

Intramural Dodgeball Rules
Salisbury University
Campus Recreation Department
146 Maggs Gym
410-548-3266

The rules governing this intramural sport activity derived from rules used by the National Intramural-Recreational Sports Association (NIRSA), National Federation of State High School Associations (NFHS) Dodgeball Rules, and rules unique to the SU Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. Important policy information can be found in the Intramural Sports Guidelines. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General Eligibility: See the IMS Guidelines for complete listing of eligibility.

Intramural Team Participation: Individuals may only play on one (1) co-rec team per dodgeball season.

Identification: All players **MUST present a GULL Card** to the IMS Supervisor prior to each game.

Team Rosters: All participants must sign the roster/waiver form in order to participate in the league.

Games:

- 1st game starts at 6:00 pm
- Last game starts at 10:00 pm

Players: Teams will consist of six (6) players on the floor (4 males and 2 females). Team rosters are limited to twelve (12) players. A team must have four (4) players to start the game (2 of which must be women) and at the finish, except in the event of an injury. If a player is ejected, with no available substitutes, the game is a forfeit.

Substitutions: May enter the game only in between games, or in the case of injury. Males cannot substitute for female and vice versa.

Field: SU Intramural Dodgeball will be played indoors in the Main Gym using the sidelines, end-lines, attack lines, and a center line.

Boundaries: During play, all players must remain within the boundary lines, unless players are passing through their end-line only to retrieve stray balls. When retrieving the ball, the player must also immediately re-enter the playing field only through their end-line. Any player not immediately reentering the playing area may be declared OUT.

NOTE: A player may be handed a ball as long as they are inside the boundaries.

A player shall **not**:

- Have any part of their body contact the playing surface on or over a side line unless retrieving a stray and it must be noted by the court monitor.
- Exit or re-enter the field through their sideline.
- Leave the playing field to avoid being hit by, or attempt to catch, a ball.
- Have any part of their body cross over the center-line and contact the ground on their opponent's side of the court.
- During the "opening rush," many players will cross the center-line. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by that action.

Equipment: The official balls will be provided by the Intramural Department. The standard number of balls for a 12-person game (6 on a side), is six.

The Game: A coin toss will determine which team will begin on. Teams will alternate sides following each game. The object of the game is to eliminate all opposing players. The team with the most players on their side if time is called, is declared the winner.

Salisbury University Team Sportsmanship Rating Explanations:

5 will be given to an organization which demonstrates qualities of extremely good sportsmanship both in regard to the other team and to the officials. It will be given where there is an attitude of complete cooperation by all the members of the team and its spectators throughout the entire game.

4 will be given to an organization if there is not an incident of poor sportsmanship.

3 will be given to an organization as an average grade where unsportsmanlike conduct is not present in the game except for rare minor infractions, but where the conduct is such that the game progresses without undue problems.

2 will be given to an organization when a team has to be warned about unnecessary roughness in a game. This rating will be given if players other than the captain persist in questioning the officials or if any player repeatedly argues with the officials. If the spectators clearly related to a team fail to conduct themselves in an orderly fashion or if a team fails to cooperate with the officials to keep the game running in an orderly manner, an organization will be given a “D” rating. A “2” will also be given when 2 or more players are ejected by an official for abusive remarks or when such remarks are made repeatedly by player or spectators toward an official or opponent.

1 will be given to an organization which disregards repeated warnings of unnecessary roughness or where a team is so antagonistic to an official that the game cannot be played with proper order and control (this is also grounds for discontinuation of the game). This rating will be given if a player is ejected for striking or shoving an official or opponent. A “1” rating will be given for disorderly conduct by spectators clearly related to a team whereby such conduct involves violation of university regulations or where a team displays general roughness whereby the safety of the participants is jeopardized (this shall include action by any player where the intent is to bring about physical harm to another player). A “1” rating will also be given to an action of a team showing disregard for the rules or policies of the intramural program.