TEAM
Co-Rec: Each team shall consist of 5 players. Teams may be comprised of various male to female combos or may be of a single gender. No penalty will be assessed to teams not having players of the opposite gender.

ELIGIBLE PLAYERS
1. All students who are matriculated, registered, and who pay Baker College tuition for classes on the Muskegon campus are eligible. All faculty and staff are also eligible to play.
2. Every student will be required to present his/her student ID to the game official prior to the start of the game. If ID is not presented, the student will not be allowed to play even if his/her name is listed on the roster. Class schedules of the current quarter will not be accepted.
3. A team member may only play for one team.

FORFEIT POLICY
Forfeit time is five (5) minutes after the scheduled game time. If forfeit time arrives and one teams does not have the minimum number of players, the captain of the team that is prepared will have two (2) options: 1) take the win by forfeit, or 2) give the opposing team an additional 5 minutes to show up. If the team shows up during the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain decides to play the game, the captain must accept the results of the game. After the additional five (5) minutes have expired and the team still does not have the minimum number of players, the game will be forfeited.

UNIFORM AND EQUIPMENT
1. Non-marking shoes must be worn. No player will be allowed to play barefoot, in sandals, in socks, or in boots.
2. No equipment or uniform that may be injurious to another individual shall be allowed.
3. No uniform that is obscene or abusive shall be allowed.
4. All glasses should be attached to the person by a safety device.
5. No jewelry is allowed when playing (exception: post earrings (must be taped), wedding rings and medical bracelets).
6. If a knee brace is worn, no metal shall be showing. It must be covered to protect all players.
7. No hard-billed hats will be allowed.

MATCH RULES
The official NADA Dodgeball Rules will be followed except for rules designated by the Director of IM Sports in the Office of Residence Life.
FIELD OF PLAY
The Gymnasium will be used as the playing court. The centerline will serve as the attack line, and the basketball sidelines will serve as boundary lines. The north end of the Gym will serve as prisons for the respective teams. This is also a place where reserves can stand. Spectators can watch from the bleachers at the ends of the gym. Stay alert and attentive to the contest to avoid being hit by an errant ball.

PLAYING THE GAME
Each contest will be a best of 3 series with the winning team advancing in the winners bracket. When enough teams are present, there will be a consolation bracket or we may operate under a double elimination rule. There are no time-outs. Matches will be a maximum of 15 minutes to keep the contest moving. To win a match, a team must knock all of the opposing players into prison, or be the team with the most “free” players at the end of regulation. If there is a tie overtime rules will apply. Overtime will be a sudden death match. The playing court will be shortened. The team which loses a player on any catch or hit will lose the contest.

Key terms of the game:
Free – player who is not in prison
Prison – area where a player must go if they: are hit with a live ball, threw a ball that was caught by an opposing player, strike an opposing player above the shoulders, or are serving a violation penalty.
To be freed from prison a player must catch a live ball thrown by their teammates. The person then has two options: (1) can hang on to the ball (2) may throw the ball at an opponent, but becomes an eligible target once the ball is released.

Prisoners and spectators may ROLL balls that have entered the prison area back to the nearest team.

Attack Line – line on the court that may not be crossed if attempting to throw the ball at an opposing player. This line may not be crossed to retrieve a ball either.

Center Line – middle dividing line that cannot be crossed, unless going to prison. The only exception is during the “jail break” at the end of overtime.

Caught Ball – a ball caught by an opposing player will send the thrower to prison (if caught before a bounce). A caught ball can be used as a shield and the caught ball is not dropped while deflecting another ball. If it is dropped, that person goes to prison.

Live Ball – a ball that is in flight. The ball only becomes dead when it contacts the ground, walls, ceiling, or shield ball. Only a live ball can send someone to prison or free them from prison. Balls that hit one or more people before hitting a wall, the ground, or the ceiling remain live as well.

Jail Break – When a player makes a half-court shot they initiate a “jail break.” All teammates who are currently in prison are released and the contest continues. Failed attempts at a “jail break” that are caught by the opposing team will result in a caught ball as long as the deflected or missed shot does not hit the ceiling, wall, or ground prior to being caught.

Deflected Ball – deflected balls become “dead balls” immediately following any deflection off a wall, ceiling, or a caught ball used a shield. A deflected ball remains live if it hits a person then another before hitting the floor. Once the ball hits the floor, in this situation, the ball becomes dead.
Thrown Ball – must strike the opponent at or below the shoulders. If it hits them above the shoulders, that person is immediately sent to prison. If the same person is doing this often, they may be removed from the game at the discretion of the official. If a person is ducking or trying to avoid being hit, and is struck in above the shoulders, they are not sent to prison. NO HEAD HUNTING!!

Violations – list of plays that will result in infractions
1. Delay of game – holding on to ball for more than seven seconds.
2. Offsides – crossing the centerline/attack line during regulation to retrieve a ball or during an attack.

OVERTIME
If a game is tied after regulation time there will be sudden death overtime. A winner will be declared when anyone on the opposing team is sent to jail. There is no releasing anyone from prison during overtime.

START OF PLAY
At the beginning of the match, the referee will instruct all player to line up at the end lines of the basketball court. Each game is started at the referee’s whistle with all five balls lined up on the centerline. Teams will only be allowed to grab balls on their side of the midline. Balls can be immediately thrown at an opposing player and all rules apply.

SUBSTITUTIONS
Substitutions are only allowed between games.

BALL IN AND OUT OF PLAY
Balls will always be in play unless they are thrown into the spectators. The official will roll the ball back onto the court to the side the ball was traveling. If a ball is thrown and leaves the playing court in any other way, or is lodged and cannot be freed, the remainder of that game will be played with the remaining balls.

PROTESTS
To place a game under protest, the manager must notify the official and request that a protest form be completed by the supervisor. If the protest form is not completed prior to the next live ball, the protest will not be considered. The team manager must also provide a written statement explaining the protest to the Director of IM Sports in the Residence Life Office by 4:00 PM of the next business day in order for the protest to be considered

SPORTING BEHAVIOR RATING
All teams will be rated by the officials and/or supervisor at the conclusion of each game on “sporting behavior” displayed before, during and after games.

The rating scale is as follows:
4 Excellent
3 No problem with teams
2 Occasional problems
1 Unreasonable comments and conduct
0 Abusive (language, fighting and protesting)
Any team receiving a “1” or “0” rating will receive a notice from the IM Sports Coordinator indicating that another unacceptable rating received during the same sports season will result in the team being automatically dropped from further competition.

PARTICIPANT CONDUCT

Vulgar, obscene, abusive, derogatory and demeaning comments and gestures are not consistent with the environment IM sports desires. Such comments and behavior create a hostile environment, generate ill-will, place unnecessary pressure on participants and contribute to a negative recreational experience. Therefore, such actions will not be tolerated in IM sports. Violators will face suspension or expulsion from the program. Serious incidents or repeat abuses will be subjected to further disciplinary sanctions.

ASSUMPTION OF RISK

Baker College of Muskegon and the Department of Residence Life assumes no responsibility for injuries received during intramural sports, special events and other recreation activities. While we strive to provide safe and well supervised activities, there is an inherent risk for physical injury and/or death in all sports activities. It is highly recommend that all Intramural Sports participants undergo a medical examination and obtain their own medical coverage or verify their coverage under their parent’s policy. All injuries that occur during intramural play should be immediately reported to the intramural supervisor on duty. The supervisor will handle the incident according to the Baker College of Muskegon emergency plan.