



Intramural Dodgeball

1. Eligibility

- a. **ID's:** All students, faculty, and staff must purchase a PEIF membership to be eligible to participate. You must show the Intramural Staff your NMU/Membership ID in order to participate. Community members are eligible to participate but must be 16 years of age, and must purchase a PEIF membership.
 - i. *Note:* Participants who are found to be playing without a current membership will have three business days to purchase their membership. Community members/students with less than 6 credits may purchase their membership through the Recreational Sports office in the PEIF. For students that are taking 6 or more credits, they may add the student recreation fee to their account by emailing the Student Services Center (ssc@nmu.edu). If students do not opt-in for the fee, a \$25 fee will be charged to their student account for participating illegally.
- b. **Varsity Athletes:** Varsity athletes are eligible to play. There is no limit on the number of varsity players per team.
- c. **League Rules:** Intramural Dodgeball will be a Co-Rec league.
- d. **Playoff Eligibility:** Teams must average a 3.0 sportsmanship rating in order to qualify for the playoffs.
 - i. Players must play in at least one regular season game in order to be eligible to play in the playoffs.
- e. **Concussion:** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
- f. **Blood Rule:** Any player who starts to bleed will not be able to re-enter the game until the bleeding has stopped. If the player's clothes have blood on them, the player must change clothing in order to re-enter the game.

2. Equipment

- a. Shirts and close-toed shoes are required.
- b. No black soled shoes or street shoes are allowed.
- c. Billed hats, metal bracelets, necklaces, rings, earrings, or watches are not allowed. Jewelry may be taped in the case that the jewelry cannot be removed.
- d. Any player who must wear a necessary metal brace must cover all metal parts of the brace before playing.
 - i. *Note:* The head referee reserves the right to allow/disallow any piece of equipment in which they deem unsafe towards the participants.
- e. Dodgeballs will be provided by the IM Department.

3. Playing Area

- a. Games will be played in PEIF 150 and PEIF 154.

4. General Guidelines

- a. Please arrive 10-15 minutes before your scheduled game to sign in.
- b. Each player must provide their valid NMU ID to the scorekeeper/supervisor and sign in next to their name.
- c. All players must be on the roster. No write in names are allowed.
- d. If a team is unable to provide the minimum amount of players allowed (4) at their scheduled game time, they will be given 10 minutes to arrive after the clock begins. A forfeit will be declared if the team is more than 10 minutes late.

5. Captains Responsibilities

- a. The captain is responsible for passing rule information on to their team.
- b. All players must be on the official roster on IMLeagues.com.
- c. Late arrivals must sign in before they can play.
- d. Players must play in at least one regular season game to be eligible for tournament play.
- e. Captains are responsible of informing their teammates of the time and location of all scheduled contests.
- f. Captains are held responsible for their team and fan control.
- g. Discussion with officials may only take place between the designated team captain and the officials. These discussions must be made in an appropriate manner.

6. Forfeits

- a. Games are expected to begin on time. A team has 10 minutes to arrive after the clock begins. When a team is late, the team that was on-time will be awarded 1 game. The on-time team will get an additional 1 game for every five minutes the opposing team is late until a forfeit occurs. If a team is more than 10 minutes late, a forfeit will be declared

and a \$25.00 fee will be charged to the captain's student account. Certain circumstances may apply.

- b. Teams who forfeit twice during the regular season will be dropped from further competition and will be charged a total of \$50.00.
- c. Teams that are unable to attend their scheduled game time must contact the Intramural Sports Manager by emailing Chrsmith@nmu.edu or calling 906-227-1561 at least 48 hours prior to your game time in order to avoid the forfeit fee. Make sure to leave your team name, game time, and league.

7. Tobacco/Alcohol Policy

- a. Alcoholic beverages, tobacco, and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol, tobacco, and/or drugs are present. Any NMU Rec Sports employee reserves the right to remove participants and/or forfeit games if substance abuse occurs.
- b. A player that is removed for substance abuse will be indefinitely suspended, pending a meeting with the Intramural Sports Manager.

