Intramural 8v8 Dodgeball League

**Please refer to the Participant’s Manual for a complete list of all Intramural Sport guidelines & procedures**


*Changes from previous season have been highlighted in yellow*

**A. General IM Procedures**

A. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. **No ID – No Play – No Exceptions!**

B. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**
   i. **Forfeits:** If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game
   ii. **Defaults:** If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games*) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
   iii. The USC Intramural Sports Office can be reached:
      1. By email at intramurals@sc.edu
      2. By phone at 803.576.9387
      3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the REC*IT app directly to your phone. www.recitcollege.com

D. **No jewelry can be worn during games.** Captains are responsible for making sure all jewelry is removed before a player takes the field.

E. **Sportsmanship:** Each team will be given a sportsmanship rating 0-4, in accordance with the Participant’s Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.

F. **Protest:** The only two things that can be protested are rule interpretation & player eligibility.
   i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next game is started within your match.
   ii. Player eligibility protests can be made before, during, or after the game to any supervisor or pro-staff member.

**B. Location**

A. All games will be played in the Strom WFC South Center.

**C. Players**

A. Each team will consist of eight (8) players on the court at one time. To avoid a forfeit, a team may start with no less than five (5) players.

B. Four (4) women and four (4) men maximum on the court in CoRec, with as few as five (5) to be able to play, (3 male/2 female, 3 female/2 male, 4 male/1 female, or 4 female/1 male). A team may not start with less than one (1) player of each gender.

**D. Equipment**

A. Each player must wear closed toes.

**E. Timing**

A. A match will last for 35 minutes (running clock). As many games as can be played, will be played in that time period.

**F. Scoring**

A. Each game won shall count for one point in the match. The winning team will be the team that won the most games in the match.
B. Mercy Rule: If a team is up by ten (10) games, a mercy rule will be put into effect, thus ending the match.

G. The Game
   A. Substitutes may only enter at the beginning of a game and must complete at least one (1) full game before substituting out.
   B. Game begins by placing the dodgeballs along the center line – four (4) on one side of the center hash and four (4) on the other. Players then take a position with their hand on the back wall. Following a signal by an IM staff member, teams may approach the centerline to retrieve the balls. This signal officially starts the contest.
   C. Teams may only retrieve the four (4) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the red attack line before it can be legally thrown.
   D. A “floating center line” will be in effect. This area will be between the two red attack lines on the court. At anytime, players may roam in the center area from either team. If a player’s whole foot crosses over the opposing restraining line, they may be called out.
   E. Once a live ball hits a wall, floor, or basketball hoop or supports, it is dead.
   F. The ball must be thrown at players (they cannot be tagged).
   G. You may not grab/knock a ball out of a player’s hand with your hand.

H. Eliminating Your Opponent
   A. A player is eliminated by one of three methods:
      i. Having your thrown ball caught by an opponent (a ball that hits the ground, wall, or any part of the basketball standard first does not count).
      ii. Being struck by an opponent’s thrown ball on ANY part of your body (a ball that hits the ground, wall, or any part of the basketball standard before hitting the player does not count). A ball that hits another player is still live and may continue to eliminate players until it hits the ground or is caught.
         1. A thrown ball may NOT be deflected with a ball currently being held. This is dodgeball not deflectball. The ball is an extension of the hand.
      iii. Completely crossing the restraining line (floating center line or 3 point line if any team is down to 3 players).
   B. A player is eliminated by one of three methods:
      i. Having your thrown ball caught by an opponent (a ball that hits the ground, wall, or any part of the basketball standard first does not count).
      ii. Being struck by an opponent’s thrown ball on ANY part of your body (a ball that hits the ground, wall, or any part of the basketball standard before hitting the player does not count). A ball that hits another player is still live and may continue to eliminate players until it hits the ground or is caught.
         1. A thrown ball may NOT be deflected with a ball currently being held. This is dodgeball not deflectball. The ball is an extension of the hand.
      iii. Completely crossing the restraining line (floating center line or 3 point line if any team is down to 3 players).
   C. A player may, at any time attempt a regeneration shot from behind their restraining line.
   D. A successful basket returns all of the eliminated players for that team to the floor.
   E. There is no limit on the number of regeneration shots that can be made within a game.

J. Rule Enforcement
   A. The games will self officiated by the participants. The IM staff member is present to supervise the activity and provide input only when necessary. In the event of a dispute, teams will have 30 seconds to come to an agreement. If no agreement can be reached the game will end and each team will receive a double forfeit.
   B. Rules will be enforced primarily by the “honor system”. The “eliminated player” will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
   C. The IM staff member’s decision is final, if it is “challenged” by a participant, the official has the authority to issue a yellow card & that person is eliminated from that game. If a player receives an additional yellow card in that match, that person is ejected.

K. Playoffs
   A. All teams are eligible for post season play provided that they do not forfeit more than once, default more than twice and have a 3.0 sportsmanship rating average.
   B. If a player is ejected for unsporting reason during a playoff match, the game may be forfeited regardless of time or score remaining.
   C. If a contest ends in a tie, one extra game will be played. Winner of the extra game wins the entire match.