

RULE ONE: THE GAME, COURT, PLAYERS

Section One: General Provisions

- A. Eligibility
 - a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
 - b. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
 - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the leagues.
- B. Players
 - a. The game shall be played between two teams of six (6) players each on the court.
 - b. A team may begin a game with a **minimum of four (4) players**. If a team is not represented with at least four (4) players at game time, the respective team will forfeit the game with a score of 1 to 0.
 - c. Team representatives (players, substitutes, coaches, and other persons affiliated with the team) are subject to the rules of the game. **All patrons are under the jurisdiction of the Intramural Sports Staff from their moment of arrival to their time of departure.**
 - d. CoRec teams must have at least two (2) males and two (2) females.
 - e. A maximum of six (6) individuals may sign in each night for Men's and Women's and a maximum of eight (8) individuals may sign in each night for Co-Rec.
- C. Sportsmanship Rating
 - a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:
 - b. 4 (Exceptional)**
 - i. A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.
 - c. 3 (Normal)**
 - i. A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.
 - d. 2 (Some Static)**
 - i. A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**
 - e. 1 (Difficult/Harassment)**
 - i. A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team**

gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.

f. 0 (Unacceptable)

- i. A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non-appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

Section Two: The Court

- A. The Playing Area*
 - a. The playing area will be on a basketball court within the UREC.
 - b. Teams shall stand on opposite sidelines. Teams may not occupy the same sideline at any time.
- *Please see end of document for court layout.
- B. Court Markings
 - a. The boundaries of the basketball court shall be the boundaries of the dodgeball court.
 - b. The neutral zone lines shall extend from the volleyball attack lines to the basketball court sidelines.
 - c. The defensive zone line shall be the free throw line extended and the portion of the three-point line above the free throw line extended.

Section Three: Equipment

- A. Official Ball
 - a. The ball shall be an 8.5" plastic coated foam dodgeball, provided by University Recreation. No other ball is used for competition.
- B. Players
 - a. Players must wear athletic, non-marking shoes at all times.
 - i. Players who are caught wearing any other style of shoe will be asked to change immediately and will not be allowed to participate until proper shoes are worn.
 - b. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
 - c. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
 - i. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
 - d. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.
 - e. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: GAMEPLAY

Section One: Starting Play

- A. Starting the Game
 - a. To begin, all ten (10) balls are placed on the division line. Each team has the rights to five (5) balls at the start of the game. A team may not claim more than their allotted amount at the beginning of the game.
 - b. The six (6) players participating in the round must start behind their respective end lines.

Section Two: Gameplay

- A. During the Game
 - a. After all balls have become live, teams are not permitted to cross the division line.
 - b. Players may be eliminated for any of the following reasons:
 - i. Hitting an opposing player with a LIVE thrown ball below the shoulders – if a player is actively engaged and ducks/dodges and is hit above the shoulders, he or she may be out based on the judgement of the official
 - ii. Catching a LIVE ball thrown by an opponent before it touches the ground
 - iii. Causing an opponent to drop a held ball as a result of contact from a throw ball
 - iv. Exiting or entering the field on the sideline during the game
 - v. A player crosses mid-court line
 - c. Live thrown balls that make contact with a player are not considered dead until they have touched the ground. A ball that hits an opponent and then is caught before it touches the ground constitutes elimination for the thrower.
 - d. A held ball may be used as a blocking shield; however, a ball that is forced out of a player's hands due to a live thrown ball by an opponent constitutes elimination for the player initially holding the ball.
 - e. No area on the floor is considered a "safe area." Players who are retrieving balls from any point on the floor are eligible to be hit and eliminated – expect during initial rush; players must retreat behind the volleyball 10 ft line before throwing a ball.
 - f. Substitutes are not allowed to participate, in any way, in the current round in which they did not start. Players who are waiting to return to the game may not retrieve balls for their teammates.

Section Three: Returning To Play

- A. Eliminated Players
 - a. Players who have been eliminated may return to the court only after a teammate has eliminated an opponent by catching a live thrown ball.
 - b. Teams are never permitted to have more than six (6) players on the court.
 - c. Eliminated players may only return to the game in the same order that they were eliminated.
 - i. If Player 2 was eliminated before Player 1, Player 2 must return to play before Player 1 may return.

Section Four: Game Timing and Scoring

- A. Game Time and Scoring
 - a. Matches will be a best of 3 series.
 - b. Only 3 games will be played if needed
- B. Forfeits
 - a. Should a team not field the required minimum of four (4) players to start, the game will be declared a forfeit.
 - b. The score for all non-appearance forfeited games shall be 1-0 and the sportsmanship rating for absent team will be a 2.

RULE THREE: PENALTIES

Section One: Ball Penalties

- A. Delay of Game/Stalling
 - a. Players may not hold a two (2) balls for more than ten seconds.
 - b. A player may never hold more than two (2) balls at the same time.
 - c. A team cannot possess all ten (10) balls at once for more than ten seconds.
- B. Restart
 - a. If a restart is required, due to enforcement of a penalty, both teams should line up behind their respective end lines and five (5) balls should be given to each team. The game is restarted on the officials whistle from this point, with all balls considered live.
- C. Penalties
 - a. For the first offense, play is stopped, and five (5) balls are given to each team. Play will begin again with a restart.

- b. For the second offense, an offended team will be allowed to make one (1) free attempt to throw and eliminate an opponent, without the risk of being called out. The offending team may not catch a free throw attempt. Play will begin again with a restart, and five (5) balls will be given to each team. The offending team will also assume a sportsmanship deduction for the match.
- c. For the third offense, an offended team will be allowed to select an opposing player to be eliminated from the game. Play will begin again with a restart. The offending team will also assume a second sportsmanship deduction for the match.
- D. Enforcement
 - a. All penalty disputes will be settled by the Intramural Sports staff, and their decision is final.

RULE FOUR: PROTESTS

Section One: Protests

- A. Types
 - a. Misinterpretation of a rule. The protest must be made before the next play or, on the last play of the game, before the staff leaves the facility.
 - b. Illegal player or players. The protest must be made while the players are still in the game and before the staff leaves the facility.
- B. Procedures
 - a. Protests based on decisions involving accuracy of a staff member's judgment will not be considered.
 - b. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place

