



## Florida Southern College Intramural Dodgeball Rules

### General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Jewelry, pockets, and metal cleats are not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

### Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

### Eligibility Requirements

**Intramurals are open to current FSC students, faculty, and staff with FSC ID.** All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

### The Court

Games will be played in the HWC Gym.

### Equipment

Each game will start with 6 dodgeballs; no other equipment is required for Intramural Dodgeball.

### Players

A team shall consist of 6 players. A team can play with a minimum of 4 players.

### Substitutions

Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.

### Matches

A regulation match consists of a best of 3 series with the first team to win two games advancing. Games will be won by eliminating all players from opposing team, or whichever team has the most number of players after time is up. However, each game has a 5 minute time limit.

### Beginning Play

Play begins with all players positioned behind their team's end line.



### **The Rush**

- 1) The Rush occurs at the beginning of each game or reset.
- 2) Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
- 3) A team may rush with as many or as few players as it wants, but at least one person from each team has to Rush.
- 4) There is no limit to how many balls an individual player may retrieve.
- 5) Players may not slide or dive head first into the neutral zone or they will be called out.
- 6) Crossing over the neutral zone will result in an "out."
- 7) Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.
- 8) Players must bring the ball back to the attack line before play can start.

### **Putting a Ball in Play**

The player and the ball must go completely behind the attack line. During the Rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.

There are several ways to put a ball into play following a Rush:

- A player carries the ball across the attack line.
- A player passes the ball a teammate who is behind or carries it across the attack line.
- A player rebounds the ball off the back wall of a closed court.

### **Time Outs**

There are no team time outs

### **Outs**

- 1) A player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform.
- 2) If a player is hit by a live ball rebounding off another player.
- 3) A defending player catches a live ball they have thrown (one player is allowed back in when catching a live ball)
  - Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").
- 4) No players are allowed to touch the center line at any time. Any players whose foot is on the center line that person will be out.
- 5) When a player is deemed out, the official will blow their whistle to remove them from play. Dissent back towards the official regarding their removal could result in that player remaining in the queue for the remainder of the game.

### **Blocking**

Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."

Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

### **Stalling**

The act of intentionally delaying the game is called stalling. If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referee's discretion, the player or team will lose possession of all balls on their side. If both teams are stalling a reset will occur.

### **Out of Bounds Rule**

If any part of the player's body touches the end lines or far neutral zone line, the player shall be deemed "out".

Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior to going out of bounds.

### **Neutral Zone Rule**

The neutral zone is area around the centerline of the court, there will be designated lines which are used for volleyball that designate the neutral zone, any player may enter the neutral zone but cannot cross the center line

### **Headshots**

A headshot occurs when a player is hit directly in the head by a high thrown ball. If a person ducks into a headshot then that person will be out. Any thrower committing a headshot will be deemed out.

**\*\*Any other rule clarifications will be made the day of the tournament or at the captains' meeting.**