

MIT INTRAMURALS

DODGEBALL RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Forfeits

-If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.

-If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.

-The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:

- * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
- * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
- * Less than 24 hour notice results in forfeit and fine

Fines

-Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.

-Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

- Failure to attend captain's meeting: \$15
- Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
- Dropping out of league (once games have been scheduled): \$75

Injuries

-Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.

-Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.

-All players must register on IMLeagues.com before playing in a game.

-Each team shall consist of up to 6 players on the court. A minimum of 4 players is needed to start a game.

-Co-Rec guidelines: The male-to-female ratio must be 50/50 to start each game.

-Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 12 shirts will be issued.

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

Equipment

-All matches will be played width-wise on the MAC on the 3rd floor of the Zesiger Sports and Fitness Center. 4 dodgeballs will be used per game, and up to 2 games could be played simultaneously. Players who are not currently in the game should stand at mid-court to help keep balls on the proper court.

-Dodgeballs will be provided by MIT intramurals and will be located in a storage locker near the MAC. The combination to the locker will be provided by the sport manager. If you can't get in on game night, the desk attendant at the Z Center main desk should be able to open it with a key.

-It is the responsibility of each captain to make sure the balls are put away if you don't see that other intramural teams are waiting to play. If there are problems with the equipment, notify the sport manager ASAP so the problem can be addressed.

Game Schedules

-Three teams will be schedule for each 60-minute time block. During that time, the 3 teams will rotate and play each other. Ex: team A will play team B while team C referees the game.

-The teams competing will play the best 3 out of 5 games.

Start of the Game

-Each team will start on their respective end lines until the referee blows the whistle to start the game.

-The balls will be placed at the centerline. When the game starts, you may send all six players to get balls from the centerline.

-Balls may not be thrown at the opponent until both of the player's feet have crossed the "restraining line". This is a line marked on the court which prevents people from getting hit with a ball immediately.

Gameplay

-If you are out, call yourself out.

-Once you are declared out, proceed immediately to the "Out Queue". The first person in the Out Queue is the first person allowed back on the court in the event of your team making a catch.

-If a throw is caught by a teammate, then the first player in the Out Queue may re-enter the game. Once any part of his/her body touches in bounds he/she is back in play.

-Don't intentionally touch any live balls as you are exiting the court. If you intentionally shield any of your teammates they will be called out as if you had not been standing there.

-You may retrieve balls that are "out of play" once you are out, but you may only do so on your side of the court. You may not retrieve or touch balls on the court.

Methods of Getting "Out" *The ball is live until it touches ground, ceiling, walls or out of bounds.*

-A ball, thrown by an opposing player, hits you and you do not catch the ball. Please note: a player who gets hit in the head with the ball is NOT out, unless he/she was ducking, jumping, or otherwise "dodging" the throw.

-An opposing player catches a ball that you have thrown.

-You deflect an opponent's throw with a ball, and then drop the ball that you used to deflect. You get hit by a teammate's deflected ball prior to it hitting the ground.

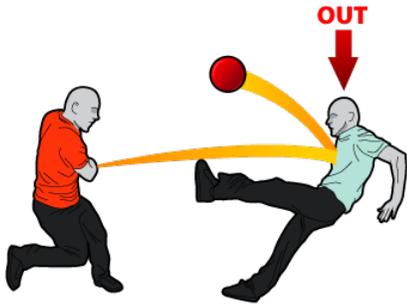
-You, one of your teammates, or an opponent deflects a ball and it deflects directly into your body then you are OUT. If an opponent throws the ball, deflects off you, and is then caught by your teammate, the original thrower is out.

-Any part of your body touches out-of-bounds or on the opposing team's court.

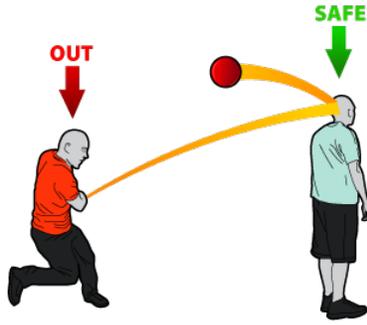
"Ten Count to Throw"

-A player has ten seconds to throw the ball to the other side upon picking the ball up. If a player decides not to throw the ball, then he must at least roll it to the other side. Failure to do so will result in being called out.

