Stony Brook University Department of Campus Recreation EXTREME DODGEBALL

DEADLINE: The deadline for rosters is <u>3/22/10</u> in the Campus Recreation office room G-7 by <u>5:00pm</u>.

All Managers must attend the MANDATORY MANAGERS MEETING @ 6:45pm on 3/22/10 in SAC 303.

Any members of an Intramural team that are Faculty/Staff or Graduate Students must pay a \$20.00 participation fee before they participate. You must pay the \$20.00 fee in the Campus Recreation office. Our office is open Monday through Thursday 10am to 5pm, and on Friday 9am to 5pm.

SCHEDULE: Intramural schedules will be posted on the Bulletin Board across from the office by Friday, March 25th. It is the Manager's responsibility to record the schedule and distribute to members of your team. Games will be scheduled Monday - Thursday 8:00pm to 11:00pm in the Sports Complex Arena. Please indicate on the roster form the Days and Times your team is not available to play. Every effort will be taken to schedule according to request. **PLEASE NOTE**, for the playoffs your team may be scheduled to play any time Monday - Thursday 8:00pm to 11:00pm (preference will not be given for the playoffs).

FORFEITS/DEFAULTS: Teams are required to follow the schedule that is provided for their team. If your team is unable to attend a contest, it is the manager's responsibility to notify the Department of Campus Recreation @ 632-7168 prior to 3:00 P.M. on the scheduled day. This will be recorded as a default. Failure to notify the office by 3:00 P.M. or if no members of the team show up, the contest will result in a FORFEIT and loss of the \$40.00 forfeit fee.

UNIVERSITY I.D.: All participants must present the Intramural Supervisor with Stony Brook University I.D. to participate in the games. Also, faculty/staff and graduate participants must obtain an intramural participant card for the 2010-2011 academic year (cost is \$20.00). Individuals not possessing a **SBU I.D.** card and/or an **Intramural Participant Card** will not be permitted to participate. **ABSOLUTELY NO EXCEPTIONS!!**

THE RULES: Please check them out on our website at www.recreation.sunysb.edu

ABSOLUTELY No alcoholic Beverages are allowed at the Intramural Games!!!!

Persons abusing this rule will be banned from the Intramural program permanently



Players:

Each team will consist of 6 players with a minimum of 4 players to start.

Length of Game:

Seven games of 4 minutes each will be played. Best of seven wins. The games will be played until the 4 minute time limit is reached or when one team eliminates all the players on the opposing team.

Mercy Rule:

No mercy rule is in place for dodgeball.

Scorekeeping:

The score will be kept by supervisors on duty.

Sportsmanship:

Teams must average a sportsmanship rating of 3.0 (B average) or better in the regular season to be eligible for playoffs and maintain at least a 3 (B) sportsmanship rating in each playoff game to continue to the next round.

Rules:

This is a self-officiated sport based on the <u>honor system</u>. Any conflict between two teams that is not resolved within one minute will result in a double forfeit and a one game suspension for each team. NO EXCEPTIONS (teams must respect each other's calls and cordially settle any disputed calls).

There will be two cones on each side that has a tennis ball on it. Play continues until a ball is knocked of the one of the cones or everyone on the same team is tagged out.

The number of balls to be used will be 6. Each team will start with 1 ball and 4 balls will be place on the centerline.

Substitutions are not permitted. The people that started the game must be the ones to finish it unless you are adding to complete the maximum of 6 players.

Players then take a position behind their end line. After a signal by the official, teams approach the centerlines to retrieve the balls.

The initial player(s) who attempt to retrieve the balls from the center line, must return completely behind the "Touch-back Line" before they can throw the balls they obtained.

Players then attempt to eliminate members of the opposing team by tagging them with the ball. If a player is hit with any ball that has not yet touched the floor, that player is "out" and must go into the player box.

Play continues until one team is eliminated.

The balls are then reset on the centerline and play resumes when the whistle is blown. When time runs out the team with the most players remaining will win that game. In case of a tie, the game will continue and until one player from either team is eliminated.

Any ball that touches the ceiling or wall is a dead ball.

If a defender catches a "live" thrown ball the thrower is out and one player then returns to the defenders side in the order in which they were out.

If a defender attempts to catch a live ball, but drops it, the defender is out.

