

Dodgeball



RULES

General Rules:

1. Captains will sign in players 5 minutes before the scheduled game time.
2. Any team not ready to play 5 minutes after the scheduled time will forfeit the match.
3. Official's decisions are final.
4. Player attire:
 - a. Pants: Players may not wear pants or shorts that have belt loops, pockets, or an exposed drawstring. Players may not wear towels that hang from the waist.
 - b. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
 - c. Pads or Braces: No pads or braces may be worn above the waist.
 - d. Shoes: All players must wear shoes. Tennis/running shoes and soft-soled shoes are permitted.
5. Participants wearing illegal equipment will be asked to remove these items. Failure to do so will result in team disqualification from the tournament.
6. Dodgeballs will be provided for each game.
7. Please refer to Intramural Handbook for additional policies.

Team/Position of Players:

1. Teams will consist of 6 players on the playing field at the beginning of each game.
2. Teams may not start with fewer than 5 players.
3. The maximum amount of players on a roster is 10.
4. If the number of starting players is below five (5), the team will be forced to forfeit.
 - a. In order to claim a forfeit, the opposing team must have at least five (5) players present.
 - b. If neither team has at least five (5) players 5 minutes after the scheduled time, it will be considered a double forfeit.
5. No substitutions allowed (except for injured player).

Game Format:

1. Best of 5 games
2. 5 minute time limit for each game. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining

will be declared the winner. In the case of an equal number of players remaining after regulation, a 1 minute sudden-death overtime period will be played.

3. Game time is running clock, only to be stopped on serious injuries. There is no stoppage (timeouts)/injury time.
4. If a team is scheduled to play back to back:
 - a. A 5-minute break will occur between games.

Start of the Game:

1. The game will begin by the official placing six (6) dodgeballs along the center line. Players will take a position behind their respective back lines.
2. When the whistle is blown each team will sprint to the center line to retrieve the balls. Once the balls are retrieved, the balls must be checked back to the team's respective back lines before making an attempt to throw the ball.

“OUTS”:

1. The object of the game is to eliminate all opposing players by getting them “OUT”. Players will be called out when:
 - a. A player hitting an opposing player with a thrown ball below the shoulders
 - b. A player catching a ball thrown by your opponent before touching the ground
 - c. A player dropping a ball being used to deflect
 - d. A player dodging out of bounds
 - e. A player crossing the centerlines
 - f. Discretionary infractions called by the referee (intentional headshot, extra player entering the court, unsportsmanlike behavior, etc)
 - g. A player holds a ball for more than 10 seconds
2. If a player catches a live ball (one that has not hit the ground), the thrower is out and anyone hit by the thrown ball stays in the game. Additionally an eliminated player from the catcher's team may enter the game because of the caught ball.
 - a. Example: Player A1 throws a ball and hits his/her opponent, Player B1. The ball bounces off of Player B1 and is caught by Player B2. Because the ball is still live and caught, Player A1 is out and both Player B1 and Player B2 remain in the game, with an additional player from B team allowed in for the caught ball.
 - b. When a thrown ball is deflected from a ball held by a player, along with anything else (floor, ceiling, walls), the ball becomes dead.
3. Once eliminated, they may return only if a teammate in the field of play catches a ball thrown by the opposing team. (first player out is the first one back in)

Out-of-Bounds:

1. The playing area consists of the basketball court boundaries. Players must be inside these lines at all times.
2. A player that steps on/over the boundary line when trying to avoid being hit by a ball will be called out by the official.
3. Players that step on/over the center line in an attempt to throw or retrieve a ball will be called out.
4. Players that are out of bounds cannot be hit by a ball nor can they hit anyone on the opposing team.

Conduct:

1. Only the captain may speak to the official about a questionable call. All concerns must be made when the ball is not in play.
2. The official has the right to eject anyone from the game for any reason the referee deems appropriate; including (but not limited to) consistent arguing, obscene language, etc.
3. Automatic disqualification from match for 2 technical fouls.
4. Automatic suspension from league for 4 technical fouls.