

MEMORANDUM FOR ALL PARTICIPANTS

June 2010

FROM: 30 FSS/FSVS

SUBJECT: Intramural Dodge-ball By-Laws

1. **GENERAL:** The Vandenberg Intramural program is designed to encourage maximum participation by base personnel. The main concern of the Athletic Department is the safety of all participating personnel. Your sportsmanship and cooperation will enable us to play the game as intended with safety and as much enjoyment as possible. All coaches are responsible for ensuring that all their players are in good health and properly conditioned to play a full season. Coaches are responsible for any discussions with the officials.
2. **ORGANIZATION:** The number of teams entered will determine the number of leagues. League competition will be a round robin format. An organization may have more than one team in the league; however, they must be designated as teams 1, 2, etc... or by section name.
3. **RULES OF PLAY:** National Amateur Dodgeball Association (N.A.D.A.) and American Federation Dodgeball rules and regulations will govern all play with the exception of by-laws within.
4. **ELIGIBILITY:** Participation is open to all military personnel and civilians assigned to Vandenberg AFB and personnel on TDY status for more than thirty days. No more than 30 percent of the squadron intramural team may be comprised of non military members. Dependents participating in the intramural basketball program must be 18 years or older.
 - a. TDY personnel must be on orders for thirty days or longer.
 - b. Individuals must be assigned or attached to the unit represented. If an individual changes squadrons during the season, he/she may choose which squadron they wish to play for. He/she will establish their eligibility by playing one game with either the losing or gaining unit. All players regardless of category of personnel must go into a player's pool prior to being placed onto any team.
 - c. With the approval of the Intramural Sports Coordinator, squadrons, detachments or units with insufficient personnel assigned or present for duty may combine with other units in the same situation. This authority to combine will only be for the current season. The team cannot compete for commander's trophy points.
 - d. If an organization does not enter a team in the program, members of that organization may be assigned to participate with another organization entered in the program by requesting their intent to the Intramural Sports Coordinator. The Intramural Sports Coordinator will place these individuals in the players' pool. Once the season has started, the team with the least amount of players on their roster will have first choice at any additional players from the players' pool. The second option will be the team with the worst win/loss record, and so on.

- e. A player whose team drops from the league or forfeits out must submit their name to the Intramural Sports Coordinator to be placed in the players' pool. This includes squadrons with two or more teams.

5. **FORFEITURE:** Teams failing to have four players on the court at the scheduled game time will forfeit. There will be no "GRACE TIME", GAME TIME IS FORFEIT TIME. Teams forfeiting two consecutive games or three games during the entire season will be automatically dropped from the league.

- a. The head official may declare a forfeit when a player or coach of a team refuses to conduct themselves in a sportsmanlike manner and according to the rules. Forfeitures under this rule will be final and without appeal. Using an ineligible player if called to the attention of the league director before teams play its next regularly scheduled game will be grounds for forfeiture.

6. **SPORTSMANSHIP:** Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can be defined as fighting, using profanity, trash talking, taunting, and basically anything that could be considered to instigate a verbal or physical altercation. Coaches are reminded that they are responsible for their conduct as well as the conduct of their players. All unsportsmanlike conduct will be reported to the Fitness Center Director by the head official. Officials will report all fights to the Fitness Center Director.

7. **ROSTER:** Rosters must be typed and turned in to the Intramural Sports Coordinator before the 1st game of the season. If the Intramural Sports Coordinator does not have a roster on file for a team, that team will forfeit every game until the roster is received and accepted by the Intramural Sports Coordinator. Players may be added to the roster during the regular season; however, no players may be added once the playoffs begin. Organizations may have an unlimited roster. All players can only play for one team.

8. **UNIFORM REQUIREMENTS:** Teams may provide their own uniforms or they may sign out a jersey from the Fitness Center staff. Running or jogging shoes are not allowed on the court. Only non-marking tennis shoes or basketball shoes may be worn. No part of the military uniform will be worn. Teams not having uniforms will wear pullovers furnished by the Fitness Center. In the event that both teams have the same color, the visiting team will wear the pullover from the Fitness Center. Only wedding rings may be worn and must be taped.

9. **SAFETY:** The referees may blow the whistle and stop the game to investigate the condition of a player who might be hurt. The safety and well being of our players is always our main concern.

10. **POSTPONEMENTS:** A postponement will only be granted for power failures and squadron / base alerts that are MISSION ESSENTIAL. Unit picnics are not considered mission essential.

11. **MINIMUM NOTIFICATION OF CANCELLATION TIMES:** Any organization that fails to notify the Intramural Sports Coordinator prior to 1600 hours on the day of the scheduled contest of their inability to play due to military commitment shall forfeit the game.

12. **MAKE UP DAYS:** All make up games will be played after the completion of all originally scheduled games for the season. The Intramural Sports Coordinator will notify the coaches and unit sports representatives of the dates and times of all make up games. If the outcome of the make-up games will allow either team to qualify for the playoffs, the games will not be played.