The defender may block a live ball with another ball. That ball is still a live ball however, until it hits the floor, wall or ceiling. However if a player blocks a ball with a another ball that s/he is holding, and as long as it is a clean block that does not touch any part of the hand or body, **s/he is not tagged out**.

If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out. If a blocked ball hits the player anywhere else on his/her body after being blocked, s/he is out. (Spear/shield theory—if you block a spear with a shield and it hits you in the shoulder, you're still injured.)

A player may block a live ball, then throw the blocking ball down and catch a live ball.

A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball. If he/she does, they will be called out.

It is illegal for the leading team to control all the balls for more then 6 seconds. (A violation will result in the referee stopping play and the balls will be divided evenly.)

Headshots resulting from a high thrown ball result in the thrower being called out. However, a player hit in the head while ducking or dodging is out.

A player may re-enter the game if the team he or she is on catches the opponents' ball. You must stay in the order in which you were eliminated and reenter in that same order.

Please make sure to leave the playing area as quickly as possible once you are tagged out.

Swearing will not be tolerated.

Additional Rules for CO-ED Dodgeball

Players:

There must be at least 3 women to start the game. The number of men may never exceed the number of women to the start the game. There must be at least 4 people to start the game in the Men's league.

Office of the Dean of Students Academic and Judicial Requirements for Undergraduate Student Employees

The Office of the Dean of Students believes that academic success is the first priority for all student employees, taking precedence to employment. As such, the Office of the Dean of Students monitors the academic success of all student employees who work within area. To further support the academic success of our student staff, grade point averages will be monitored on a semester basis and all undergraduate employees in the Dean of Students Area will be required to maintain a minimum cumulative grade point average (GPA) of 2.25. The actions described below will be taken by the Supervisor to reward students-who excel, to assist students whose grades are declining, or to advise students who do not meet the academic requirements for employment.

Academia Status	Supervisorio Despense
Academic Status	Supervisor's Response
Dean's List	The Area Senior staff (or designee) presents the student with a
	Certificate of Achievement from the Dean of Students and the student is
	placed on the Dean of Students' Honor Roll.
Cumulative grade point average (GPA) is 2.249 or	The Supervisor has an Advising Meeting with the student to discuss the academic situation.
lower for one semester.	2. The Supervisor issues a Notice of Advisement to the student which serves
	as a reminder that all student staff must maintain a minimum
	cumulative 2.25 GPA, that failure to maintain this requirement will
	result in dismissal from employment, and the following two provisions:
	a. The letter requires that the student attend a Time Management/Study
	Skills workshop offered by a staff member within the DOS Area.
	b. The letter <i>recommends</i> that the student meet with his/her
	professional advisor (e.g. Academic Advising & Pre-Professional
	Center, EOP/AIM, Athletic Advising, and Engineering & Applied
	Sciences).
	3. The Supervisor will perform Attendance Verification that the students
	attended the Time Management/Study Skills workshop.
Cumulative grade point	1. The Supervisor has an Advising Meeting with the student to discuss the
average (GPA) is 2.249 or	academic situation.
lower for a second semester.	2. Notice of Probation which indicates that failure to earn the minimum
	cumulative 2.25 GPA by the end of the current semester will result in
	dismissal from employment.
	3. The letter requires that the student meet with his/her professional advisor (e.g.
	Academic Advising & Pre-Professional Center, EOP/AIM, Athletic
	Advising, and Engineering & Applied Sciences).
	4. The Supervisor will perform Attendance Verification that the student
	attended meeting with an Academic Advisor.
Cumulative grade point	Supervisor has an Exit Meeting with the student informing him/her that
average (GPA) is 2.249 or	they are dismissed. The Supervisor issues a Notice of Dismissal.
lower for a third semester.	they are distributed. The supervisor issues a notice of bismissur.
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<u>Judicial Standing</u> – All student-employees must be in good judicial standing with the Office of Community Standards and Campus Residences Judiciary. The Office of the Dean of Students will perform regular judicial checks with the Office of Community Standards. In the event a disciplinary record is found for a current or prospectively employed student, the record is reviewed by the appropriate supervisor. Any action taken is at the discretion of the Supervisor and may include dismissal.

Employee Name:	Employee Signature:
Employee Solar ID:	Date: