DODGEBALL PRESENTATION

• This presentation is in place of the managers meeting
• It is highly recommended that all participants review this presentation as it contains important information regarding policies and dodgeball rules.
• Unawareness is not an excuse
2013-2014 UPDATES

• 3.0 avg. sportsmanship rating now required to make playoffs
• Eligibility protests must be filed in writing by the protestor
• Captains must now pass a sport quiz with a 100% to make playoffs
• Rosters maximums have changed for all sports
• Detailed updates can be found further in this presentation
INTRAMURAL STAFF

• Assistant Director for Intramural Sports
  • Jonathan Johnston
  • jdjohnston@wcu.edu
  • 828-227-8807

• Graduate Coordinator for Intramural and Club Sports
  • Kale Jeffords
  • kajeffords@wcu.edu
  • 828-227-8806

• 6 supervisors and 18 officials
CONTACT AND TIMES

• Assistant Director
  • 9-12 and 1-5pm Monday-Friday
  • In and out of the office during the day

• Graduate Coordinator
  • Monday and Thursday: 1-5pm
  • Tuesday and Wednesday: 9-noon

• Calls and emails
  • If received after 5pm during the week, you will not get response until next day
  • If received after 5pm on Friday, you will not get a response until Monday
INTRAMURAL SUPERVISORS

• Policies?
• Sport Rules?
• Facility Concerns?
• Employee Concerns?
• Protest?
• Eligibility?
• First Aid?

• Ask an Intramural Supervisor!
STUDENT OFFICIALS

• The success of the Intramural Sports program is contingent upon the quality of its sports officials and participants.
• Intramural contests are officiated by fellow Western Carolina students. They are not professionals and are paid minimum wage for the service they perform.
• They deserve and expect your cooperation, respect and sportsmanlike behavior.
• They are trained to perform these jobs and we expect them to officiate to the best of their ability.
• We invite you to apply for the student officials' job available with our Intramural Sports Program
TEAM CAPTAINS

• Fully responsible for their team including:
  • Eligibility of players
  • Behavior of players and spectators
  • Knowledge of rules and policies
  • Communication and cooperating with all IM Staff
  • Being a team leader
NEW SPORT QUIZ

• To ensure that intramural team participants have a good understanding of our policies and procedures, we have created the Intramural Sports Quiz. This quiz must be taken and passed with a 100% score by the individual listed as the captain for any team sport. The quiz is based on the intramural handbook and provides important information that will aid each team during their intramural sports season.
IMLEAGUES

- All players must have an imleagues account to be on team.
- Pre-registration is required for all intramural sports unless otherwise stated
- Look up schedules, scores, rosters, standings, policies and rules
- Highly recommended that all players join the team online as game check-in is so much easier

To be approved and scheduled for the basketball league, teams must have a minimum of three players joined on imleagues by registration end.
TIME PREFERENCES

• Now including time preferences for game times
• Each division has different time options
• Input your teams time preferences before league registration closes
• System will best fit your preferences within your teams schedule
• Not 100% guaranteed
• Time preferences will not apply in playoffs
SCHEDULES

• Schedule posted Wednesday, January 22nd
• Start play on Monday, January 27th
• Check imleagues schedule frequently and daily
• Everyone makes playoffs
• Playoffs begin February 10th
FACILITY

- Reid Upstairs
- Can access Reid upstairs by going to backside of reed by commuter lot and going up stairwell
- Restrooms are at the dining hall
- No tobacco products or alcohol are allowed
POLICIES AND PROCEDURES

• Detailed information concerning policies and procedures can be found in the Participant Handbook

• The Participant Handbook is viewable at:
  • Intramural Sports webpage (reccenter.wcu.edu)
  • www.imleagues.com/wcu, click on the info link on the left side of page, then click handbooks and manuals
ELIGIBILITY

- Must be a current WCU student, faculty/staff or faculty/staff spouse/partner
- Must show your valid Cat-Card every time to play
- Falsifying name or using another student's card will result in forfeit
- Playing with ineligible players will result in forfeit
- Teams can’t agree to play with an ineligible players
- Ask up front with all eligibility to avoid a forfeit in season
• Faculty/Staff
  • Must show Faculty/Staff CatCard
  • Must sign liability wavier before playing
  • Wavier only needs to be signed once
• Faculty/Staff Spouses/Partners
  • Must have a Spouse/Partner CatCard
  • Pay a $10 Intramural Fee at the Rec Center
  • IM sticker is put on CatCard
RESTRICTED PLAYERS

• Allowed two non-corresponding sport varsity athletes on a team for dodgeball
• If Athletics recognizes a player as a varsity athlete in this academic year, then they will be identified as such during the entire academic year
ROSTERS

• Rosters
  • Players may only play on one CoRec team and one men’s/women’s team
  • Once a player checks in for a team that’s it
  • Max roster size of 12 players

• Adding
  • Add any players at any time on IMLeagues and game site
  • Ask all players if they have played with another team

• Removing
  • You can remove players if they haven’t checked in a game, once they check in, they are permanent on your team
ROSTER MAX

