

# JOHNS HOPKINS UNIVERSITY

## INTRAMURALS - DODGEBALL RULES

### 1. TEAM REPRESENTATIVES:

- Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Team managers are responsible for any equipment given to them, such as team jerseys. **(Team managers, you will be charged for the missing items)**

### 2. ELIGIBILITY:

- Players must be current Homewood or Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card or Recreation Center ID, before game time. Participants will absolutely NOT be permitted to play without showing an ID card.

### 3. PLAYERS:

- All players must present their JCard or Recreation Center ID to the Intramural Supervisor on duty.  
(Note: there will be NO exceptions)
- **A team consists of 6 players**, with a maximum of 12 on the roster. **The minimum number of players per team is 4.** If a team cannot field 4 players at any time during the tournament, they will be eliminated.

### 4. FORMAT:

- Single Elimination Tournament (May be Double elimination depending on number of entries)
- Eligibility to continue in tournament: "2.5" sportsmanship rating.
- Teams who have any member disqualified at any time, may continue but the member will be eliminated from the tournament.

### 5. EQUIPMENT:

- The Intramural office will furnish game balls.
- All participants must wear the proper athletic attire to participate, including proper shoes, shorts and T-shirts.

### 6. GAME TIME:

- A team has 5 minutes to get all their team members onto the court to start play after their game is announced. If they do not have 4 members on the court at that time, the team will be eliminated.
- A match consists of winning two out of three games. A game is complete when all the members of one team are eliminated.

## **7. START PLAY:**

- Games will begin with both teams on their respective sides of the basketball court touching the base line. Both teams may play up to 6 players at a time.
- 5 balls will be placed on the half court line.
- Games will begin on the start of the head referee's whistle. At that time players may attempt to grab balls on the half court line and begin the game.

## **8. BOUNDARIES:**

- The boundaries are those marked on the basketball court sidelines/baselines.
- If a player crosses a sideline boundary before he/she is allowed, they will be eliminated from the game. \*\* Players may never cross the side boundary line of the basketball court, even to get a ball that was thrown out of bounds. The staff will place all balls thrown out of bounds back in play.
- Players from the opposing team may never cross into the opposing team's region passed the half court line.

## **9. GAME PLAY:**

- A person will be eliminated when at least one of the following events occurs
  - The ball they threw was caught by someone on the opposite team.
  - One of the players may be regenerated by the team that caught the ball.
  - They step out of bounds.
  - If a ball ricochets off of one person and another teammate tries to catch it before it hits the floor but drops it that person is out as well.
  - If a thrown ball hits the opponent above the shoulders, the player that threw the ball is out. No head shots are allowed.
- A ball is considered dead once it exits the court or it hits the floor. It must be a direct hit in order to consider the person out of the game.
- Players will be called out by the referees who will be standing the sides of the playing area. The referees will blow a whistle and inform the player that he/she is out. If a player refuses to leave the game, the game will be stopped and the team will lose the game. If there is a subsequent game the team may only play with 5 players and the player who refused to play may not participate.
- The ball must be thrown at a player in order to get them out. Players may not tag the opposing person to get them out.
- Balls may be used to block the balls thrown by the opposing team. If a ball is blocked into the air and caught by a team member before touching the ground, the player who originally threw the ball is out. If a player attempts to block a throw with a ball and drops the blocking ball, the player who dropped the ball is out.
- Balls that hit above the shoulders are considered live balls and the player who was hit is not eliminated. But, the player that threw the ball is eliminated. Any player who throws the ball intentionally at a player's head will be eliminated from the game and cannot be regenerated.

## **10. SUBSTITUTES**

- Players are allowed to substitute between games to make up the team of 6.
- Players must be listed on the sign in roster to be eligible to play.
- Players may not substitute during games for any reason.
- Only players on the court of play when the game begins are eligible to play in that game.

## **11. SPORTSMANSHIP:**

- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its **players** as well as **fans**.
- Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be eliminated from the tournament.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all Campus Rec activities until the Assistant Director of Intramurals reinstates him/her. In addition, he/she will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 9:00 a.m. - 5:00 p.m.) before he/she is eligible to participate again.
- Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
- Fighting will result in immediate ejection.
- **Minimum 1 game suspension for all ejections.**
- Teams shall assist in removing trash and equipment from their game area at the conclusion of their match.

## **12. Safety and Liability**

- The game of volleyball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

## **13. Alcohol and Drug Policy**

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.