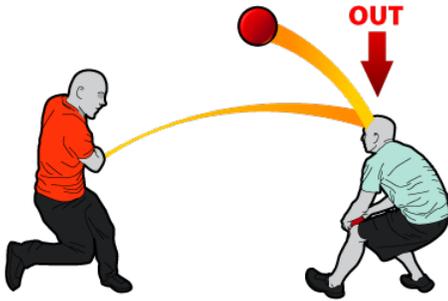
Visual Scenarios



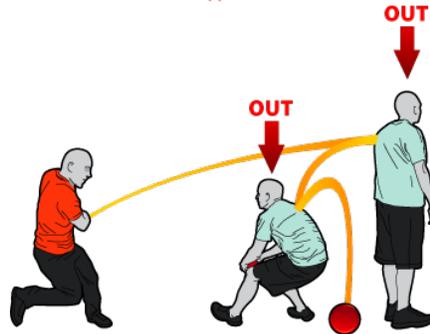
Thrower hits an opponent in the body or extremities.



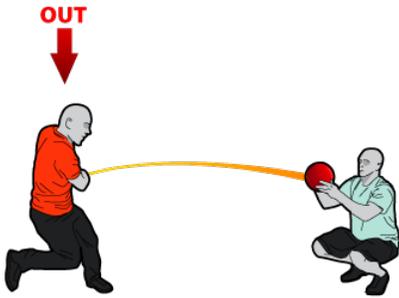
Thrower hits an opponent in the head.



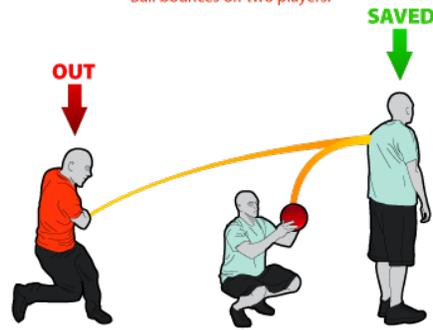
Player ducks into a head shot.



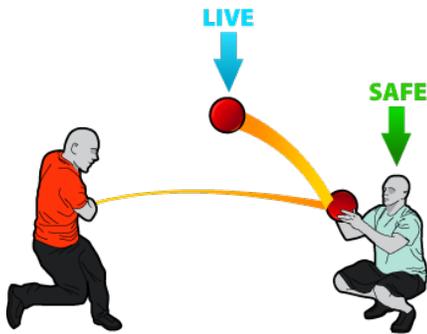
Ball bounces off two players.



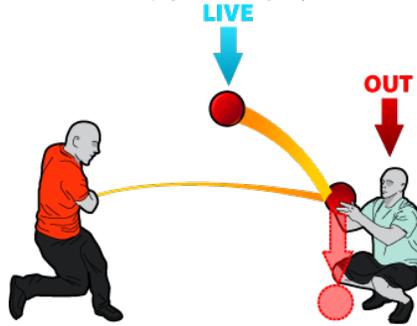
Throw caught by an opponent. Catcher's teammate regenerates.



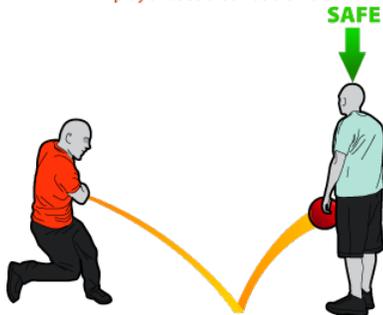
Ball bounces off one player and is caught by their teammate.



A player uses a ball as a shield.



A player uses a ball as a shield and drops the ball.



A thrown ball hits the ground before an opponent.



Player's foot crosses the midline or out-of-bounds line.