Dodgeball Rules

The following is a summary of rules and regulations for Intramural Dodgeball. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the National Dodgeball League rule book. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

Facility

All Intramural Dodgeball games are played in one of the Carver Gym courts. Your game schedule on IMLeagues will indicate which court you will be playing on. Should you need assistance locating your court, please ask the on-duty Intramural Sports Supervisor in the blue polo. The address for Carver is: 516 High St, Bellingham, WA 98225.

Teams

Open
Teams consist of 6 players with a minimum of 4 required to start the game. A team can have a maximum of 12 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

Equipment

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry
- Hats of any kind

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Exposed metal
- Hard plastic braces or casts
- Non-closed toed or non-athletic shoes
- Jeans or other non-athletic apparel
- Anything Intramural Staff deems dangerous

Gameplay

Timing and Scoring
Each match will have a 10 minute time limit. Each game will consist of the best 2 out of 3 matches.
- If the time limit is reached then the team with the most players left will be declared the winner of that match.
- If there are an equal number of players left, the game will result in a tie during the regular season. During playoffs, there will be a 2-minute sudden death period, where the players who were left will continue playing until they eliminate one player from the other team.

Game Rules
Standard Dodgeball rules (below) will be used for all the games, regardless or variation, unless differences are otherwise noted. Dodgeball will be played with some variations listed below:

Standard:
- Six (6) balls will be used. Officials will place six (6) balls at the center court line at the beginning of each game.
  - Players must start behind their own baseline and must be touching the back wall before the start of play.
- When the whistle is blown, players may retrieve the ball from the center line, but no ball may be thrown until it has been brought back and touches the back wall
- Teams and players are confined to the centerline, and the court boundaries.
- Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. They may not throw said ball until back in the playing area. Players outside of the boundary line CAN be hit with the opponent’s ball and called out.
- The centerline is the offside line. When throwing the ball, no part of the player’s foot may cross the centerline. When retrieving balls from the center line to begin the game, players may cross over the center marginally but not completely.
- Balls may not be kicked.
- Players will be called out if a thrown ball hits them before hitting anything else.
- Balls must be thrown below the shoulders, no head shots; the thrower will be called out.
  - If a player ducks or is on the ground and is hit in the head, the player hit will be called out.
- Throwers will be called out if a ball they throw is caught without hitting anything else
- When a ball is caught, a player who is out on the catching team may return to the court to play.
  - Players may return to the court from anywhere on their sideline.
- Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, and official do not count as an out if it hits a player or is caught. Deflections off a teammate do count, and if caught, the thrower is out and the player that was hit is safe and no other players are allowed back in.
- If a ball hits another ball, which a player has in their possession, it does not make either player out. If the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out unless a player catches the originally thrown ball.
- If a player is stalling, or making no attempt to play a ball (approximately 10 seconds) they may be called out.
  - This call will be made at the discretion of the Intramural Official.
- Once a player is out, they must immediately leave the floor and sit by the wall at mid-court in the order they were declared out. Players who have been called out cannot retrieve stray balls for their teammates, or that ball will be given to the other team.

The Hoopball Rule:
- If a ball is thrown from behind the center line and hits the opponent’s backboard or rim, then a player that is out may return.
● If a ball is thrown from behind the center line and goes through the opponent’s hoop, then all players that are out may return.
● Balls that just hit the opponent’s net or the uprights above the backboard will not bring any players back in.

**Injury and Blood Rule**

Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

*Intramural sports staff has the right to withhold a player from play*

**Sportsmanship**

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based on a grading scale of “1-5”.

5 pts- Above and Beyond Conduct and Sportsmanship: Players work to create a fun, inclusive, and welcoming space for everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams embody what Intramural Sports strives to be through good sportsmanship and friendly competition.

4 pts- Good Conduct and Sportsmanship: Players cooperate fully with the officials and Intramural Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff.
*Teams who default will receive a 4-sportsmanship rating

3 pts- Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissent. Team members show minor disrespect to someone involved in the contest.

2 pts- Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

1 pts- Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team's actions.

0 pts- Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves.
*Teams who no show

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*3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.