

# MEN'S AND WOMEN'S DODGEBALL

## Information Sheet Winter 2017

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.**

### ENTRIES OPEN

**Online appointment time sign-ups will begin at 3:00 PM on Monday, January 9 @ [imsignup.byu.edu](http://imsignup.byu.edu)**

A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, January 10. Those who make an appointment will have first priority. **(Entries are limited)**

### ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

### CAPTAINS MEETING

Meetings for team captains (or a representative from each team) will be held **Thursday, January 12 at 11:00 AM in 267 RB and Tuesday, January 17 at 4:00 PM in 267 RB.** Intramural policies and procedures will be discussed so it is important that all teams be represented at *one* of these meetings.

### ELIGIBILITY

Winter 2017 full-time BYU students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. **Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward.** Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall & winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with a valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

**To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games.** Team rosters are limited to **ten** players. Each participant may play for only **one Dodgeball** team.

### RELEASE AGREEMENT

All intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

### DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Thursday 6:15 PM to 10:00 PM. Games will be played in the Smith Fieldhouse Annex.

### CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants must show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, must present their paid receipt for the intramural activity fee before they can check in.

## FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **four** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

## EQUIPMENT

The Office of Intramural Activities will provide all dodgeballs. The official ball will be an 8¼” rubber-coated foam ball.

## UNIFORMS

**Teams are strongly encouraged to have two sets of jerseys of differing colors.** An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed.

## OFFICIALS

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your match have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

## LIABILITY

**All participants play at their own risk and must acquire their own insurance.**

## SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.
3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).
4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.

5. **Turn the other cheek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict—it only compounds the situation. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matt. 5: 38-39).
6. **Be gracious:** Compliment your opponent after a good play. Focus on the good. Build people up—do not tear people down. Be genuine when you congratulate your opponent. Demonstrate gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).
7. **Have fun:** *...Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

## YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for the remainder of the game. A participant who receives a red card will be ejected from the game and must leave the court before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 1 game & Red = 2 games).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

## TOURNAMENT INFORMATION

There will be one women's division and one men's division for regular season play. Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

- |  |                                       |
|--|---------------------------------------|
| 1. Speed of throws.                    | 4. Players avoid throws successfully. |
| 2. Throws are accurate.                | 5. Team speed and athleticism.        |
| 3. Throws are caught with consistency. |                                       |

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

### Men's and Women's Tournament

- Tournament classification rankings will be posted by 4:00 PM on Tuesday, February 14.
- Teams will have until **4:00 PM on Thursday, February 16** to challenge classification rankings.
- Tournament brackets will be posted by 4:00 PM Friday, February 17.
- Tournament play begins Tuesday, February 21.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

## **RULES**

Intramural Dodgeball abides by the National Amateur Dodgeball Association Official Rule Book with the following exceptions or points of emphasis:

1. *Team Composition:* Teams may consist of four (minimum) to six (maximum) players on the court. Team rosters are limited to ten participants.
2. *Match Duration:* Matches will consist of the best four out of seven games. During regular season teams will play two consecutive matches against different teams each day scheduled.
3. *Game Duration:* Each game will consist of a 3-minute time limit. The first team to legally eliminate all opposing players will be declared the winner. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner.
4. *Overtime:* In the case of an equal number of players remaining after regulation, a “shoot-out” round(s) will determine the winner. If a third overtime period is reached, the offensive team will be allowed to move up to their opponents attack line.
5. *Timeouts:* Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.
6. *Opening Rush:* Each game begins by placing the dodgeballs along the centerline – three (3) on one side of the center hash and three (3) on the other. 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 the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
7. *Eliminating Opponents:* Opposing players are eliminated by getting them “out.” This is done by:
  - a. Hitting an opposing player with a LIVE thrown ball below the shoulders.
  - b. Catching a LIVE ball thrown by your opponent before it touches the ground.
  - c. *Definition of “live”:* A thrown ball that strikes or is caught by an opposing player without or before contacting the ground, another player, a non-held ball, official or other object.
8. *Stalling:* A violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds.
9. *Boundaries and Retrieving:* 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. A player not immediately re-entering the playing area may be declared out. A player may be handed a ball from out of bounds, provided the player receiving the ball remains completely within their team’s field boundary. Players may not be handed the ball while standing out of bounds. Players who are “out” may stand outside the basketball court lines to retrieve balls, however, they must remain outside the basketball court lines. Balls retrieved by “out” players must cross the end-line in order to be legally thrown.
10. *Substitutions:* Substitutes may enter the game only during time-outs or in the case of injury.

***If you have any questions contact Brandon in 145 RB (801-422-7597) or access our web page.  
<http://intramurals.byu.edu/> Have a fun season!***