



INTRAMURAL DODGEBALL RULES

1. The Game

- a. All participants are subject to the Eligibility Rules, listed in the ASI Intramural Sports Participant Handbook.
- b. The Players
 - i. Each team shall consist of six team members. A minimum of four players must be present to start at game time.
- c. Manager Meeting
 - i. Prior to the start of the match, a meeting between the two team managers and the official will take place. They will discuss rules and regulations, which the captain must relay back to the team. The captains will then go back to the end line with their team.
- d. Team Spokesperson
 - i. The team manager is the only person who may address the official and is the spokesperson for the team
- e. The Court
 - i. Games will take place in the Main Gym, South Gym, and North Gym inside the Recreation Center

2. Equipment/Dress Code

- a. Jewelry
 - i. No jewelry is allowed. If a player has jewelry on during the game it is an out for that player
- b. Dress Code
 - i. Closed-toed shoes must be worn at all times during play
 - ii. Athletic attire must be worn at all times during play

3. Fouls and Penalties

- a. Spectators
 - i. Spectators and team members who are out must stay off the court at all times
 - ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a "minus" behavior rating.
- b. Zero Tolerance Policy
 - i. There is no alcohol or drugs allowed at ASI Intramural Sports games. If a player or fan is caught under the influence, they will be ejected immediately and disciplinary action may follow. If an Intramural Sports Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.

4. Dodgeball Rules

- a. Game Length
 - i. Games will consist of a maximum of three rounds. The first team to win two rounds wins the game. Each round has a seven-minute time limit.
- b. Scoring

- i. Players get players on the other team out by hitting them with the dodgeball
 - ii. The game will start with the official blowing the whistle, and the teams running to grab the balls from the center line. Each team will only be allowed to grab the three balls placed on their designated side of the line. Players may not leave the back line until the whistle is blown.
 - iii. The first team to legally eliminate all opposing players will be declared the winner of the round
 - iv. If neither team has been completely eliminated at the end of the round, the team with the greater number of remaining players will be declared the winner of that round.
- c. Out-of-Bounds
- i. Any player that steps out-of-bounds will be whistled out by the referee
- d. A player is declared out if they:
- i. Are struck by a live ball on any part of the body below the head
 - ii. Attempt to duck from a live ball and are hit anywhere on their body (including head and neck)
 - iii. Throw a ball that is caught by any member of the opposing team that is not out
 - iv. Have any part of their body contact the playing surface on or over the end line, sideline, or center line. (Exception: Players may cross the center line during the opening rush.)
 - v. Do not immediately re-enter the playing field after retrieving a stray ball
 - vi. Re-enter the playing area through any line other than the end line
 - vii. Leave the playing field (sideline or end line) to avoid being hit by or attempting to catch a ball
 - viii. Drop a held ball as a result of contact by a live ball. (This usually occurs when a ball is being used to block a thrown ball.)
 - ix. Are called out as a result of their team not throwing any dodgeball within five seconds if multiple players have possession
 - x. Hold on to a dodgeball for more than 15 seconds, at the discretion of the official
 - xi. Receive an unsportsmanlike penalty
- e. A player will not be out if they:
- i. Block a live ball with a ball being held, provided the held ball is not dropped as a result of the contact with the live ball
 - ii. Are struck in the head with a live ball while standing
 - iii. Are struck by any ball other than a live ball
- f. Definitions
- i. Live ball: a ball thrown by a player who is still in, that has not yet touched the ground or any other surface including another person
 - ii. Catch:
 1. When a player in the game grabs and takes hold of a live ball thrown by a member of the opposing team, without letting the ball contact any other surface, including the ground or another player
 2. When a player retains possession of a live ball, whether bobbed or not, and ends with the complete control of the ball before it touches any surface other than their body

- iii. Body: any attached part of a player's body, including their clothing, shoes and accessories
- iv. Stray ball: a game ball that has not been picked up and is lying on the ground