

Carleton University – Dept. of Recreation & Athletics

Leagues/Intramural - Rules & Regulations

Dodgeball

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Part A: Code of Conduct

- Please see link to Carleton University Intramural & Adult League Player [CODE OF CONDUCT](#)

Part B: Spirit of the Game

- Carleton University Intramural Dodgeball League relies upon a spirit of sportsmanship that places the responsibility for fair play on the player.
- Highly competitive play is encouraged, but never at the expense of mutual respect among competitors, adherence to the agreed upon rules or the basic joy of play.
- Protection of these vital elements serves to eliminate unsportsmanlike conduct from the Dodgeball Court.
- Actions such as taunting opposing players, dangerous aggression, belligerent intimidation, intentional infractions or other "win-at-all costs" behaviour, are contrary to the spirit of the game and must be avoided by all players.

Part C: General Information

- The intramural league is open to students, staff/faculty, and alumni who **have an active membership only.**
- Participants may play for one dodgeball team per semester.
- Team Shirts will be given out at the beginning of each season and must be worn to each game.
- Team Captains must have all of their players registered on the official team roster through the Fusion Play App.
- All participants MUST be registered or they will NOT be permitted to play.
- Players in attendance much check in with the league official or organizer. Individuals are responsible for ensuring that their attendance is recorded.
- All players must present a valid student/staff card to league organizer or official each game. Failure to do so will result in player not being permitted to participate in the game.
- Players must participate in 5 or more games to be eligible for playoffs. This includes approved spares. Some exceptions can be made at the league's discretion
- Under some circumstances spares will be allowed. Spares must be approved in advance by a League Supervisor and they must be added to the Team Roster in order to play. Players cannot play for multiple teams within the same division without League Supervisor approval.
- Fighting is strictly prohibited. Anyone who fights will be automatically removed from the league. If an official feels that a player attempts to injure an opposing player deliberately the player will be removed from the league. A zero-tolerance policy is in effect.

Part D: Game Supervision

- There will be one league official provided for all games. League officials are responsible for checking eligibility, signing in players, and officiating the game.
- League officials are to be treated with respect. All officials and organizers decisions are final. Any abuse of officials or organizers will result in a game misconduct and possible ejection from the league.
- Team Captains should be dealing with the league official on behalf of their team and are responsible for the conduct of their teammates.

Part E: Equipment

- Any elbow, hand, finger, wrist or arm guard, cast or brace made of any hard substance even though covered with soft padding shall always be declared illegal.
- No jewelry, earrings, nose rings etc.
- Only non-marking court shoes are allowed on the courts.
- Appropriate gym shoes, team shirts, and athletic apparel must be worn at all times.
- 6 dodgeballs will be provided by the league official.
- Cones will be used to mark boundaries.

Part F: Rules

Section 1: Players

- Games will be played 6 vs 6
- "Mixed" Teams must have a minimum gender ratio on the floor at all times. (3:3 or 4:2). If a team does not have the required gender ratio, they must play one player down.
- It is recommended that teams carry enough players to substitute and maintain ratio. Gender is defined by what is officially stated on the player's Carleton student ID or valid identification.
- Team must have a minimum of 4 players at the beginning of the match for the game to count. If not, the game will be counted as a forfeit.
- All players must be signed onto the team roster and wearing their league shirt of the same colour.
- Teams must have their roster set prior to playing their first game.
- Under some circumstances spares will be allowed. Spares must be approved in advance by League Supervisor and they must be added to the Team Roster in order to play. Teams cannot play for multiple teams within the same division.

Section 2: Scoring & Time

- Each game has a 50-minute time limit.
- Teams are urged to be on time in order to facilitate the start and completion of games in a timely manner.
- NO additional time will be awarded at the end of halves to make up for time lost. Time will be kept by the referee and the referee alone.
- Games will be best of 5 OR the score at the end of the game time, whichever comes first.
- A team wins a match when they reduce the other team to 0 players on the court, or the most players on the court when the time is up.
- There is no OT in regular season play.

