

MEN'S DODGEBALL

Information Sheet

Winter 2023

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 Sports Program.

ENTRIES OPEN

Online team schedule registration will begin at 9:00 AM on Friday, January 6 and will end at 11:00 AM on Wednesday, January 11 (**Entries are limited**). Visit our website and click on the ‘Registration’ tab. Schedule distribution will begin at 9:00 AM on Thursday, January 12.

ENTRY FEE

A \$40.00 entry fee will be required for each team.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Friday, January 13 at 3:00 PM in 267 Richards Building**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

ELIGIBILITY

All current full-time BYU students are eligible. All current faculty, administrative staff, ¾ and full-time staff employees and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, students on leave of absence, non-degree seeking students (Post-Baccalaureate, Evening School, Salt Lake Center, English Language Center), student employees, and spouses of students. All students are also eligible to participate for two semesters beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant can be added to a team roster.** The cost is \$25 per semester (fall/winter) or \$15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term. **Do NOT pay this fee before the first day of the applicable semester or term.**

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 Gyms.

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 or school issued) picture ID before every game.

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 Sports will provide all dodgeballs. The official ball will be an 8¼” rubber-coated foam ball.

UNIFORMS

An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed.

OFFICIALS

The Office of Intramural Sports 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).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. The BYU Intramural Sports 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. **Stand as a Witness:** *We are to stand as witnesses of God at all times and in all things, and in all places* (Mosiah 18:9). Be consistent with who you are in all situations. “Never check your religion at the door. That kind of discipleship cannot be – it is not discipleship at all.” (Elder Jeffrey R. Holland – Israel, Israel, God is Calling. September 2012)
2. **Live with Integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Honesty applies equally in sports as it does in all other areas of life. Never lower your standards because “it’s just a game.”
3. **Play by the Rules:** Do not push limits or escalate the level of physical play to match the style of enforcement. This style of play endangers other players. Intentional disregard for the rules of the game is unsportsmanlike. Play hard, but honor the rules.
4. **Be Accountable:** Although we are free to choose our actions, we are not free to choose the consequences. Others cannot determine our feelings or thoughts. We are each accountable for what we do and say and should never blame others for our behavior.

5. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). Sportsmanship is the Golden Rule in action. Treat others—officials, opponents, spectators, teammates—with honor and respect.
6. **Be Meek:** 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. Demonstrate humility in victory and dignity in defeat.
7. **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.
8. **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 facility 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

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.
2. Throws are accurate.
3. Throws are caught with consistency.
4. Players avoid throws successfully.
5. Team speed and athleticism.

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 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 on 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 RB). **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 with 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:* There will be no time limit to each game. The first team to legally eliminate all opposing players will be declared the winner.
4. *Timeouts:* Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.
5. *Opening Rush:* Each game begins by placing the dodgeballs along the centerline – three on one side of the center hash and three 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 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.
6. *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.
7. *Stalling:* A 5-second violation will be called if a team with advantage in number of players and/or balls does not relinquish balls up to the number of players left on their team. Equal in number is considered to be with advantage. A team may avoid a 5-second violation by throwing or rolling a ball(s) into the opponent’s backcourt. This does not include throwing a ball over and through the opponent’s end-line. 1st violation results in the loss of a player; 2nd violation results in loss of the game.
8. *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.
9. *Substitutions:* Substitutes may enter the game only during time-outs or in the case of injury.

If you have any questions, contact Jacob in 145 RB (801-422-7597) or access our web page. iSports.byu.edu Have a fun season!