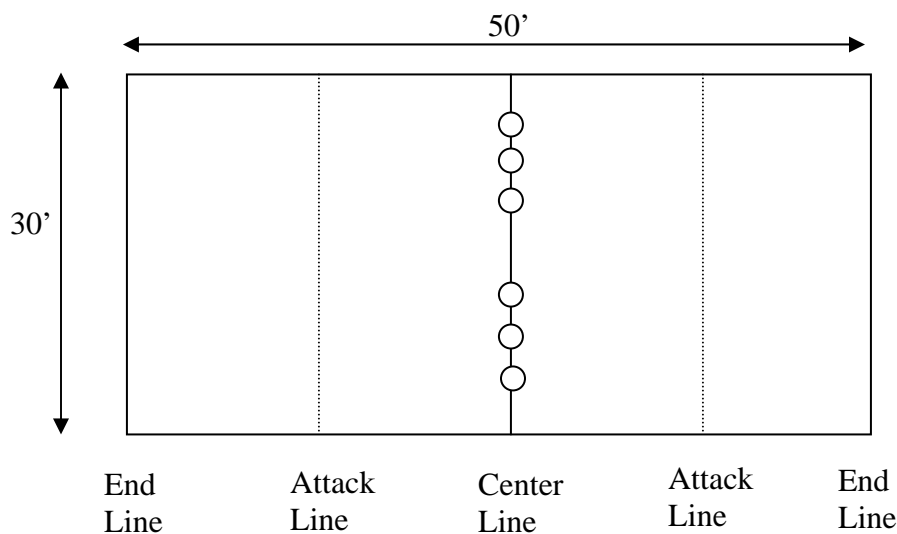


Intramural Dodgeball Rules

1. Team:
 - a. 6 players will compete on a side, 3 men and 3 women. More players can be on the team to be available as substitutes or alternates
 - b. Substitutes may enter the game only during time-outs, or in the case of injury. Teams may not substitute male for female.
 - c. Teams must start with a minimum of 4 players, 2 men and 2 women.
2. Field dimensions and Markings:
 - a. The playing field will be at least 30 ft wide by 50 ft long.



3. Boundaries:
 - a. During play, all players must remain within boundary lines at all times. Players exiting the court will be considered out for the remainder of the game. **EXCEPTION:** a player may pass through their end-line only to retrieve stray balls **ONLY** if there are no other teammates that have been declared out. A stray ball is one that has not been picked up and is lying on the ground.
 - b. When retrieving a ball, the player must also immediately re-enter the playing field only through their end-line. A player not immediately re-entering the playing area may be declared out.
 - c. Players may not be handed a ball while standing out of bounds.
 - d. A player shall not:
 - i. Have any part of their body contact the playing surface on or over a sideline.
 - ii. Exit or re-enter the field through their sideline
 - iii. Leave the playing field (side-line or end-line) to avoid being hit by, or attempt to catch, a ball

- iv. Have any part of their body cross over the center-line and contact the ground on their opponents' side of the court. (Exception: During the opening rush)

4. The Game:

- a. A match will consist of a maximum of 9 games. The first team winning five of the nine games, or the team with the most victories after 45 minutes of game play, will be declared the winner of the match. Teams will alternate sides following each game.
- b. The object of the game is to eliminate all opposing players by getting them OUT.
- c. An OUT is scored by:
 - i. Hitting an opposing player with a LIVE thrown ball below the shoulders
 - ii. Catching a LIVE ball thrown by your opponent.
 - iii. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball (this usually occurs when a ball is being used to block a thrown ball)
 - iv. An opposing player stepping out of bounds.
 - LIVE (def.): A thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, another player or ball.
- d. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.
Note: A ball deflecting off a held ball and striking the holder is no longer a LIVE ball.

