

# UNIVERSITY OF NOTRE DAME

## INTRAMURAL SPORTS

### DODGEBALL

#### INTRAMURAL POLICIES AND PROCEDURES

##### A. ELIGIBILITY

Interhall: Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides. GFS: Notre Dame graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

##### B. LOCATION:

All games will be played at the Rolfs Sports Recreation Center on Court 1.

##### C. FORFEITS/RESCHEDULES:

Game time is forfeit time. No reschedules will be permitted in this sport. If a team cannot make a game, they may call Alex Morrison, Intramural Intern 631-3536 before 3:00pm the day of the game and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 5-0 win for your opponent.

##### D. SCHEDULE:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

##### E. ROSTER ADDITIONS:

Players may be added to the roster at any point during the regular season. Players may not be added during playoffs.

##### F. INSURANCE WAIVERS:

All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out at captains meetings and will also be available at the game site.

##### G. CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

##### H. SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. **Dodgeball:** Player is out. If player was already out another member of their team will be out.

##### I. ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

# **SPORT RULES**

## **A. THE TEAM**

1. The game shall be played between two teams of 6 players. Players must have participated in at least one regular season game to be eligible to participate in the play-offs.
2. A team must start with at least 4 players and will be allowed substitutions only in between games or in the case of an injury.

## **B. THE GAME**

1. The object of the game is to eliminate all opposing players by getting them "OUT." This may be done by: a. Hitting an opposing player with a thrown ball below the shoulders, or b. Catching a ball thrown by your opponent before it touches the ground or any other object.
2. Once a player is out, they are out for the remainder of the game. No re-entry on catches.
3. The game will begin by placing six (6) dodgeballs along the center line. Players will take a position touching their respective back line.
4. The intramural supervisor will count 1, 2, and 3 and then blow the whistle to start the game.
5. When the whistle is blown each team will sprint to the center line to retrieve the balls. To avoid accidents and potential collisions, three balls will be placed on each side of the court. On the initial rush, teams will only be allowed to pick up balls that are on their side of the center line.
6. Once the balls are retrieved from the center line, they must either be carried or thrown back to the opposing team's 10-foot attack line (red lines on either side of center court).
7. The first team to legally eliminate all opposing players will be declared the winner.
8. A player may defend him/herself by using another Dodgeball. However, if in an attempt to block a throw, a player drops the ball used to defend him/herself, the defending player is out. Once a thrown ball has been contacted by a person, the floor, wall, net or another ball, the ball is no longer live (anyone hit by a deflected ball is not out).
9. Intentionally deforming or ruining the dodgeballs will not be allowed and that person will be out of the game.
10. Once you pick up a Dodgeball you have five seconds to throw it across your throwing line.
11. A two minute, thirty second (2:30) time limit has been established for each contest. If neither team has been eliminated at the end of two and a half minutes, the throwing lines will be removed and players will be allowed to run the entire floor to pursue opponents.
12. Match play will be utilized by the league. Matches will be declared by using the "best of five" format in which the first team to win three (3) games will be determined the winner.
13. Substitutions will only be allowed in between games.

## **C. BOUNDARIES**

1. The playing surface will be between the goal lines and the borders of the hockey floor.
2. The center line of the hockey floor will make up the throw lines for each team. Players may not cross the throw lines for any reason.
3. Players may not leave the court (go behind the Hockey floor end line) to avoid being hit by a ball. If a player does leave the court to avoid being hit, he/she will be declared out.

## **D. MISCELLANEOUS**

1. Late arrivals cannot enter the game. The number that you start the game with will be the number that you finish the game with.
2. If excessive force (i.e. throwing the ball at someone's head intentionally) or unsportsmanlike tactics are used while participating the intramural supervisor can and will eject the involved parties.