13. **PROTEST:** Protests will be limited to rule interpretation and player eligibility only. All protests must be registered at the time of the incident. The official will notify both coaches that the game is being played under protest. The individual protesting the game must provide a full account of the events and write the protest in the scorebook. A full account of the protest and its conditions must be typed and presented to the Intramural Sports Coordinator before 1200 hours on the following day.

14. **COMPOSITION OF PROTEST COMMITTEE:** The protest committee will consist of the Fitness Center Director, Intramural Sports Coordinator, and Head Sports Official. Decisions by the committee cannot be appealed. The committee will only consider protests concerning rule interpretation or player eligibility.

15. **EJECTIONS AND DISQUALIFICATIONS:** If a coach or player is ejected or disqualified from a game, he/she will leave the immediate area (Fitness Center) which is considered within sight and sound. A player or coach who refuses to leave the area will forfeit the game for the team he/she is playing for. A player ejected during a game is not eligible to play the next scheduled game. A player ejected twice during the regular season will not be eligible to play the rest of the season or the playoffs (decision to be made at the MSG/CC level). Anyone hitting a referee or official will be dismissed for the remainder of the season. The only way a player who has been ejected twice may come back to participate in the league will be by a letter from his/her commander with justification why the player should be reinstated. The reinstatement request will be submitted to the Fitness Center Director and will be voted on by a judiciary board. NOTE: Players fighting within the jurisdiction of the officials will be suspended automatically until the facts are reviewed and a determination is made. Officials will report all fights to the Fitness Center Director. Same standards apply for fighting as for double ejection. A disqualification can occur when a player participates on two different teams or does not have base affiliation.

16. **OFFICIALS:** Officials will be qualified individuals assigned by the contracted officials association.

17. **EQUIPMENT:** Game balls and score books will be provided by the Fitness Center. Teams not having their own jerseys will wear jerseys provided by the Fitness center.

18. **LEAGUE CHAMPIONSHIP:** The teams acquiring the best win/loss record at the end of league play will be declared league champions. All three way ties will be decided by a head to head competition unless one team beat the other two teams during the regular season.

19. **PLAYOFFS:** If two leagues are formed, the top four teams from each league will be eligible for post season play. If only one league is formed, the top eight teams in that league will compete for the base championship. Competition will consist of a double elimination tournament. All players must have played at least two games during the regular season to be eligible for the playoffs.

20. **PLAYING RULES SUPPLEMENT:** The following rules or deviations pertain to league and tournament play.

a. Six players will compete in one match. Substitutes can enter the game only during timeouts or in the case of an injury.

b. The Field: All games will be played inside the Fitness Center gymnasium. The playing court will be a rectangle at least 50 ft long and at least 30 ft wide and divided into two equal sections by a center boundary line.

c. A dodgeball game is made up of a three match series. Each match has a 15 minute time limit. If neither team has been eliminated at the end of 15 minutes, the team with the greater number of players will be declared the winner of the match. If an equal number of players are remaining, a 3 minute overtime will be played.

d. Game Play: Play begins by placing the dodgeballs along the center line. Players then take a position behind their end line. Following a signal from the referee, teams may approach the center line to retrieve the balls. Balls must be taken back across the end lines before they can be thrown at opposing players. If the ball is not taken across the end line before it is thrown, the throw will not count. Players then attempt to eliminate players of the opposing team by tagging them with the ball. Play continues until one team is eliminated or time expires. The first team to win the majority of the matches will be declared the winner.

e. Uniforms are considered part of a player's body.

e. If a defender catches a "live" thrown ball, the thrower is out and one player returns to the defender side in order of first out, first in. If a defender attempts to catch a live ball and drops it, the defender is out. The defender may block a live ball with another ball; however, the ball is still live until it hits the floor, wall or ceiling. If a blocking ball is dropped as a result of contact from a live ball, the player who drops the ball is out. A player may block a live ball then thrown down the blocking ball and catch a live ball.

f. During play, all players must remain within the boundary lines. If a player steps out of the boundary lines at any time, he/she is out. Active players must use their substitutes to retrieve balls that have been thrown out of bounds. If a team does not have substitutes, then the team can start with five players and the sixth player can be the ball retriever. The sixth player cannot enter the game unless other players need a substitute.

g. It is illegal for the leading team to control all the balls for more than five seconds. A

violation will result in the referee stopping play and dividing the balls up evenly.

h. Head shots resulting from a high thrown ball will result in the thrower being called out. A defender that attempts to move his/her head toward a thrown ball to get the thrower out will result in the defender being called out.

i. Each team receives a one minute time out per match. At this time, a team may substitute players.

k. All judgment calls are made by the referees.

21. **AWARDS.** A trophy and T-shirts indicating the team's accomplishment will be awarded to the first place team. A maximum of 15 T-shirts will be awarded to the team. The second place team will be presented with a trophy.

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Fitness and Sports Manager