

REC

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CSUSM Campus Rec

IM Dodgeball Rules

Eligibility:

- All participants must be:
 - A Full-time/Part-time Student at CSUSM during the current semester.
 - Faculty/Staff (Limit 1 per team)
 - A Graduate Student (Limit 1 per team)
 - Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.

Team Roster:

- Each team will consist of a maximum of 6 and a minimum of 5 players on the court.
 - Minimum # of females is 3
 - Minimum # of males is 1
- Each team may carry a maximum roster of 10 eligible players.

Boundaries:

- During play, all players must remain within boundary lines.
- Players may pass through their end-line only to retrieve stray balls.
- 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.
- A player shall **not**:
 - Have any part of their body contact the playing surface on or over a sideline.
 - Exit or re-enter the field through their sideline.
 - Leave the playing field (sideline or end-line) to avoid being hit by, or attempt to catch, a ball.
 - Have any part of their body cross over the center-line and contact the ground on their opponents' side of the court.
 - NOTE: A player may, without penalty, step on the center-line.
 - Exception: Opening rush players may cross center-line within reason.

Equipment:

- Participants must wear shoes, shirts and shorts/pants
- All clothes/uniforms are considered part of the player's body.
- No jewelry, no hats with bills, or any other materials deemed unsafe by the officials/staff.

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The Game:

- The team winning the coin flip will have choice of sides to begin the match.
- Teams will alternate sides following each game.
- The object of the game is to eliminate all opposing players by getting them OUT.
- An OUT is scored by:
 - Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - NOTE: If a player ducks or takes a position with their head below where their shoulders would normally be when standing and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.
 - Catching a LIVE ball thrown by an opponent.
 - Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball. (Usually occurs when a ball is being used to block a thrown ball)
 - An opposing player stepping out of bounds.
- A LIVE ball is defined as a thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball, official or other object.
- A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact of the thrown ball.
- A LIVE ball deflecting off a held ball and/or striking the holder remains live only to the holder.
 - Following the deflection/striking of the holder,
 - The holder legally catches the live ball (a), or
 - The live ball becomes dead by contacting the ground, another player, a non-held ball or ball held by another player, official, or other object (b).
 - RESULT: in (a) the thrower is out, in (b) the holder is out.
- Once a player is OUT, they must drop any balls in hand and exit the playing field at the nearest sideline.
 - If an OUT player intentionally contacts a live ball before exiting the playing field, opponents will be awarded a free throw.

Timing

- A 5-minute time limit will be placed on each game.
- Matches will be decided using a “best-of-three” format in which the first team to win two (2) games will be declared winner of the match.

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Beginning of the Game:

- Prior to beginning a game, an equal number of dodgeballs are placed along the centerline on each side of the center hash mark.
- Players then take a position behind their end-line.
- Following a signal by the official, teams may approach the centerline to retrieve the balls. Teams may only retrieve balls placed to the right (as they face the centerline) of the center hash mark.
 - If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.
- A **false start** will be called if players cross their end-line prior to the official's signal to start the game.
 - RESULT: Play will be stopped and one ball from the offending team's side will be moved to the opponent's side of hash mark.

Opening Rush Rule:

- Each/every ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent.
- Once a ball is moved beyond the attack line it may be thrown from anywhere on the court, short of center, including in front of the attack line.

Declaring a Winner:

- The first team to legally eliminate all opposing players will be declared the winner.
- 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.
- If an equal number of players remain after regulation, a shoot-out style overtime will be played.
- ****See Sportsmanship Rating Scale****

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Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

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- Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

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- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

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- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.

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- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.

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- An ejection of any kind.

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- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

**Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a possible suspension or expulsion from the league.