

WVU TECH DODGE BALL RULES

1. The Intramural Director will make the final determination on all rule interpretations. The Intramural Sports Department reserves the right to add, delete, and revise rules periodically to insure fair play for all involved. These changes will be posted and submitted to all team captains.
2. All WVU Tech & Community and Technical College rules and regulations governing conduct of students, faculty and staff apply to all participants and spectators. Alcohol and/or illegal drugs are not allowed on the field or in the stands, parking lot, etc. and campus safety will be called to respond.
3. All Participants are required to bring a valid WVU Tech identification card to all contests. Failure to do so will result in that player being unable to participate in that contest.
4. All Players who are expected to compete throughout the course of the game must have their name on the score sheet before the start of the game. Once the game has started, no players may be added to the score sheet. All players must be on the original pre-season roster turned into the Intramural Sports Office. Injuries or other circumstances may allow addition of a player to the roster. The Intramural Director will consider requests on a case-by-case basis. No Players may be added for whatever reason once the regular season has ended or during playoffs.
5. Participants must meet all other eligibility requirements: They must be a currently registered student taking at least 1 semester hour of credit at WVU Tech or the community and Technical College. Each roster may have no more than 3 current athletes, this include red shirts and other conditional athletes. Captains are responsible for ensuring the eligibility of their team players. If it found that a player does not meet eligibility requirements during the regular season, the team will forfeit all games won in which that player or players were on the game roster.
6. The officials' and supervisors' authority and jurisdiction will be in effect in and around the field of play.
7. Any captain, player or spectator ejected from a game for conduct reasons will be suspended for at least one game. The captain's ejection policy shall be in effect for all contests. Any player or spectator ejected from a contest after their captain has received a warning to control his team and/or spectators' actions may result in the captain also being ejected for the remainder of the contest. According to the captain's ejection policy, for each player ejected, the team must play a player shorthanded. The captain may be replaced on the field, unless he/she has been ejected for his/her own conduct, rather than those of his/her players and/or spectators.

Game Information

- Each game has a time limit of 8min. Sudden death overtime has a limit of 2 min.
- Each team takes opposite courts prior to the start of the game. The designated home team chooses the court to begin play on; it is determined by coin toss or mutual consent.
- If, at the scheduled match time, one team fails to field a team of at least 5, that team shall forfeit the match to the other team. Match time is forfeit time.
- The game will be played with 2 balls.
- The ball will be placed on the center line giving both teams a chance to get them once the balls are picked up, the players with the ball must go behind the 10ft line before he or she throws it.
- Generally, play is continuous as each team makes attempts at throwing the other team's players out until either all players on one team have been put out or time expires.
- No player may leave the court of play to avoid being struck by an attempt.
- During play, stepping on any boundary marker is considered leaving the court. All players must remain inside the playing area during action. Leaving the court or stepping out-of-bounds to avoid or make an attempt is illegal. Effect: The offending player is called out and retires to the player return area in the order put out. Possession is natural to the team who gains it.

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- In no case shall a player step beyond mid-court at any time after the game has started. Effect: The offending player is called out and retires to player return area in the order put out.
- Players may not taunt the other team. Taunting will result a player or team warning for the offense. The second offense by a team results in a game forfeit. Repeated offenses will cause the match to be forfeited by the offending team.
- A player is called out when a ball strikes them before the ball strikes the ground or other permanent structure/surface not within the playing court. Effect: the player is put out during the game to the player return area in order they were put out.
- When their attempt is caught by a player of the opposing team prior to striking the ground, wall, or other surface outside the playing court. The ball may strike another player first.
- When players are ejected for language, poor sportsmanship, or continued questioning of the official's judgment. Effect: The offending team forfeits the game currently being played and the match continues if games remain, with the offending team playing shorthanded. The position may not be substituted for during the same match.
- Possession changes after the team being played upon retrieves an attempt and the player with the ball returns to the playing court, this is called a natural possession.
- Each team has five seconds to make an attempt on the other team after gaining or re-gaining possessions. If the team holds the ball longer than 5 seconds, the official calls for the ball and bounces it into the opposite court. Play continues.
- Teams change court/sides after each game.
- A game is ended when all players on one team have been put out, time expires, or a forfeit.
- The winner of the game is the team that has the most players left at the end of the game.
- If both teams have the same number of players at the end of the game, a sudden death overtime of 2 minutes is played. Overtime will start the same way the beginning of the game starts. The moment someone gets out the game is over.
- A match is ended when: one team wins majority of the games within the match, one team voluntarily or involuntarily forfeits the match.
- Leaving the court when put out, players shall immediately leave the playing area when put out or called out. Failure to leave the court immediately can result in a forfeit of the game by the offending team as determined by the official.
- Time Outs: Each team will get 1 timeout per game
- To call a time-out, the team must have possession of both balls verbally ask for the time-out prior to making an attempt and prior to have a 5 second lapse.
- A player calling for a time out after their team has already used one during the same game is called out as if he was struck by an attempt of the other team.
- A time-out period is 90 seconds. Play continues immediately after 90 seconds or possession is lost.
- Injuries: Play and time is suspended when an injury occurs. The injured player must leave the court and cannot return until the next game. The injured player may be substituted for if the team has a valid substitute available.
- Blood: Players who begin to bleed must immediately leave the court and dress the injury causing the blood to be present. Players must change any uniform with blood on it for a fresh uniform. If uniforms is available, any safe clothing can be used as long as it does not present a distraction, contain advertising not allowed elsewhere in these rules, and is approved by the official. If blood becomes present again, the player must be removed from the game as an ineligible player. He/She may be substituted for. The player cannot return in the same match.
- Play is continuous
- There is only one minute between games in each match. Players shall change courts and take positions without delay.
- Substitutions must meet the requirements of the game being played.
- Sportsmanship: Players shall observe the highest level of sportsmanship and promptly call themselves out when struck. A missed call by the official does not remove the obligation of a struck player to call himself or herself out.
- Judgment rulings of the officials and linesman shall not be questioned. Other rulings may be questioned if a player or coach feels there has been a misinterpretation of the playing rules. A coach must address officials respectfully and never scream or argue with an official.
- At the start and end of the match, players shall shake hands at the center of the courts.