Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our major sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspensions outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

Playing Procedures

- Play will be 4 on 4. A minimum of 3 is required to start the game.
- Play will be held inside the racquetball courts.
- No substitutions will be allowed once a game has started, except for injuries. There is a 15 second stall count between each game for substitutions. No substitutions will be allowed after the 15 second count.
- Team may substitute between games.
- Ten (10) minute time limit. Team with the most wins in the 10 minutes will be deemed the winner. If teams are tied, there will be a sudden death game to determine match winner.
- All players must wear non-marking rubber-soled athletic shoes.
- Game time is forfeit time, if your team is not there at your scheduled time you will forfeit.
- Team will switch ends of the court between every game.
The Game

- Objective
  - The objective of dodgeball is to eliminate all players of the opposing team by throwing one of four game balls and hitting the opposing player below the shoulders on the fly.

- Starting a Game
  - Each team starts with ONE (1) ball and then there are TWO (2) balls evenly spread on the center line at the beginning of each game. It is a sprint to the TWO (2) balls once the play begins. There is a five (5) second grace period after the initial rush before balls can be thrown.
  - Each team member must start with one hand on their back wall. Play begins on the referees signal of “Go” and “Dodge” after the five (5) second grace period after the initial rush.

- Eliminating the Opposing Players
  - A player is out if:
    1. They throw a ball that is caught by the other team.
    2. They get hit by a ball thrown by the other team. (If the ball does bounce off an opposing player and is then caught the thrower will then be out. This is true even if a different player catches the ball. However if the ball bounces off another ball, the ball is dead.). Players may use the ball to block; however, if the ball is knocked out of their hand while blocking, they will be out.
    3. They hit another player above the shoulders.
    4. They cross the center line.
  - A player is not out if:
    1. Their ball is caught off the wall or ceiling.
    2. They get hit above the shoulders.

- Out of Bounds
  - A ball that hit any wall or ceiling is considered dead and is not back in play until someone has picked up the balls and throws it at an opponent.

- Off-Sides
  - The center line is the off-sides line. If any part of your foot or body touches the center line, you will be declared out and thrown ball will be dead.

- Stall Count
  - No player can hold the ball for longer than 5 seconds. Penalty- roll the ball gently to the other team. The opposing team is responsible for calling the stall count. For example: Stall 1, Stall 2, Stall 3…Stall 5. Then at this point the player must roll the ball over or is out.

- Court Procedures
  - Players are expected to be honest and take themselves out when the time comes. Once a player is out, they must stand with their back against the team’s right side wall. Players should not squat due to risk of being hit. Do not leave the racquetball court during game play unless an injury occurs.
Playing Dimensions
The short line is the center line for the dodgeball tournament.

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**Sportsmanship:**

- The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor disension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams
receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

Forfeit Policy:

- Participants who do not show up to the venue and check in prior to the start time of the event have forfeited their opportunity to participate