Entries Accepted: October 1st—December 1st

Entry Fee: TBD

Player’s Quiz: Captain’s Quiz

Event Date: December 1—December 5

Divisions: Men’s, Women’s/Sorority, CoRec

League Format: TBA. Single or double elimination tournament depending on team sign-up.

Location of Play: Heskett Center gymnasium on half of a regulation basketball court

Schedules: Games will take place in the evenings.

Equipment: Dodgeballs will be provided. No jewelry allowed!

Eligibility
1. Only current students (enrolled in one (1) or more credit hours) or adult members (18 or older) of the Heskett Center may participate in the Intramural Sports Program.
2. Individuals must present their Shocker Cards to the Competitive Sports staff in order to participate each night. These cards must be validated for the current semester.

Entry Procedures
1. Players must sign up online on IMLeagues.com
2. All players are required to complete the captains or participant quiz. The purpose of these quizzes are to inform participants of rules, policies, and procedures
Rules of Play

1. The Game

The objective of the game is to eliminate all opposing players by getting them “OUT.” This may be done by: Hitting an opposing player with a LIVE thrown ball below the shoulders and catching a LIVE thrown ball thrown by your opponent before it touches the ground. Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or team item outside of the playing field (wall, ceiling, etc.).

2. The Opening Rush

The game begins by placing the dodgeballs along the center line—three on one side of the center hash and three on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack line before it can be legally thrown.

3. Time and Winning a Game

The first team to legally eliminate all opposing players will be declared the winner.
A three-minute time limit has been established for each contest.
If neither team has been eliminated at the end of the three minutes, the team with the greater number of players remaining will be declared the winner.

4. Boundaries

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. The ideal measurement for the court is identical to a volleyball court.