DODGEBALL RULES

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Wellness Center on the basketball courts.

Questions
Please feel free to contact Intramurals with any questions or concerns.

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Eligibility Liability
Each participant is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of players if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. **IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!**

Who is Eligible?
The following are eligible to enjoy all Intramurals privileges and will retain that status until they withdraw, graduate or fail to comply with eligibility rules or other guidelines:

- All regularly enrolled UND Students
- UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

Identification Cards
All participants will be asked to present a valid UND ID or Wellness Center membership card prior to playing in any Intramurals contest. Individuals failing present a valid UND ID will not be allowed to participate.

Adding Players to Roster
Players may be added to the roster at any time during the regular season provided the new players meet all eligibility requirements. Only players that have played in at least one regular season game are eligible to participate in the playoffs.

All players MUST be added to their team through wellnessregistration.und.edu before they can participate.

**General**
- The Intramurals Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below.
- Players may only play for one coed and one single sex team. Teams with players found to be playing on more than one team within a division will be required to forfeit those games with the illegal player. The first team you PLAY for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural staff.

**Grace Period**
Game time is forfeit time! A forfeit or default will be declared if an individual or a team fails to have the minimum number of players required to start a game at the scheduled game time. However, the opposing team captain will be offered the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of players to show. In the event the captain decides to wait, that decision is irreversible. The minimum number of players for each sport will be listed on sport rules.

**Default**
A default will be granted to each team that has players present to participate but does not meet the minimum requirement of players to play. Each default will result in a loss for that team. Defaulted games will not be rescheduled. Teams may call the Intramurals office at least 3 hours prior to their game if they are unable to make their game. This will be considered a default.
- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Forfeit**
A forfeit is given to a team if:
- No players are on site by the end of the grace period.
- A team uses a player who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct
Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Playoffs**
- Any team that does not have a forfeit or two defaults on their record, has a “3” or above sportsmanship rating, and has won 2 or more games during league play is eligible for the postseason tournament (a draw counts as a win). Some exceptions may apply.
  - During the playoffs, a “1” or “0” sportsmanship rating results in forfeiture of the game and all players on the team being suspended for the first game of the next season, regardless of their new team or involvement in the forfeited game.

**Field of Play**
- All games will be played on the Student Wellness Center basketball courts.
Basketball lines mark the boundary of play. A player may only go out of bounds to get a ball or the player is declared out. Any player going out of bounds to avoid getting hit will be out. Any ball thrown from out of bounds is a dead ball.

Players may not cross the mid-court line.

**Players, Rosters, and Substitutions**

- Teams can have 12 players on their roster but only a maximum of six (6) may be on the court at one time. A minimum of four (4) players per team is required in order to begin play. In Coed divisions, the male to female ratio may be: 3:3, 3:2, 2:3, or 2:2.
- All rosters will be frozen prior to the playoffs for all divisions. Players must have played at least one game with the team during the regular season to be eligible for the playoff roster.
- If a player has played for a team before during the regular season, however not registered through wellnessregistration.und.edu prior to playoffs, he or she may not participate in playoffs.
- ALL team members, coaches, and spectators are subject to ALL rules.
- All players (even added after registration) must sign the waiver to compete. Individual Team Waivers will be on hand when new players are added to the roster.

**Equipment**

- All players must wear court shoes or tennis shoes. Cleats, turf shoes, street shoes, any shoe that marks the floor, bare feet or stocking feet are not permitted. Without proper footwear, player will not be permitted to participate.
- Jewelry and other items, which may be considered dangerous are not permitted (soft jewelry will not be allowed, i.e. Rubber bracelets, cloth jewelry, etc.). Players must remove any jewelry before participating. Taping over jewelry is not allowed.
- Plastic water bottles may be brought into team bench areas.

**The Game**

- Rules will be enforced primarily by the “honor system”. However, there will be an official that will make decisions on disputes. All official’s calls are FINAL. Abusing or arguing with the official will result in lowering the team’s sportsmanship rating.
- Each match will consist of up to 7 games lasting up to 5 minutes each.
  - If time expires, the team with the most players remaining wins that game.
  - If time expires and both teams have the same number of players, then the game will be decided by a tie breaker.
- The tie breaker will consist of one “sudden death” overtime period.
  - The overtime period will begin the same as a regular game. The first team to eliminate any ONE player from the opposing team will be declared the winner.
- The first to win four (4) games is declared the winner of the match (Best 4 out of 7).
- The game will begin with six (6) balls lined up on the mid-court line of a basketball court. At the whistled or stated start of the game players from each team may race to grab a ball. If any misconduct (kicking, pushing, punching, etc.) is seen by the official during the race for dodgeballs, the player may be eliminated from play.
- All gameplay must occur within the court’s boundaries. A player can only exit the boundaries to retrieve a ball that has exited the field of play. The player is still vulnerable at this point, meaning they can be eliminated, but they cannot throw a ball themselves. However, if they catch a ball thrown at them without dropping the ball they retrieved, the thrower is out.
- If an official feels that a player is preventing progression of the game, or stalling while holding on to a ball, the official will give a warning. If the player continues stalling, the official will begin a five second countdown. If after the five seconds the player is still stalling he/she will be called out.

**Eliminations and Violations**
• All thrown balls are LIVE until they strike the ground, a wall, a ceiling, another ball, a person, or are caught.

• Eliminating a player:
  o Players hit below the neck by a LIVE ball thrown by the opposition shall be called out. Any action taken by the player who was eliminated after is considered void.
  o If a player throws a ball and the opposing player is struck in the head by the ball, the player that threw the ball is called out, unless the player struck in the head intentionally moved their face into the trajectory of the ball (officials ruling).
  o If a player catches a LIVE ball (or a non-live ball that has ONLY made contact with a teammate), the thrower of the ball is called out. Once the ball is caught, one eliminated player of the defensive team may re-enter the game. **Eliminated players must re-enter the game in the order they were eliminated.**
  o Only players present in the beginning of each game are eligible to re-renter said game after a teammate catches a ball. There are no substitutions once a game begins.
  o If a player’s foot crosses completely over the mid-court line, that player is eliminated. **Including the initial retrieval of game balls.**

• Any player re-entering the court must enter through the back line of their side of the court before they may participate

**Technical Rules**
  o At the start of the game, players must return behind the 10’ line of the court after retrieving a ball from the midline before it can be thrown at the opposing team. If a ball is thrown before returning behind the 10’ line, any contact to opposing players does not result in elimination.
  o A player may use held dodgeballs to deflect oncoming throws, and any ball deflected is considered dead and will not result in elimination if caught, but a held ball that is dropped after an attempt to deflect a ball will result in elimination.
  o A ball caught after it hits a teammate is considered a caught ball and the thrower is eliminated.
  o If a player makes a basket during gameplay, all members on their team may re-enter the field of play if they have been eliminated.
  o If a ball only contacts a player’s clothing or hair, it is not an elimination. (Official’s ruling)
  o If a player steps over the line while throwing a ball which contacts an opposing player, the player stepping over the line is out and the opposing player is not eliminated. (Official’s ruling)
  o Purposefully striking a player who has been eliminated is considered unsportsmanlike and may result in a loss of the thrower’s team’s sportsmanship rating.
  o Any occurrence not covered in the rules section are subject to an official’s ruling.

**ALL CALLS MADE BY THE OFFICIALS ARE FINAL!**

*Rules are subject to change*