Ball State University
Intramural Dodgeball Rules

Eligibility

To participate in Ball State University Intramural Sports, you must:
- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid and current Rec Card.
- No Burris or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see below) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event.
  - A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 unsportsmanlike technical in a basketball game) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.
- A team that forfeits twice in a league play will not be eligible for the playoffs.

Protests

Invariably, disagreements may arise due to lack of knowledge of rules and procedures. A system has been set aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO times that you can file a protest:
- An eligibility concern
A misinterpretation of a published procedure or rule.
  - A protest **CANNOT** be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:
- A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it’s too late to protest.
- If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site intramural sports supervisor. The protest must be filed on the PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The game will stop during this time and will resume when the proper paperwork is complete.
- The intramural sports supervisor will document all necessary information about the protest and game conditions.
- The game will continue when all paperwork is completed.

**Players**

Each team may have a maximum of six (6) players on the court at one (1) time. A team may begin a game with a minimum of four (4) players.

**Playing the Game**

- **Start of Game**
  - Teams start with one hand on the teams back wall.
  - Games are best two (2) out of three (3)
  - Play begins after a “Ready, Set, Whistle” from the IM supervisor.
- **Getting Out**
  - A player is not out if:
    - The ball is caught off the wall.
    - If the ball is caught off of hitting another player
    - If the ball hits the ceiling and is caught.
    - If a ball directly thrown at them hits them in the face.
    - If a player uses their own ball as a shield and deflects a ball which is thrown at them, and maintains possession of their own ball.
  - A player is out if:
    - The ball they threw is caught by a player from the opposing team, granted it did not hit the wall, ground, or another player.
    - The ball thrown from a player on the other team directly hits you.
    - If a player throws the ball over the upper edge of the racquetball court, that player is out and is responsible for telling the intramural sports supervisor after that game is finished.
  - Once a player is out, they must stand with their back against the team’s right wall. Players should not squat due to risk of being hit.
  - Players may not leave the racquetball court during game play unless injuries were to happen.

**Co-Rec Modifications**
• A team shall consist of three (3) females and three (3) males with a minimum of two (2) males and two (2) females.
• All other rules remain the same.

These rules are not meant to be all-inclusive. It is the team captain’s responsibility to consult the Office of Recreation services for clarification on any of these rules.