Dodgeball Rules

The following general protocols will apply to all Intramural leagues played in-person at the Athletics Centre for Fall 2020 season:

- MANDATORY daily attestation through our University of Guelph self-assessment tool.
- Maintain physical distancing of two meters (six feet) at all time when using Athletics facilities and when on the field of play.
- Face coverings need to be worn at all times when using Athletics facilities.
- Face coverings may only be removed during physical activity but must be worn by players on the bench.
- All league officials will wear face coverings at all time.
- Greet people with a wave instead of handshake or fist bump.
- There will be no handshakes at the conclusion of games.
- No spectating of leagues is permitted.
- Teams are encouraged to show up on time for their games as hanging out before and after games will not be permitted.

REFEREES
For the Fall 2020 season, we are commitment to a return to train environment that focuses on personal fitness/wellness as well as socialization. This current phase does not currently include any return to competition elements. Therefore, all live Intramural leagues will be offered at an Open Fun league level with no playoff component. All games will be monitored by a league official, which means teams are self-officiating games.

League monitors will sanitize any shared equipment during the set-up and tear down process. We have built in a 30-minute buffer between games this season to allow for current teams to exist the field of play safety before the next cohort of teams arrives to play. Monitors will also sanitize any equipment that was used in the previous match before the next game begins.

At least one monitor will be provided for all matches. Officials are responsible for checking eligibility, attendance and monitoring the game. Officials must be treated with respect and has full authority to enforce the Laws of the Game in connection with the match to which they have been appointed to. The decisions of the officials concerning the play are final there will be NO NEGOTIATIONS made between teams.
EQUIPMENT/ATTIRE
All equipment needed for the game will be provided. Appropriate gym shoes and apparel must be worn at all times. All equipment for play will be provided. NO JEWELRY IS PERMITTED FOR ANY INTRAMURAL SPORT.

TEAM REQUIREMENTS
Teams are allowed a maximum of 6 players and must have a minimum of 4 players to avoid a default. There are no restrictions on the number of participants from each sex, as it is an open league this year. It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. Each player must also complete the daily attestation through the University of Guelph self-assessment tool prior to arriving on campus. This can be done on the Safe Gryphon App or: https://uoguelph.eu.qualtrics.com/jfe/form/SV_6lh1bNRMHDEU1OR.

If the daily attestation through the self-assessment tool tells you to stay home or if you have a presumptive case of COVID-19 we ask that you follow these steps:
- Self-isolate at home and avoid coming to the Athletics Centre.
- If presumptive case, get tested (there will be a testing centre at Student Wellness).
- If confirmed case, please contact Program Supervisor Justin Toth at tothj@uoguelph.ca

As part of our continued contact tracing efforts, the following new protocols will be enforced for the Fall 2020 season:
- All players must swipe their student ID at Client Services when they arrive in our facility.
- No “Grace Passes” will be sold.
- Players may use valid government issued ID to sign into games if a student ID is forgotten.
- No “OK to Play” passes will be issued.
- You must join your team’s roster in IMLeagues 48 hours before your game otherwise you will not be permitted to play.
- If a player’s name is not printed on a scorecard, that player may not play (no exceptions).
- While maintaining physical distancing, players will show their photo ID or student ID to the league monitor who will check you into the game.
- Captains/players will not be required to physically sign scorecards.

DEFAULTS/FORFEITS
A 10 minute default rule will apply. If the minimum numbers of players are not present 5 minutes after the scheduled game time the team will lose their first game out of five games. Exactly 5 minutes after that if the team has still not met the minimum requirement the game will be officially a default and the official score will be 3-0. *No Added Time Will Be Given*

THE GAME
A dodgeball match consists of 5 games.
- All 5 games will be played regardless of which team wins.
- At the end of the match, the score is reported as the number of games won for each team (i.e. 3 games to 2, 4 games to 1, or 5 games to 0). THERE ARE NO TIES!

The center line of the court divides both the opposing team’s zones of play and there will be another line at the back of each team’s active zone outlining the jail. Players must maintain a minimum of 1m distance from the centre line and opponents during play.
Play begins when the monitor blows their whistle after they have placed three dodgeballs in the middle line on the court. Teams must start behind the baseline of their respective halves of the court lying down flat and may enter the court to retrieve the balls only after the monitor has whistled the start of play.

- Once a player runs and retrieves a dodgeball, before they are allowed to throw it at the opposing team they must take the ball back to their baseline and then the ball becomes live.

The object of the game is to eliminate all opposing players by getting them ‘out’.

- This is done by either hitting an opposing player with a thrown ball below the shoulders (headshots do not count) or by catching a ball thrown by your opponent before it touches the floor.
- If a ball hits the floor before hitting a player, they are not out.
- If the ball hits one player and then another, they are both out unless the ball is caught before it hits the floor.
- A player is out if they drop/fumble/lose control of the ball whereby it touches the floor.
- After possession of a ball is gained by any player, he/she has 5 seconds to make an attempt.
- Play is continuous as each team makes attempts at throwing the other team’s players out until either all players on one team have been put out or time expires.
- No player may leave the zones of play in order to avoid being struck by an attempt or else they are automatically out.
- A player in the zone of play may not have any part of their body touch any part of the opposing team’s zone of play OR cross the plane of any of the lines (unless the jail is empty). If this occurs, the player is automatically out.
  - A minimum of 1m distance must be maintained at all times.
  - Only players who are ‘out’ are allowed in the jail.

When a player gets out, they must go to their team’s jail (located at the back of their own court). In order to get back in the game, another player on their team (not in jail) must successfully catch a ball that was thrown by the opposing team.

- Once a player has been put out, they must IMMEDIATELY proceed to jail; once a jailed player is freed by a teammate catching a ball, they must IMMEDIATELY return to their active zone of play.
- A player in jail may not have any part of their body touch any part of their team’s active zone of play. If this occurs the ball is considered dead and handed to the opposing team.
- Players in jail may collect the balls from the whole jail area and give them to their team, but they may not throw any balls at the opposing team. If a ball thrown by a player in jail hits a member of the opposing team, they are not out.
- Players may pass the ball to members of their team who are in jail (and vice versa) by throwing or handing it to their team members across the jail line. The ball must be thrown or passed within 5 seconds of picking it up.

END OF GAME

- When there is one player remaining - in order for a team to remain in the game, that player must catch a ball thrown by the opposing team to free a member of their jail, and that freed player must get back to their active zone of play before the last player is hit. If the last player on the court is hit before their teammate can make it back to their active zone, the game is over.
- The winning team is the team with the higher number of players remaining on the court when time expires
- If the games seem to be taking too long, the monitor will enforce a 6-minute time period for each game and the winning team is the team with the higher number of players remaining on the court when time expires.
• If teams have an equal number of players remaining when time expires, sudden death will be played (i.e. the next team to put a member of the opposition out is the winning team).

There will be no playoff games. Each team will play 8 round robin games throughout the semester.

FIELD OF PLAY