



Intramural Dodgeball Rules

INTRAMURAL CONDUCT CODE

All players should display sportsmanlike conduct at all times. Remember that intramurals is provided to have fun, so please keep this in mind. However, in the event of any unsportsmanlike conduct these guidelines will be followed:

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| First warning | Any individual who exhibits unsportsmanlike conduct, such as rough play, obnoxious behavior, excessive profanity, or any other behavior that inhibits orderly play will receive a first warning. |
| Final warning | Any individual who repeats the conduct listed above will no longer be able to play for the remainder of the game. |

All warnings will be recorded, and reported. If a player has had two final warnings throughout play, they will be excluded from the remainder of that particular intramural sport.

1. Team/Roster & Forfeiting:

- A. Six (6) on six (6) dodge ball.
- B. Up to eight (8) players are allowed on a team roster to be used as alternates or to be rotated in during play.
- C. Games may start with a minimum number of four (4) players; however the opposing team is still allowed six (6) players on the court.
- D. Team rosters are final at the captain's meeting. No changes are to be made to the roster after this point, **NO EXCEPTIONS!!**
- E. If a player not listed on the roster participates at any time during play, that game will be forfeited and further action will be taken at the discretion of the Intramural Student Coordinator.
- F. If a team does not have the minimum number of players within the first five (5) minutes of play, the game will count as a forfeit against that team.

2. Game Setup:

- A. A game will consist of a maximum of three (3) matches. The first team winning two (2) of the three (3) matches, or the team with the most victories after fifteen (15) minutes of game play will be declared the winner of that match. Teams will alternate sides following each match.
- B. The object of the game is to eliminate all opposing players by getting them OUT.
- C. An OUT is scored by:
 - a) Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - I. LIVE (def.): A thrown ball that strikes, or is caught by an opposing player without/before contacting the ground, another player, or ball. Once the ball has hit the floor or a player, the ball is no longer live.
 - b) Catching a LIVE ball thrown by your opponent.

- c) Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball (this usually occurs when a ball is being used to block a thrown ball).
- d) An opposing player stepping out of bounds.
- D. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.
 - Note:** A ball deflecting off a held ball and striking the holder is no longer a LIVE Ball.
- E. During play, all players must remain within boundary lines at all times. Players exiting the court will be considered out for the remainder of the game.
 - EXCEPTION:** a player may pass through their end line only to retrieve stray. A stray ball is one that has not been picked up and is lying on the ground.
- F. When retrieving a ball, the player must immediately re-enter the playing field only through their end line. A player not immediately re-entering the playing area may be declared out.
- G. Players may not be handed a ball while standing out of bounds.
- H. A player shall not:
 - a) Have any part of their body contact the playing surface over a sideline.
 - b) Exit or re-enter the field through their sideline.
 - c) Leave the playing field (side-line or end-line) to avoid being hit by, or attempting to catch a ball.
 - d) Have any part of their body cross over the centerline and contact the ground on their opponents' side of the court. (Exception: During the opening rush)

3. General Game Rules:

- A. Prior to beginning a game, five (5) dodge balls are placed along the centerline.
- B. Players then take a position behind their end line.
- C. Following a signal by the official, teams may approach the centerline to retrieve the balls.
- D. Opening Rush Rule:
 - a) Each/Every ball retrieved at the opening rush must be first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent. *Example: following the opening whistle, a player rushes and is the first to secure a ball from the center-line. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent.*
- E. Declaring a Winner:
 - a) The first team to legally eliminate all opposing players will be declared the winner.
 - b) If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- F. Stalling/Five Second Rule:
 - a) A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.

- b) It is illegal for the leading team to control all the balls for more than five (5) seconds. If the leading team controls all the balls – i.e. all balls are located on their side of the center line – they must make a legitimate effort to get at least one ball across the attack line and into the opponent’s backcourt. If this is not done within five (5) seconds, a “Five Second Violation” will be called. This means the official could call out any player who has not made an attempt to throw the ball.
- c) A team may avoid a five (5) second violation by throwing or rolling a ball into the opponent’s backcourt. This does not include throwing a ball over and through an opponent’s end line.

4. The Court Official

- A. A court official will supervise all contests.
- B. Participants are expected to honor all decisions made by the court official. The court official will rule whether or not a hit was legal or whether they were legally eliminated. Participants are not out unless the court official signals so.
- C. The court official will rule on any disagreement between the teams.
- D. The court official’s ruling is **FINAL**.
- E. Any negative action towards an official or an official’s call will result in a warning given to player and/or team.