Dodgeball Rules

I. Eligibility
All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Game, Players, and Equipment
1. This sport is self-officiated and should be played under the “honor system.” If a dispute cannot be resolved, the Supervisor on duty will make the ruling. Their decision is final and cannot be overturned.
2. The object of the game is to eliminate all opposing players by getting them “out.”
3. All games will be played in Rec Gym. (see below sections for court boundaries).
4. A match shall consist of best 2-out-of-3 games, with 20 minutes to complete the match.
   a. After 5 minutes of each game:
      i. Can cross center line (white), can’t cross BLUE 3-point arch
      ii. Supervisor will blow whistle signaling time
   b. After 7 minutes:
      i. No Boundaries
      ii. Supervisor will blow whistle signaling time
5. Once the ball hits the ground or wall, it is considered dead.
6. Teams consist of six (6) players. Teams must have five (5) players to start and continue a game. Twelve (12) players MAX on roster.
7. Substitutes may only enter the game in the case of an injury. Otherwise they must wait until the game is over to sub in for the following game.
8. IM Sports Staff will provide dodgeballs for all games.

III. Start of the Game
1. Games will begin with (6) dodgeballs being placed on the center line (white line) and players lined up behind their respective end line (white basketball end line).
2. Upon the Supervisor’s whistle, players may run up to the center line to get the balls.
3. NO BALL may be thrown until it has been brought back behind the first black line.
IV. The Court
1. Each game will be played within the boundaries of the basketball court area which includes:
   a. Center line (white) extended to the walls
   b. End line (white) extended to the walls
2. During play, all players must remain within the boundary lines. EXCEPTION: Players may leave the boundaries through their end-line only to retrieve stray balls, and must return through their end-line. Cannot cross center line to retrieve stray balls.
3. If a player exits or re-enters at any point of the court other than their own end line they will be called out.
4. If a player steps on or beyond the center line, that player is “out.”
5. When a player is “out” they must go to the bench area. The bench area is described as the space between the side line (white line) and the actual bench area in the Gym.

V. Getting Players Out
1. Hitting an opposing player with a thrown ball BELOW the shoulders.
   a. If you hit an opponent above the shoulders, PLAY ON!
   b. If a player ducks or lowers their head and the ball hits their head, the player will be “out.” This is not considered a “head shot” because the ball was not aimed at the head.
   c. If multiple people are hit before the ball contacts the ground, all players who were hit, are “out.”
2. Players that are “out” must go to the bench area. “Out” players may retrieve balls for their team, but they may only retrieve balls that go into the “actual” bench area. A player may only come back into the game, if a teammate catches a ball and that “out” player is standing in the bench area and is the next person allowed to come back into the game depending on when they became “out.”
3. Catching a ball thrown by your opponent before it touches the ground.
   a. If the ball is caught in the air after striking another player, only the thrower is out.
   b. By the order of the players, once a ball is caught, the first person who was hit out will be allowed back in if a teammate catches a ball.
4. A player may use a held ball to block a thrown ball.
   a. However, if the held ball is dropped due to contact by the thrown ball, the player who dropped the held ball is out.
   b. Players may NOT throw a ball at another ball in an attempt to block it. If they do so, he/she will be out.
5. If a player holds a ball for more than 10 seconds, that player must roll the ball to the opposing team’s side of the court.
   a. Player will be notified by supervisor
   b. If that player does not forfeit the ball to the other side, he/she will be called out.
VI. **Sportsmanship**

1. All players are expected to play with good sportsmanship and uphold Intramural Sports Spirit of Competition.

2. Self-Officiate with sportsmanship & class. Please respect your opponent(s) at ALL times and call a fair game to ensure a quality recreational experience for everyone involved.

3. Intent to injure will not be tolerated. Players who intend to injure another player will be ejected from the match immediately.

4. The Supervisor on duty will rate each team after each contest on sportsmanship. All teams must obtain a 3.0 or better sportsmanship rating for each game in order to advance in the tournament.

5. **HAVE FUN!!**