Montserrat State University Campus Recreation
Intramural Extreme Dodgeball Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

ALL GAMES ARE TO BE PLAYED IN THE STUDENT RECREATION CENTER RACQUETBALL COURT

ELIGIBILITY:

1. All team sports are broken down into 4 different leagues which include: Men’s, Women’s, Organization, and Open. The Organization league is open to all MSU-affiliated Clubs and Organizations who register using the $60 team fee. There will be two specific divisions for Greek Fraternities and Sororities. The Open league is a league without restriction placed on gender, gender identity, or gender expression. Each player can only join one team per league (i.e. A player is allowed to play in one Open league and one Women’s/Men’s league). In leagues with multiple divisions, such as basketball, players are permitted to play in Men’s A or Men’s B only. All individual/doubles sports will feature Men’s/Women’s/Open Singles and Doubles.

2. Team Sports: A team’s roster is formed throughout the regular season. All players participating in a game must be listed on that game’s scoresheet. The players who are listed will be entered onto that team’s roster. Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player’s name as well as his/her ID number on the scoresheet. A player must play in at least one regular season game to be eligible to participate in the playoffs. Rosters can have a maximum of 16 players.

3. Assumption of Risk, Waiver and Release from Liability Form: This must be signed and filled out by all players participating in the activity, in the main office at the time of payment, prior to the start. The waiver only needs to be completed once for the season, if players are added to the roster at any point during the season, that player(s) must fill out the waiver before participating.

4. Checking ID’s: Before a contest, event, or activity, all members of a team shall present to the scorekeeper their pictured Montclair State University ID card. The scorekeeper shall then verify the participant’s identity and so note on the scoresheet. Those players listed on the scoresheet and verified by a scorekeeper are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the scorekeeper. Should a player not be verified by a scorekeeper, that individual shall be considered an ineligible player.

5. Forgotten ID Policy: If a player forgets his or her ID, that player is ineligible to participate in the SRC activity.

6. The captain is the representative of his/her team and may address an official and/or director on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the playing field or court.

7. A player must play in at least one regular season game in order to be eligible to participate in playoff games.

PLAYERS:

8. A team can be comprised of a maximum of 16 players. Each team will have four (4) players on the court at a time.

9. A minimum of three (3) players is required to start the match. A team that begins with three (3) players may not add the 4th player until the beginning of the next game.

10. Players are not allowed to wear hats or jewelry of any kind.

11. Players are required to wear athletic sneakers with non-marking soles.

TIME:

12. Extreme Dodgeball will consist of three 8 minute periods.

13. There will be a 2 minute break between each game.

FORFEITS:
14. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. **GAME TIME IS FORFEIT TIME!!**

15. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.

16. If at game time neither team has the minimum number of participants required to play, the IM Sports Supervisor will call the game a double forfeit.

17. Any team that forfeits, or defaults, a total of TWO games within the season will be ineligible for the playoffs and will be removed from the league. Captains are responsible for entering time preferences and availability information for their team on IM Leagues, at the time of registration.

**GAME PLAY:**

18. The winner of the match will be the team with the most periods won. A game will be won when all of the opposing team members have been declared out. The team with the most game wins in a period will win that period.

19. To begin play, all players will take a position behind their attack line. Following a signal by the director, teams may approach the center line to retrieve balls. Four balls will be used for the game. Each team will have two balls to start, aligned on the center line. All players will rush forward at the start of each game and retrieve their two balls (two balls located to the right of center mark).

20. Each/every ball retrieved at the opening rush must first be taken behind the attack line and into the team’s back court before it may be legally thrown at an opponent.

21. A “live” ball is a thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, another player, another ball or the wall (a ball caught off the wall is NOT an out). A ball will only be considered live if it is thrown from behind the team’s attack line. If a player’s foot makes contact with the attack line during a throw, it will not count as a live ball and the thrower will be called out.

22. Any thrown ball which hits an opponent in the head will not be deemed a legal hit and the thrower will be called out, (Unless the opponent attempts to dodge the ball and dodges directly into the path of the ball).

23. The object of the game is to eliminate all opposing players by getting them “out.” An “out” is scored by:
   - A. hitting an opposing player below the shoulders with a live thrown ball.
   - B. catching a live ball thrown by your opponent.
   - C. causing an opponent to drop a held ball as a result of contact with a live thrown ball.
   - D. a player stepping in his/her team’s active penalty box.
   - E. If two players simultaneously throw the ball and hit each other, both players are out.
   - F. If one player gets hits by a live ball and his/her teammate catches it, the thrower is ruled out due to a catch.

24. A player can be saved by a teammate if any of the following occur:
   - A. A player is hit by a ball, the ball bounces off the wall and then his/her teammate catches the ball. At that point, all players are safe.
   - B. Any ball hitting the sidewall will be considered a dead ball. Players cannot be eliminated by a ball bounced off of a wall.

25. Rules will be enforced primarily by the “honor system,” and games will be SELF-OFFICIATED. Directors and the game monitor are there to settle questionable calls but are not there to officiate the game.

26. Any ball hitting the sidewall will be considered a dead ball. Players cannot be eliminated by a ball bounced off of a wall.

27. Players will be expected to rule whether or not a hit was legal and/or whether they were legally eliminated. (Directors will assist in a controversial call)

28. Substitutions will be allowed only between games or during an injury time out.
30. The following penalties and infractions will be called by the intramural director on duty:
   A. Stalling – a team losing during an individual game must be given the opportunity to eliminate an opposing player. This requires a minimum of one (1) ball to be at the disposal of the disadvantaged team. It is illegal for the leading team to control all of the balls for more than 5-seconds. If the leading team has control of all four balls, they must make a legitimate effort to get at least one ball across the opposing team’s attack line and into the opponent’s back court. If this effort is not made within five seconds, a “5-second violation” will be called by the director on duty. A team can avoid this violation by throwing or rolling a ball into the opponent’s back court.
   B. Unsportsmanlike conduct – All unsportsmanlike conduct will be assessed by the director on duty.

31. During a match, the Student Director may be called upon by the court monitor for a rule interpretation. In addition, only the Student Director is allowed to declare a match forfeited.

32. Alcohol is not to be brought to any MSU Recreation Facility. Players coming to their game under the influence, risk forfeiture of the game, suspension from intramural play, and face the MSU policies dealing with alcohol and drugs.

**OVERTIME:**

33. There is no overtime in the regular season, only in playoffs. Games will end in a tie.
34. During playoffs, if a period ends in a tie, 1 more game will be played in order to determine the winner of that period.

*All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police may be called.*