8. Protests

- a. All protests must be filed by the team manager at the time the question occurs.
- b. Protests concerning rule interpretations will be settled at the game site by the officials or sport supervisor.
- c. If a team manager believes the decisions rendered to be in error, they must notify the officials and supervisors that the contest will continue under protest.
- d. A written protest and a \$10.00 protest fee must be submitted to the Rec Sports office (PEIF 126) by noon the following day. The fee will be returned if the protest is upheld.
- e. Matters involving the official's judgment will not be subject to protest.
- f. A protest concerning eligibility can be made before, during, or after a contest.
 - i. Eligibility protest:
 - 1. If an eligibility question is before or during a contest, the player and team manager will be notified and given the choice of whether or not the player will play.
 - 2. If the player chooses to play and is found ineligible, the contest will be forfeited and that player will be suspended from Intramural Sports participation.
 - 3. If the player leaves the contest and is found to be ineligible, the contest may be subject to review by the Intramural Sports Manager.
 - 4. A protest regarding the eligibility of players must be made before either team plays its next scheduled game.
 - 5. All eligibility questions will be investigated by the Intramural Sports Manager. Participants found ineligible will be penalized accordingly.

9. Game Play

- a. Teams shall consist of six (6) players (3M/3F).
 - i. Teams can play with a minimum of four (4) players (2M/2F).
- b. **Co-Rec Rules:**
 - i. Teams shall consist of 3 males and 3 females. A game may start with four players. Acceptable combinations of players include: 3M/3F, 2M/2F, 3M/2F, 2M/3F, and 3M/3F.
- c. **Length of game:**
 - i. In league play, matches will be best of five (5) games. The team that wins 3 of the 5 matches will be declared the winner.
 - ii. Each game will last no longer than ten (10) minutes, running clock. At the end of the allotted 50-minute match time, the winner of the most games will be declared the final winner.
 - iii. Overtime: In the regular season, sudden death will occur within the volleyball court lines. First team to eliminate an opposing team's player shall be declared the winner. Each team will start with three dodgeballs.
 - iv. Overtime: In the playoffs, there will be one 2-minute overtime within the volleyball court lines. After a 2 min overtime, if still tied, sudden death will occur.
- d. **Substitutions/Rotation:**
 - i. If substitutes are available, players can only sub in after a game has finished.
- e. **Starting the game:**
 - i. Each team will start behind their own baseline before the start of play.
 - ii. All players must remain within the court boundaries.
- f. **Signing In:**
 - i. Players must have their name on the scoresheet in order to play. Players must sign in and provide their NMU ID.
 - ii. NO ID, NO PLAY.
- g. **The Game**
 - i. Six balls will be used, and placed on the mid court line to start the game.
 - ii. When both teams run to half court, they will not be permitted to throw the ball until they have gotten five feet away from the center line, on their own side. (Judgement call)
 - iii. Players are eligible to leave the court to retrieve the ball.

- iv. A ball is live until it hits the ground, wall, basketball hoop/backboard, ceiling, court divider, or is possessed by a player.
- v. Any player that is struck by the ball and does not catch it, is out, unless it is a headshot.
- vi. **Headshots:** Headshots are not allowed. If a player intentionally throws a headshot, they may be disqualified and may face suspension.
 - 1. A headshot will be considered any ball thrown above shoulder height. The thrower will be called OUT.
 - 2. If a player ducks, and gets hit in the head, that player will be OUT.
- vii. If a ball is thrown, hits a player, and then deflects to hit another teammate, both players are out. If the deflected ball is caught, both the thrower and first player hit are OUT.
- viii. If the ball hits another ball, which a player has in their possession, they are not OUT. They will be out if they drop the ball in their possession.
- ix. If a ball hits another ball, which a player has in their possession, and that ball is caught by a teammate, the thrower is OUT. If not caught, and hits a teammate, that teammate is OUT.
- x. **Stalling:** If a player is deemed to be stalling, the ref may order the player to roll the ball to the other team, or force the team to throw the ball.
- xi. Players that are out must immediately leave the floor and stand behind the sideline.
- xii. If a player crosses the center line, they are considered out.
- xiii. Players can only hold one ball at a time, unless catching an opponent's ball.
 - 1. Exception: If a team has 3 or less players left on their side of the court.

The NMU Recreational Sports Office reserves the right to modify and/or remove any of these guidelines or rules for the improvement of the sport. All participants are expected to comply with these rules and policies that are stated within this publication.