5. Timing, time-outs and substitutions

- a. A 5-minute time limit has been established for each game.
- b. Each team will be allowed one (1) 30 Second time-out per game.
- c. All players are in jeopardy until the court referee recognizes AND signals, the beginning of a time-out or end of regulation time.
- d. During time-outs, teams may substitute players. Substitutes may be players who did not start the game, or players who wish to re-enter after having been declared out.

6. Beginning the Game

- a. Prior to beginning a game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark.
- b. Players then take a position behind their end line.
- c. Following a signal by the official, teams may approach the center-line to retrieve the balls. Teams may only retrieve balls placed to the RIGHT (as they face the center line) of the center hash mark. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

7. Opening Rush Rule:

- a. Each/Every ball retrieved at the opening rush must be first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent
Example: following the opening whistle, a player rushes and is the first to secure a ball from the center-line. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent.

8. Declaring a Winner:

- a. The first team to legally eliminate all opposing players will be declared the winner.
- b. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- c. In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.

9. Overtime:

- a. If an equal number of players remain after regulation play, a 3-minute sudden-death overtime period will be played.
- b. All overtime periods will begin with an equal number of “balls in hand” behind a team’s end line. The first team to eliminate any ONE opposing player will be declared the winner.
- c. No time-outs allowed during overtime.
- d. Substitutions and/or additions may be made prior to the start of any overtime period.
- e. At the end of each overtime period, if no players have been eliminated, an additional player from each team – max of 6 – will be placed back into play
- f. The sudden death format continues through all extra periods.

10. Stalling and 5 Second violation

- a. A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
- b. It is illegal for the leading team to control all the balls for more than five seconds. If the leading team controls all the balls – i.e. all balls are located on their side of the center line – they must make a legitimate effort to get at least one ball across the attack line and into the opponent’s backcourt. If this is not done within 5 seconds, a “5 second violation” will be called. A team may avoid a 5 second violation by throwing or rolling a ball into the opponent’s backcourt. This does not include throwing a ball over and through an opponents end-line.
- c. Penalty for 5 – Second Violation(s):
 - i. First violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with “balls in hand.”
 - ii. Second Violation: FREE THROW for the opposing team – a penalty in which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination. This is possible because a caught “free throw” does not result in an “out” for the thrower.
 - iii. Third Violation: Ejection of one player from offending team.
 - iv. Note: The stalling procedure does not apply to overtime periods.

11. The Court Referee

- a. A court referee will supervise all contests.
- b. Participants are expected to honor all decisions made by the court referee. The court referee will rule whether or not a hit was legal or whether they were legally eliminated. Participants are not out unless the court referee signals so.
- c. The court referee will rule on any disagreement between the teams.
- d. The court referee’s ruling is final.

(over)

12. Unsportsmanlike Conduct

- a. The court referee may give a technical foul to or eject any player exhibiting unsportsmanlike conduct. Two technical fouls will result in an automatic ejection, and an ejection will result in a minimum of a one game suspension. Unsportsmanlike conduct includes, but is not limited to:
 - i. Foul language
 - ii. Hits above the shoulders
 - iii. Unnecessary roughness
 - iv. Arguing with the court referee, other players, or fans

Tournament Rules

The tournament will consist of two rounds: A round robin group play, and a single elimination bracket (with a consolation bracket).

The following apply to the round robin **Group Play** round:

- Each team will play every team in their group once
- Each match will consist of only one game, not best two out of three
- At the end of each game the difference of remaining players between the two teams will be recorded and used for later tie-breaking purposes.

All teams will advance from the group play round to the second, single elimination round. The results of the group play will be used for the bracket seeding. In the case of a tie, the following tie-breakers will be used:

1. Head to Head record
2. Remaining player differential
3. Coin flip

The following apply to the round robin **Single Elimination** round:

- Each match will consist of 3 games. The team that wins two games will be the winner. If a team wins the first two games the third game will not be played.
- All teams that lose in the first round of the single elimination bracket will be given a birth in the consolation bracket. This ensures that every team will play a minimum of two matches.