



Dodgeball Rules

(Open)

Note: Rule changes for 2010-11 will be shaded grey.

RULE 1. ELIGIBILITY GUIDELINES

Section 1. Eligibility

1. All participants must be current full-time students or Kiewit Fitness Center members.
2. All participants must bring and show their current Creighton picture ID card to participate.
3. Participants may only play on **ONE** open (O) team.
4. Refer to the Intramural Sports Manual for further eligibility guidelines.

Section 2. Assumption of Risk

1. All participants must agree to the following:
 - a. *I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.*

Section 3. Captain's Meeting

1. There is no captain's meeting for Dodgeball.

RULE 2. GENERAL GUIDELINES

Section 1. Teams

1. Teams shall consist of six (6) players. There is no limit as to the number of eligible substitutes.
 - a. Teams must have at least four (4) eligible players present to start a game and avoid a forfeit.
 - b. The Intramural Supervisor shall rule on all forfeit situations.
2. Players may only be added to the team roster during the regular season. Following the conclusion of the regular season, new players may only be added to teams with the permission of the Intramural Director.

Section 2. Participants

1. All participants are subject to the rules of the game and Intramural Sports guidelines. Participants include, but are not limited to: players, non-players, substitutes, coaches, spectators, fans, and trainers.

Section 3. Supervision

1. The game shall be played under the supervision of the Intramural Sports Supervisor(s). The Supervisor has the authority to rule on any situation not specifically covered by the rules.
2. **The honor system will be used in regards to hits.**

Section 4. Spectators / Team Box

1. **For the safety of the players, staff, and users of the KFC, spectators are not allowed down in the vicinity of the courts. All spectators must watch the games from the top floor walkway area overlooking the courts.**

Section 5. Equipment

1. Campus Recreation will provide the game balls.
2. Players may not wear jewelry of any kind. (Exception: Medical alert bracelets)
3. Players may not wear any equipment deemed to be dangerous or made of unyielding material.
4. Uniform requirements:
 - a. Shorts/Pants must be athletic (no jeans, khakis, etc.).
 - b. Only athletic shoes with rubber or pliable synthetic soles shall be worn. No sandals, boots or marking black soled shoes will be allowed.

RULE 3. PREGAME, TIMING AND SCORING

Section 1. Timing

1. Game time is forfeit time.
2. Games will be 3 out of 5 games, or a 25-minute limit.
3. The supervisor will keep the official time.
4. During the regular season, if the match is tied after 25 minutes the match will be scored as a tie.
 - a. Playoffs / Tournament Events:
 - i. If the match is tied, the team that has the most players on the floor will win the last game. If both teams have the same number of players then the team that puts out the first player will be awarded the sudden death victory.

Section 2. Winning a Game

1. The first team to legally eliminate all opposing players will be declared the winner of that game.

RULE 4. BALL IN PLAY

Section 1. The Court

1. A standard volleyball court will be used as the boundary area. Players may leave the boundaries through their end line only to retrieve stray balls.

Section 2. Starting the Game

1. The game begins with six balls along the center line. Once the ball is retrieved it must be taken behind the attack line (10 foot line) before it can be legally thrown.

Section 3. Eliminating an Opponent

1. Hitting an opponent with a live thrown ball below the shoulders.
2. Catching a live ball thrown by the opponent before it touches the ground.
 - a. A teammate who is out of the game may come back into the game after a teammate catches an opponent's ball. Players must return to the game in the same order of elimination.
3. Dead Ball
 - a. As soon as the ball touches the ground, it is a dead ball.
 - b. A player may block a thrown ball with a ball in the hand, but it is dead as soon as it touches the ball.
4. If the ball bounces off a player into the air but a teammate catches it, the opponent is out of the game.
5. The thrower is out if the ball hits an opponent above the shoulders.



- a. If the player drops to the ground, intentionally moves to be hit above the shoulders or ducks, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.

RULE 5. CONDUCT OF PLAYERS AND OTHERS

Section 1. Unsportsmanlike Conduct

1. Non-contact acts. Include but are not limited to:
 - a. Participate while wearing or using illegal equipment.
2. Prohibited acts. Include but are not limited to:
 - a. Using profanity, taunting, insulting, or vulgar language or gestures.
 - b. Refusal to comply or abide by the request or decision of an official or supervisor.
 - c. Attempting to influence a decision by an official or supervisor.
 - d. Disrespectfully addressing an official or supervisor.
 - e. Indicating objections to a decision made by an official or supervisor.
 - f. Intentionally contacting an official or supervisor. (Flagrant)
 - g. Fighting (Flagrant)
 - i. Any attempt to strike or engage an opponent in a combative manner unrelated to the game, whether or not there is contact (ex. Spitting, throwing a punch). Leaving the team bench and entering the field during a fight is also considered a flagrant unsporting act.
3. Any act of fighting shall result in the game being ended immediately, with the offending team(s) forfeiting.
4. ***Penalty: A participant who commits any act of unsportsmanlike conduct is subject to ejection. A participant who commits any flagrant act shall be ejected immediately.***