- 12
- Different for each sport, so double check
- Can add if open spots available on game sheet
- If no space available, you can scratch out a player who has zero games checked in and add a new player. That player will then be deleted from the team.
- Captains responsibility to know roster
- Remind all players to get an imleagues account and join your roster
RESCHEDULES

• Check with Assistant Director or Graduate Coordinator if there are any available times open
• Communicate with other captain and agree on one of the open times
• Needs to be fully completed/approved by 5pm the day before the original game. Friday by 4pm if a Sunday or Monday game
• We have to receive confirmation from both captains before a reschedule game is approved
• If you have not received confirmation from Intramural Sports, your game is not rescheduled
TOBACCO, ALCOHOL, DRUG USE

• Tobacco (chewing or smoking) is not allowed on the Intramural fields or other activity areas as well as 50 feet from any structure on campus per university policy 45.
• Alcohol/Drugs are not allowed on the intramural fields/facilities
• If a player or spectator is suspected of being under the influence of alcohol or drugs, they will be removed from the contest.
ASSUMPTION OF RISK & INJURIES

• Strive to provide safe and well-supervised activities and facilities, there is an inherent potential for physical injury or death in all sport activities.
• All participants are strongly encouraged to have a yearly medical examination and to carry medical insurance coverage.
• Participation in sporting activities may cause injury and exposure to blood borne pathogens.
• First Aid Care (IM Supervisors)
SPORTSMANSHIP

• Teams and captains are responsible for behavior
• Failure to comply with requests from the Intramural Staff will result in a forfeited contest and further disciplinary actions
• Examples of unsporting behavior
  • Slamming the ball down
  • Grabbing the rim or dunking
  • Cursing or gesturing lewdly at other teams or IM Staff
  • Insubordination
  • Anything else deemed unsporting by IM Staff
SPORTSMANSHIP

- Forfeits, defaults, and eligibility affect your rating
- Poor sportsmanship towards each other will not be tolerated
- Verbal abuse of officials will especially not be tolerated!
- Supervisors and officials have every right to stop any game if they deem it necessary
SPORTSMANSHIP RATING

• Team Conduct Rating System
  • Zero to four scale
  • GAME OFFICIALS give ratings at end of game
  • Ratings given at the game site are NOT NEGOTIABLE
  • Must have 3.0 cumulative score to qualify for playoffs

• One and Zero Ratings
  • Team will be notified and captain will need to meet with the Assistant Director before next game
  • Depending on severity, one or zero ratings could result in a team being dropped from the league
EJECTED PLAYER

• Must leave fields/facility immediately
• Automatically suspended from all Intramural Activities
• CRC is access is denied
• Must set up an appointment with Assistant Director before eligible to play
• Minimum suspension of one game depending on severity and case by case
FORFEITS/DEFAULTS

• Forfeits
  • 10 minute grace period with penalty
  • Clock starts at game time
  • Losing team = 2 and winning team = 4

• Defaults
  • Call by 2 pm the day of the game to default
  • Losing team receives a 3 and winning team a 4

Once a team forfeits or defaults twice or has one forfeit and one default they will be removed from the league.

Do not call other teams telling them you are forfeiting!
LATE PENALTY

• 0-5 Minutes = game 1 loss
• 5-10 Minutes = game 2 loss
• At 10 minutes = match forfeited (3-0)
PROTESTS

• A team captain must file the protest with the IM supervisor/official at the instant the question occurs.

• Protests may only be filed concerning rule interpretations, policies or procedures and player eligibility.

• Protests that challenge the accuracy of a judgment call by officials or supervisors will not be accepted.
ELIGIBILITY PROTEST

• All eligibility protests must be filled in writing with a protest form
• Phone calls, hear say, or emails will not be taken as formal eligibility protests
• In the regular season, eligibility protests can be filed before, during, or after the contest
• In playoffs, eligibility protests must be filed before the game starts, if player arrives mid game, then protest may be filed then
FREE AGENTS

• Don’t have a team?
• Sign up as a free agent in each division and sport on imleagues
• Captains use this resource to pick up players before and during the season
• We will attempt to make a free agent team if there are enough free agents
• Free agency is not a guarantee as captains make the choice to pick up free agents
WEATHER

- IM Rain Line updated by 3pm and throughout the evening
- Call: 828-227-8808
  - Do not call the rec center, AD, or GC asking about weather
- Rained out games will not be rescheduled unless it's playoffs
RULES

• The Intramural Sports Office reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

• Teams and players may not agree upon a different set of rules

• Unawareness is not an excuse!
PLAYERS

- Five players, three required to avoid forfeit
- All players must be checked in
- All players must bring their Cat Card to play (NO EXCEPTIONS!!)
ATTIRE

• Only athletic style pants, shorts and shirts are allowed and must be worn
• Teams are encouraged to wear similar colored shirts
• Improper attire
  • Hats or bandanas tied with knots
  • Metal cleats, open toed shoes, boots, or boat shoes
  • Jeans, cargo or straight shorts, and belts
• No jewelry of any kind
• All jewelry if worn must be taped down, stay taped down or taken off.
• If a supervisor deems any jewelry unsafe, you will have a choice to take it off or not play
• Tape will not be provided by IM Staff
EQUIPMENT

