



## Dodgeball Rules & Regulations

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*Modifications have been made to suit Arkansas Tech University Intramural & Recreational Sports programs.*

### **Rule 1: Eligibility**

All participants must provide a current validated Arkansas Tech University ID before participating and must be affiliated with the University as a student and/or faculty/staff. To be considered a “student,” one must be currently enrolled for at least half of full-time requirements, 6 credit hours for undergraduate and 3 credit hours for graduate, in the fall/spring in the semester the sport is offered. Individuals who enroll and then officially drop their courses are no longer considered eligible. Please visit our website at [www.atu.edu/intramural](http://www.atu.edu/intramural) or call 479.356.2010 for eligibility clarification.

### **Rule 2: Format of Play**

- Four (4) game round robin league play.
- All teams must meet playoff eligibility requirements to be eligible for playoffs.

### **Rule 3: Weather Cancellations**

All decisions on game cancellations due to weather related issues will be made by 3pm on the day of the scheduled game by the intramural sport staff. Notification will be sent via email through IMLeagues and our Facebook page.

### **Rule 4: Team Captain Responsibilities**

Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.

- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure teammates have a valid Arkansas Tech University ID or photo ID at before game time to check in.
- Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Cooperating with the Intramural Supervisors at the game site concerning any protests, incidents or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

### **Rule 5: Players/Rosters**

- Team members must present their ATU ID or photo ID when checking in with the scorekeeper for every game played. If a player is not signed in when their turn comes up in the batting line up, then the batter will be called out.
- A team roster must consist of a minimum of four (4) players and a maximum of six (6) players.
- Only four (4) players are allowed to play at one time.

## Rule 6: Defaults/Forfeits

- Forfeit/Default time has been established as game time, teams should report to the scorekeeper on their field a minimum of fifteen (15) minutes before the scheduled starting time of the game to fill out the score sheet.
- If a default occurs when a team checks in with scorekeeper and only has less than the minimum number of players to play. The losing team will receive 2pt average for sportsmanship and a score of zero (0). The winning team will receive 4pt average for sportsmanship and a score of five (5).
- If a forfeit occurs when no members of the team checks in with the scorekeeper. The losing team will receive 0pt average for sportsmanship and a score of zero (0). The winning team will receive 4pt average for sportsmanship and a score of five (5).

## Rule 7: Equipment

- **Team Jerseys** - Teams shall wear shirts that are of the same color. Team jerseys must contrast with the jerseys of the opposing team. If teams are wearing the same color jersey, the team listed as visitor will be required to change. Jerseys may not be tied in a manner that creates any type of knot. Team jerseys must have a number placed on the front or back of the jersey. Jersey numbers shall consist of numbers 0-99; triple digit numbers, symbols, etc. are prohibited.
- **Shoes** - Players must wear shoes, either soft soled soccer/football cleats, tennis, or AstroTurf shoes. No sandals, boots, or metal/sharp plastic cleats will be allowed. No screw in or detachable cleats will be allowed.
- **Supports, Braces, Gloves, and Pads** - No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it with at least ½ inch of closed cell slow recovery rubber or other material of the same minimum thickness and physical properties. Players may also wear gloves, which consist of a soft, pliable non-abrasive material. Kneepads of a soft pliable nature will be allowed below the waist. Any player wearing illegal or dangerous equipment shall not be permitted to play. All equipment shall be subject to the approval of the IMRS staff and their decisions shall be final.
- **Headwear** - Players may wear a one-piece elastic headband made of a soft pliable material. They may also wear knit stocking caps in cold weather. Rubber or elastic cloth bands may be used to control hair. No other headwear will be allowed. No baseball caps, bandannas (including "Do-rags") or helmets.
- **Jewelry** - Jewelry or hard hair control devices will not be allowed. This includes but is not limited to necklaces, earrings, newly pierced earrings, facial piercing, rings, bracelets & watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item you cannot play.
- **Shorts/Pants** - Shorts/Pants with belt loops and/or pockets are illegal.

## Rule 8: Playing Rules

- A coin toss will be done between the two opposing captain's.
- Games are played the best 3 of 5 matches in a 15-minute time frame.
- Time-outs: One (1) thirty second time-out per game.
- If neither team has been eliminated by the end of 15-minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played.
- Substitutions:
  - May occur during any dead ball. The incoming player must take the position and place in the serving order of the player in which they are substituting.

- May be made at any time in case of injury. If no substitutions are available then the team can play with less than the minimum roster limit.
- Boundaries:
  - During play, all players must remain within the boundary lines.
  - Players may leave the boundaries through their end-line only to retrieve stray balls.
  - Players can only enter through their end-line to return to the playing court.
- Game:
  - Player may be out by getting hit by an opposing player with a LIVE thrown ball below the shoulders.
  - Catching a LIVE ball thrown by an opponent before it touches the ground.
    - LIVE ball is a ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official, or item outside of the playing area.
- Opening Rush:
  - Players take position behind their end line.
  - Officials signal officially starts the contest.
  - Teams may only retrieve three (3) balls to the right of the center hash.
  - Once ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
- 5-second Violation:
  - In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side for the court for more than 5-seconds.