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

Members of MIT club or varsity teams may not compete in IM leagues (in the same sport) for one calendar year from their last official practice or match.

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 – Experienced players who may have been playing together for some time
B – Majority of team has played the sport but not necessarily on a formal team
C – A casual league for those who have never played or wish to play leisurely

Sportsmanship
- Proper sportsmanship is expected of all teams at all times.
- 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
- A team that doesn't have the minimum number of players at the start of the game will be forced to forfeit. This will result in a forfeit fine.
- Please ensure you have enough players for each game. It's no fun if the other team shows up and your team doesn't have enough to play!

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.

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.

Reporting Scores
- It is the responsibility of the WINNING team's captain to record the score on IMLeauges.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 in most cases. Some sports offer co-ed leagues, in which case there are male-to-female ratios that will be specified.
- All players must register on IMLeaues.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.
- Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 12 shirts will be issued.

**Equipment**
- All matches will be played on the MAC on the 3rd floor of the Zesiger Sports and Fitness Center.
- Dodgeballs will be provided by MIT intramurals and will be located in a storage locker near the MAC. *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.* 4 dodgeballs will be used per game.

**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 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.

Player ducks into a head shot.

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

A player uses a ball as a shield.

A thrown ball hits the ground before an opponent.

Thrower hits an opponent in the head.

Ball bounces off two players.

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

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

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