Dodgeball Rules

A participant may play for only 1 team. They may play on 2 teams if one of the teams is a CoRec team.

**General Rules**

**Team:** A team will consist of 6 players on the court for a round. A minimum of 4 players are needed to start and continue the game.

**CoRec Rules:** The following ratios are acceptable for CoRec:
- 3 males and 3 females
- 3 males and 2 females
- 2 males and 3 females
- 2 males and 2 females
- 2 males and 4 females
- 1 male and 3 females
- 3 males and 1 female

**Game time is forfeit time!**

**ID:** Participants must bring their valid ID with them to the Student Recreation Center. NO ID, NO PLAY!

**Score Card:** All players must sign the scorecard before play. No exceptions. Once you have been recorded on a team’s scorecard you are on that team for the remainder of the season, including playoffs.

**Game Supervision:** The intramural staff will assign officials for each scheduled game. All games conducted by the Department of Recreation & Wellness must be played under the supervision of the intramural supervisor employed by the Department. No game may be played without its being scheduled through the Intramural Office. An intramural official will keep the scorecard.

**Playing Field:** All games will be played on the basketball courts in the Student Recreation Center. The boundaries will be defined on the sides by the basketball sidelines and extended on the ends to the walls. Any ball that goes outside the boundary lines is declared dead and may be retrieved by any participant; however, that person must immediately establish themselves in bounds before throwing said ball and being thrown at by an opponent.

**Equipment**

**Shoes:** Each player must wear athletic shoes. They must be non-marking.

**Uniforms:** All individuals participating in intramural dodgeball must wear a shirt or tee shirt. It is recommended that each team's shirts be of the same color.

**Illegal equipment:** Any equipment that in the official’s judgment would be injurious to participants is illegal to wear.

**Balls:** The intramural staff will provide the dodgeballs for competition.
**Game Regulations**

**Game Time:** A game shall consist of the best three out of five rounds with a 5 minute max time limit per round. There will be a 1 minute intermission between rounds. If it is in the fifth game and there are an equal number of players on each team remaining, sudden death overtime will be played to determine the winner.

**Round:** The first team to eliminate all players on the opposite team will win that round. If time expires and there are still players remaining on both sides, the team with the most players still in the game will win that round. If time expires and there are an equal number of players on each team remaining, that round will be declared a tie.

If a team begins a round with less than 6 players, they will not be awarded “extra outs” to account for missing players. One out per player regardless.

A caught ball by a team does NOT permit a player from that team to return to play. It only eliminates the player who threw the ball.

**Starting a Round:** 6 balls will be placed on the center line. Each team will start with all players touching the back wall on their respective sides. The official will blow their whistle to begin play, and players may begin to approach the balls. After retrieving a ball, players must retreat below the free throw line extended before they may begin throwing their ball.

**Substitutes:** A team may substitute only during intermissions. The new player must take the original player’s place in the rotation.

**Time Outs:** There will be no time outs other than for injuries.

**Holding the ball:** A player is permitted to hold a ball for 10 seconds. If after 10 seconds, they have not thrown the ball, they will be ruled out. Putting the ball back on the ground and picking it up again does not reset the 10 second count.

**Carrying multiple balls:** A player may only possess one ball at a time. They will be ruled out if they hold more than one ball at a time.

**Knock Out:** A knock out will be called by a game official. Once a player has been knocked out, they must drop any ball they have in their hand and leave the playing area immediately.

The following are legal ways to knock out an opponent:

a) Hitting an opponent with the ball below the neck. If it hits the player in the neck or above, it will not count and the player will remain in the game. A player’s clothing is considered part of their body and if hit, the player will be out.

b) A player may not block a thrown ball with a ball in their possession. The player will be ruled out.

c) Catching a thrown ball by an opponent before it becomes dead will eliminate the opponent.
   a. A player may not catch a thrown ball while possessing another ball. If they do this, they are out.
   b. A ball becomes dead when it:
      i. Hits anything other than another player: the ceiling, wall, floor, another ball or anything out of bounds
      ii. Goes out of bounds.
   c. A ball deflected off a teammate and legally caught before it becomes dead will eliminate the opponent who threw that ball.

d) If a player steps out of bounds to avoid being hit by a thrown ball or to catch a ball.

e) Stepping out of bounds to retrieve a ball and not immediately returning in bounds.

f) Holding a ball for more than 10 seconds. Putting the ball back on the ground and picking it up again does not reset the 10 second count.
g) Players not holding a ball who refuse to pick up a ball on their side of the court to stall time will be ruled out

**Conduct**

All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

For additional information on **protests, rescheduling, eligibility** and more, please review the Intramural Sports Handbook.