**IM Code of Conduct**

a) Understand, appreciate and abide by the rules of the game.
b) Respect the integrity and judgment of game officials and the intramural staff.
c) Be responsible for your actions and maintain self-control
d) Do not taunt or bait opponents and refrain from using foul or abusive language.

Note that any violation of the Intramural Code of Conduct by a participant or team is grounds for dismissal from a game or the league.

**The Players**

a) In-season varsity athletes are not eligible to participate in intramurals. In the case of dodgeball which takes place in the winter/spring, this would mean all winter and spring sports athletes.
b) Each team shall consist of no more than 12 players with 6 on the court at a time. The additional players are available for substitution.
c) Unsportsmanlike conduct or rough play will not be tolerated, resulting in the dismissal from a game at the discretion of the referee and may result in suspension from intramural activities. Any inappropriate language and/or gestures toward the referee of the match will result in immediate dismissal from the game.

**The Game**

a) The game is played for 5 minutes on a continuous clock and games are played in a best of 5 format. The winner of a game is determined by the number of players remaining at the end of 5 minutes. The team with the most (or any) players remaining at the end of the game is declared the winner.

**Playing Regulations**

a) To get an opposing player “out” you must hit them with a live ball below shoulder height.
b) A live ball is defined by a ball that is thrown and has not hit any other surface prior to hitting the opposing player.
c) Any player hitting an opposing player above the shoulders is out for the game and if it continues to be a problem will be removed from the league.
d) A player may also be “out” if an opponent catches a live ball that has been thrown by them.
e) If a player throws a ball at an opposing player and that player catches the ball then a teammate that is “out” can return to the game.
f) If a player holds a ball longer than 5 seconds the official will call a penalty and that team will have to give all six balls to the opposing team.
g) Each team can have one 30-second time out during the span of a 5 minute game.

**Equipment**

All players are required to wear shoes with non-marking soles that are dry and free of debris. Players are not wear objects with sharp edges such as casts, watches or bracelets. The IM department will provide dodgeballs and court markers as needed.