

Rule 1: General Information

Section 1: IM Code of Conduct

1. Understand, appreciate and abide by the rules of the game and the honor system.
2. Respect the integrity and judgment of game officials and the Denison Intramural Staff
3. Be responsible for your actions and maintain self-control.
4. Do not taunt or bait opponents and refrain from using foul or abrasive language.

Note that any Intramural participant or team not following the Intramural Code of Conduct is grounds for dismissal from a game or the league.

Section 2: The Players

- Art. 1 In-season varsity athletes (winter and spring sports) are not eligible to participate in intramurals. These sports include: Baseball, Basketball, Lacrosse, Softball; Women's Swimming and Diving, and Tennis, Track and Field.
- Art. 2 Each team shall consist of ten players.
- Art. 3 All players will **be required to sign a waiver** to participate and it is the captains' responsibility to make sure all players have signed the waiver. If teams have players in the game that have not signed a waiver, this is grounds for forfeiting the game.
- Art. 4 Substitutes may enter the game only in the case of an injury.

Section 3: Boundaries

- Art. 1 During play, all players must remain inside the boundary lines.
- Art. 2 Players may pass through their **END** line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
- Art. 3 When retrieving a ball, the player must also immediately re-enter the playing field only through their end line. **Note:** A player not immediately re-entering the playing area may be declared out.
- Art. 4 If declared out, a player is not eligible to handle any balls for the remainder of the game.
- Art. 5 A player shall not:
- Go outside of the boundary lines except to retrieve a ball from behind the endline.
 - Enter or re-enter the field through their sideline.
 - Leave the playing field to avoid being hit by attempt to catch a ball.
 - Have any part of their body cross the center line and contact ground on their opponents' side of the court.

Penalty for above: Player will be declared out.

Exception: During the opening rush many players cross the center-line. Officials should refrain from calling players at this unless a definite advantage is gained by the action.

Rule 2: Game Play

Section 1: The Game

- Art. 1 Teams will alternate sides after each match.
- Art. 2 The object of the game is to eliminate all opposing players by getting them out.

Definition live ball: a thrown ball that strikes, or is caught by, an opposing player without contacting the ground, another player or ball.

An out is scored by:

- Hitting an opposing player with a live thrown ball **below the shoulders**. **Note:** If a player ducks, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.
 - Catching a live ball thrown by your opponent.
 - Causing an opponent to drop a live ball as a result of contact by another thrown live ball, usually occurring when a ball is being used to block a thrown ball.
 - An opposing player stepping out of bounds or over the center line.
- Art. 3 **Note:** A ball deflecting off a held ball is no longer a live ball.

Rule 2: Game Play <continued>

Section 2: Timing, Time-outs, & Substitutions

- Art. 1 A 7 minute time limit has been established for each game and the winner of 2 out of 3 games wins the match.
- Art. 2 Each team will be allowed one 30 second time out per game.
- Art. 3 Only the official's whistle starts and stops the clock.

Exception: All live balls in flight at time of an official's signal (to end regulation time or begin a time out) remain live, and may eliminate an opponent, until they become dead.

Section 3: Beginning the Game

- Art. 1 Prior to beginning a game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. A standard game consists of 14 balls, 7 on each side of the hash mark.
- Art. 2 Players take a starting position behind their end line.
- Art. 3 Following a signal by the official, teams may approach the center line to retrieve the balls. Teams may only retrieve balls placed to the right (as they face the center line) of the hash mark. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

Section 4: Opening Rush Rule

- Art. 1 Each and every ball retrieved at the opening rush must first be taken behind the attack line and into the team's backcourt (behind the attack line -- black volleyball court line) before it may be legally thrown at an opponent.

Example: Following the opening whistle, a player rushes and is the first to secure a ball from the center line. That player must then carry or pass the ball into their backcourt (behind the black volleyball court line) before it may be legally thrown at an opponent.

Section 5: Declaring a Winner

- Art. 1 The first team to legally eliminate all opposing players will be declared the winner.
- Art. 2 If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- Art. 3 In all overtime periods, the first team to eliminate all opposing players, or with a greater number of players after 3 minutes, will be declared the winner.

Section 6: Overtime

- Art. 1 If an equal number of players remain after regulation play, a 3 min. sudden death over time period will be played.
- Art. 2 Team captains may choose 5 players prior to the start of the first overtime.
- Art. 3 All overtime periods will begin with each of the 5 players having a "ball in hand" behind their team's end line (5 balls in total per team). The first team to eliminate all opposing players, or with a greater number of players after 3 minutes, will be declared the winner.
- Art. 4 No time outs are allowed during overtime
- Art. 5 If there is an equal amount of players remaining on each team after the first overtime period, a second 3 minute period will be played under the same rules.
- Art. 6 In case of a tie after the second overtime, a sudden death period will be played and the first team to eliminate a player on the opposing team will be the winner of the game.

Section 7: Stalling and 5-second violation

The following procedure will be used to prevent overtime.

- Art. 1 A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.

Section 7: Stalling and 5-second violation <continued>

Art. 2 It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all of the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 sec., a 5 sec. Violation, will be called. A team may avoid a 5 sec violation by throwing or rolling a ball into the opponent's backcourt. This does not include throwing the ball over and through an opponent's end line. **Note:** Only an official may call a 5 sec violation.

Penalty for 5 sec. Violation:

- First Violation: Stoppage of play and the offending team must roll a ball to the opposing team.
- Second violation: Stoppage of play, and the offending team must roll 2 balls to the opposing team.
- Third violation: Ejection of one player from the offending team.

Rule 3: Officials and Their Duties

Section 1: Officials

Art. 1 All contests will be supervised by at least 3 officials.

Art. 2 Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or they were legally eliminated.

Exception: During playoffs, all semi final and final round matches will be officiated by 5 officials. These officials will rule in all situations.

Art. 3 The official's responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the official if they feel a player has violated any rule. *THE OFFICIAL'S DECISION IS FINAL.*

Art. 4 Officials may warn players and call technical fouls on those who display unsportsmanlike conduct. Any players receiving 2 technical fouls in a game will be ejected and suspended a minimum of one game. Suspensions will begin with their next scheduled game. Severe infractions or multiple technical fouls may result in suspensions from matches or playoffs.

Note: An Official is not required to warn a player before calling a technical foul.

Section 2: Unsportsmanlike conduct

It may include, but is not limited to:

- foul language
- hits above the shoulders
- unnecessary roughness
- arguing with officials, staff, participants, or fans
- abuse of the honor system

Section 3: Protests

Protests will only be accepted in cases involving use of an ineligible player. Protests of judgment calls will not be accepted.

Rule 4: Tournament Format and Tie Breakers

Section 1: Match Play

Art. 1 Match play consists of the best 2 out of 3 games. The first team to win 2 games will be declared the winner of the match.

Art. 2 The format used to determine the seeds in each division will be based on the win-loss record.

Section 2: Tie Breaker Situations

In the case of teams finishing regular season play with identical win-loss match records, the following tie breaker procedures will be used:

- Step 1: Head to head match record between tied teams
- Step 2: Win-loss record between tied teams based on winning the match in 2 or 3 games
- Step 3: One game playoff