

Dodgeball Rules

Rule 1: Facility

1. Matches will be played in the [Multi-Purpose Building Gym](#). Alcohol and tobacco are not permitted in the facility or in the parking lot.
2. The Dodgeball playing area will be the volleyball court.

Rule 2: Player Eligibility

1. All players must sign an intramural release waiver to participate.
2. All players must check-in with their SRC issued photo IDs with the supervisor or Student Worker prior to participating each night of play.

Rule 3: Team Composition

1. Teams will consist of six players. A minimum of four players are required to be signed-in to start a match.

Rule 4: General

1. Teams must be present within 10 minutes of a game's scheduled start time. If this requirement is not met, it will result in a forfeit.
2. Players must wear athletic clothing and appropriate footwear. No open toed shoes or boots will be allowed.
3. **Jewelry:** Jewelry is not allowed to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered.
4. Starting the Game: Each team will start behind their respective end lines until the official blows the start whistle. The four balls will be placed at the centerline at the start of a match and each team must race to the middle to gain possession of a ball. The players must not cross the centerline in any form or fashion when going for the balls. Any player who crosses the centerline will be considered "OUT."
5. A supervisor will blow a whistle at the 10-second mark. No one may throw a ball at opposing players until 10 seconds have passed on the game clock.
6. 3 Unsportsmanlike Penalties will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players and staff.

Rule 5: Officiating

1. One official will be present to resolve conflicts and answer questions about the rules. However, participants are expected to exercise integrity and honesty to ensure fairness. All participants are expected to know the rules.

Rule 6: Gameplay

1. A player hit below their head is OUT; if a player is hit in the head, the thrower is OUT
2. The thrower is OUT if the ball is caught before it hits the floor
3. A ball that is deflected and then caught causes the thrower to be OUT
4. A player hit by the ball is not OUT if the ball hits the floor first
5. A deflected ball that hits anyone causes the player hit to be OUT
6. Players may not hold a ball for longer than 15 seconds. An Official will administer this count and signal the player OUT for Delay of Game
7. If you have a ball in your hand, you may use it to protect yourself or to ricochet/deflect a ball to a teammate. If your teammate catches the ball, the player who threw the ball is considered OUT
8. If you attempt to deflect a throw with a ball in your possession and the ball in your possession is dropped, you are OUT.

Retrieving Balls Out of Play:

1. Players cannot leave the boundaries of the court to retrieve a ball, unless there is no one on their team that is OUT. If people on your team have already been declared OUT, they will be outside the boundaries and able to retrieve any balls that leave the court area.
2. If no one is OUT, one team member can cross out of bounds to retrieve the ball. If more than one person crosses the boundary lines, every person after the first person will be considered OUT.
3. People on the sidelines may not enter the boundary of the court area at any time.
4. When they retrieve a ball, they may give that ball to their team on the court.
5. People who are out can't cross the extended centerline to retrieve a ball. They must stay on their side of the court at all times.

A ball becomes dead if it:

- a. Hits the ceiling, floor, wall, bleachers, basketball hoop, goes out-of-bounds
- b. If it hits an opposing player and crosses the middle line in the air after hitting said player
- c. *Hits a player in the head provided that player did not duck his/her head into the path of the ball*
6. Under no circumstances can a player get his/her own teammate out.

7. There are no headshots allowed. If a player is hit anywhere on his/her head with a throw, that player will be allowed to stay in the game. However, if a player ducks and is hit in the head, that player is out.
8. Delaying the game (holding balls, standing in a corner) is not allowed. If a player holds a ball for more than 10 seconds, that player must roll the ball to the opposing team's side of play. If the player does not forfeit the ball, he/she will be out.
9. Once a player is out, he/she is eliminated from that game and must leave the court of play. There is no way for active players to free a player who is out. Players who are out may begin retrieving balls that have left the confines of the court.

Rule 7: Winning

1. The winning team for each game is the team with the last person left on the court.
2. The team that wins the best of five games will be the winner of the match. Following each match, the winning team is responsible for reporting scores to the Intramural Supervisor on duty.