolling, the player is out and the throw is considered legal.)
  - b. If a player throws a ball that hits an opponent who is standing upright in the head, the player who *threw* the ball is OUT.
  - c. Catching a thrown ball by an opponent before the ball contacts the ground. (This does NOT let a teammate back into the game). Should a catch be made after the ball has hit a player but not yet hit the ground, the catch is legal and *only the thrower* is OUT. Once a ball touches the floor, sidewall, curtain, or anything else that is not a person, an OUT cannot be scored.
  - d. Causing an opponent to drop a held ball as a result of contact by a thrown ball. Usually occurs when a ball is being used to block a thrown ball.
  - e. A players stepping on the center line or completely over a boundary line. (EXCEPTION: to retrieve stray balls)
2. A player may block a thrown ball with a ball being held, provided the ball is not dropped as a result of the contact with the thrown ball.
3. Once a player is OUT, they must immediately drop any balls in hand and exit the playing field.
4. To begin a game, each team is given 3 balls. All players line up on their respective baselines. After the starting signal, all players must move into the field of play. Players may throw immediately once the game begins.
5. Players must stay on their side of midcourt. A player touching the midcourt line will be considered OUT. The midcourt line extends indefinitely.

5. If overtime is needed to settle a tie, the remaining players will each start with a ball at their baseline. Upon a starting signal, play will commence as normal. The first team to record a score wins the game.
6. There are no time-outs during game play.
7. A team that is winning (has more players), may not control all the balls during a game. The losing team must have an opportunity to reach a ball at all times. If the winning team does control all the balls used in a game, this condition must not continue for more than 5 seconds. If the winning team does possess all the balls, they must throw at least one of the balls well onto the other side (i.e. past the basketball free throw line). This rule should not be used to gain an advantage by the winning team.

**F. COURT MONITORS AND OFFICIALS**

1. Rules will be enforced primarily by the “honor system.” Players are expected to rule whether or not a hit or catch was legal or whether they were legally eliminated.
2. If a court monitor is used, their decisions are final and supercede players’ rulings on game rules. If a court monitor disciplines a player for unsportsmanlike conduct, and a player is ejected from a game, that player may not participate for that team for the remainder of the tournament. In the match, where an ejection occurred, the team may not substitute for the ejected player and must play shorthanded for the remainder of the *match*.

**III. CO-REC RULES**

**A. Number of players**

1. There will be six players per team. These are acceptable combinations.

Male Players	Female Players
3	3
3	2
2	3
2	2