Section 3: Boundaries

- Players must not cross the centre line or will be considered out. Unless it is at the very beginning of the match.

- Game is played on a volleyball sized court.
- During play, all players must remain within the boundary lines or will be considered out.
- Players may leave and enter through the backline to retrieve stray balls

Section 4: Start of the Game

- Players lie face down behind their respective team's baseline.
- The six balls will be placed on the center line.
- The official will whistle once to start the game.
- Players retrieving a ball at the beginning must backup behind the restraining line and cannot throw, and cannot be hit until they cross it.
- Minor crossing of the centre line will be tolerated during the first retrieval of a ball.
- Roughhousing and fighting for balls will not be tolerated during the first retrieval.

Section 5: Elimination

- To eliminate a player, you must hit them below the shoulders with a ball or catch a thrown ball.
- If a player catches a throw, the person throwing the ball is out and the catcher's team has one player return to the court (up to a maximum of 6 players)
- If a person is hit with a ball, that is then rebounded and caught by a fellow team member, the person who threw the ball is out.
- A player may deflect a ball with the ball they are holding.
- If the player holding the ball drops it in the process of protecting themselves, they are out.
- If a player knocks the ball out of an opponent's hand, the opponent would be out.
- If a ball hits two people, then only the first person is out.
- In the event of a ball rebounding off the chin/shoulder/chest of a person, and then hitting that same person in the head, that person is still out.
- If a person ducks and gets hit in the head, the throw is legal and the person is out.
- A player may not hold the ball for more than 5 seconds.
- Players who cross the center line once the match has started will be considered out.
- Players who hit someone on the head are out.
- A second offence in the match will result in expulsion from the game.

Section 6: Timeouts

- Teams can call one (1) minute time-out per game.

Part G: League Standings & Points

- Teams will be awarded 2 points for a WIN, 1 point for a TIE, 0 points for a LOSS.
- There will be NO overtime in Round Robin play.
- Standings will be posted weekly on the Fusion Play App

Part H: Forfeits & Defaults

- A forfeit will be declared 10 minutes after the scheduled starting time.
- Teams can decide to play a game if both captain’s consent to the number of players.
- If you are unable to attend your scheduled game, please have your captain use the default (no point penalty) or forfeit (point penalty) function on the Fusion Play App at least 10hrs prior to the game.
- If numbers allow, referees will still referee in the event of a forfeit.

Part I: Tie Breaks

Section 1: If two teams are tied at the end of the regular season

1. Head-to-head
2. Most wins
3. Goal differential
4. Most goals scored
5. Fewest goals allowed
6. Coin-Flip

Section 2: If three teams are tied at the end of the regular season

1. Best winning percentage between the team involved
2. Most wins
3. Goals +/- (For and against)
4. Coin flip

Part J: Playoff Format

- Format will vary according to the number of teams in the league, league structure and facility availability. The Playoff schedule will be posted on the Fusion Play App.
- Sudden death overtime if the game is tied after regulation time. Game will continue until there is a winner.

Part K: Cancellation Policy

- In the event that games are cancelled due to facility closures, the following policy will be applied:
 - First Cancellation: Games are not rescheduled or refunded
 - Second Cancellation: Games will be rescheduled as extra games on the night that they play or on another available date. If neither of these scenarios are viable, a partial team credit will

be applied to participants accounts.

- Third Cancellation or more: Games will be rescheduled as extra games on the night that they play or on another available date. If neither of these scenarios are viable, a partial team credit will be applied to participants accounts.

Part L: Personal Injury

- Any player injured must let the league staff know so proper paperwork can be completed.
- Any player who is bleeding shall be removed from the game immediately.
- The clock will be stopped and resumed once the player is removed. If the blood is removed from all playing surfaces and has stopped, or has been completely covered with a bandage, the player may return to the game.
- The League Organizer will have the authority to decide if the player shall return to the game.
- Intramural Sports is a volunteer activity where players participate at their own risk. Participants should understand that they are responsible for any and all costs arising out of injury or property damage through participation.