- Casts or splints of any nature are not allowed
- Game balls will be provided.
- **All equipment and attire decisions are at the discretion of the supervisor on duty**
GAME FORMAT

• Best 3 out of 5 games (5 min games)
• Continuous running game clock
OVERTIME

• No over time regular season, highest number of players left wins or a tie
• 3 minute over time period
• Each team has two balls each, unless only one player then one ball
• The team to eliminate all other players wins, if neither team wins, then greater # of players remaining
BOUNDARIES

- Volleyball lines are the boundaries
- Step on or over a boundary line, player is out
- Step on or over center line, player is out (exception: the initial rush player may step on line)
- Must retrieve balls only through the end line
GENERAL RULES

• Players may only have one ball in possession
• A ball is dead once it hits floor, ceiling, wall or overhead obstruction
• A deflected ball is still live
• Once a player is out, they must leave the court to designated area
• A player who is hit in head is not out, unless they ducked or lowered head
• Eliminated player area is sideline, not end line
STARTING THE GAME

• Five balls will be placed on the center line
• Players begin on their respective end lines
• When referee blows the whistle, players run to grab a ball. If a player steps over the center line, they are out.
• Players may not throw balls until they are past the attack line
PLAYER ELIMINATION

- Hit by a fly ball below the shoulders
- Steps on, dives, or dodges out of bounds
- Steps on or over the centerline
- If a player catches a fly ball, the thrower is out. *Opposing team ads a player*
- If a ball hits one player, deflects off and hits another player, both are out
- If a ball deflects off one player and a teammate catches the ball, the thrower is out. (no player is added, because you saved that player)
PLAYER ELIMINATION

• If a player tries to catch a thrown ball and drops it, that player is out
• If a player trying to catch a deflected ball drops the ball, that player is out
USING BALL AS SHIELD

• Players may use the ball to defend themselves or deflect throws
  • If the ball is deflected and teammate catches it, the thrower is out
  • If the player drops the ball they attempted to use to deflect another ball, the player is out
  • If the ball is deflected into the deflecting player, the player is out
  • If the ball is deflected into a teammate, the teammate is out
ALL BALLS IN POSSESSION

- A team is not allowed to have all balls on its side for more than 10 seconds (including balls on floor)
- Team has 10 seconds to give one ball to over side
- First violation stoppage of play and balls divided evenly in hand
- Second violation – Free throw for opposing team
- Third violation – Opposing team chooses who to be out
- Only official has the 10 sec. violation
STALLING

- Act of intentionally delaying game
- Will get warning from ref, then 5 seconds to throw
- If continues, then player loses the ball to other team
- If both teams, then reset occurs
- Only official as 5 sec. violation
CO-REC MODIFICATIONS

• Combos – 3m:2f, 3f:2m, 2m:2f, 2m:1f, 2f:1m (3 needed to avoid forfeit)
ARGUING CALLS

• Players may NOT argue calls at any time. Period.
• Unsportsmanlike penalties include
  • Arguing calls
  • Cursing at or taunting of players or IM staff
  • Continuous disobedience of IM staff
• Players who receive two unsportsmanlike penalties will be ejected from the game
PLAYOFFS

• Start Wednesday, February 12th
• Brackets will be posted the day after regular season ends
• Reschedules are very limited
• All teams make playoffs if they fit the following criteria
  • Teams must have an avg. 3.0 conduct rating. (NO EXCEPTIONS)
  • Must maintain 3.0 through playoffs or dropped from competition
PLAYOFF PLAYER ELIGIBILITY

• Rosters lock after the last night of regular season.
• Players must have participated in at least one regular season game
• Must have an imleagues account and be listed on the printed imleague’s roster
• If not listed on game site playoff roster, will not be allowed to play that night
• Adding players can only be done through the Assistant Director or Graduate Assistant
PLAYOFF SEEDING

- 1<sup>st</sup> – Winning %
- 2<sup>nd</sup> – Head to Head
- 3<sup>rd</sup> – Point differential
- 4<sup>th</sup> – Sportsmanship Rating
UPCOMING IM EVENTS

• Basketball
  • Registration closes Jan. 20th
• Racquetball Doubles
  • Registration closes Jan. 26th
• Table Tennis
  • Registration closes February 2nd
• Disc Lacrosse
  • Registration closes February 6th
  • Tournament, Feb. 7th and 8th
• Weightlifting Challenge
  • Feb. 11th, show by 6pm
• Battleship – CoRec
  • Registration closes, February 19th
  • Tournament, Feb. 22nd
FINAL REMINDERS

• Teammates must have an imleagues account in order to join your team!
• NO JEWELRY!
• Double check player eligibility
• Review over detailed rules and policies
• Registration ends Sunday, January 20th
• Three players minimum required to make league
• Any questions please come ask!
GOOD LUCK!