

DODGEBALL RULES

Spring 2015

Intramural dodgeball will be played by National Amateur Dodgeball Association with the following modifications:

TEAM: A team must have 4 players to start a game and may play with as many as 6. In Co-Rec, a minimum of one player and maximum of three players in each sex are required. Teams who are not on time will be penalized one game between 1-5 minutes late, and two games 6-10 minutes late.

THE GAME: Each match will consist of **5, 5-minute games (best-of-five)**. The team with all players eliminated at the end of 5 minutes (or overtime period - if necessary) is the loser of that game. If neither team is completely eliminated in 5 minutes, the team with the most players will be the winner of that game. If there are an equal number of players after 5 minutes, sudden-death overtime period to determine the winner.

Start of Game: All balls will be placed at half court. Players will start at their end of the court lying on their backs. Action will start on the sound of the horn. At the sound of the horn, all players will race toward the ball at half court to retrieve any balls that they can. Once balls are obtained, all players must return to his/her own attack line before attempting their **first throw** at an opponent. Each ball must return behind the attack-line after the initial rush before it can be thrown. If two opposing players begin to fight over a ball, both are out even if they stay on their own side. What is considered a fight is up to the official's judgment.

Teams are not allotted any time-outs. The referee may, however suspend time for injury, etc., if he/she deems it necessary.

Overtime: If there are an equal number of players after 5 minutes, untimed sudden-death overtime period will be played. Number of balls is equal to the amount of players on a side (i.e. If two players are left on each side, two balls will be used in overtime). Overtime is over when one player is eliminated and the team with the most players wins (a team does not have to eliminate all opposing players to win).

THE FIELD: The playing field shall be a rectangle 60ft long and 30 feet wide dividing into two equal sections by a center line and attack lines 3m from and parallel to the half-court line (identical to a volleyball court).

Boundaries: During play, all players must remain within the boundaries lines. Players may leave the boundaries through the end-line only to retrieve the stray balls. They must also return through their end-line. Only one person is allowed to retrieve the balls, all others are called out.

HALF COURT: The half court line is the boundary that separates the teams. Players may not cross the half court line when making an attempt to throw.

ENCROACHMENT: At any point in the game if any player in an attempt to get, or throw a ball has their foot, or any other body part on the floor, completely cross the midline, that player is called out.

“Suicide”: If at any time the ball released beyond the division line the ball is dead and may not eliminate a player. The player committing the infraction is also eliminated.

A PLAYER IS ELIMINATED WHEN:

1. He/she is struck by an airborne ball thrown by the opponent. A kick is not constituted a throw.
2. He/she uses a ball to deflect an opponent's throw and drops the ball he/she is holding.
3. He/she leaves the playing area to avoid being put out.
4. He/she crosses the boundary lines (before the designated time) in an attempt to throw a ball at an opponent.
5. He/she throws a ball at an opponent above his/her shoulders while they are in a standing position.
6. He/she throws a ball and the opponent catches that ball.
7. He/she releases a ball beyond the division line.

The object of the game is to eliminate all opposing players by getting them “out”. This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE 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, a player, another ball, official or other item outside of the playing field (wall, ceiling, etc). **EXCEPTION:** A player may catch a ball that has hit themselves to put the opponent out.

***NOTE:** a) **Balls bouncing off the wall or floor are not considered a throw and does not eliminate players.**

b) **If a player ducks or takes a position with their head below where their shoulders would normally be when standing, i.e. crouching, kneeling, sitting, diving, rolling or laying, and this clearly cause for the player being hit above the shoulders, the player is out and the throw is considered legal.**

NFL RECEIVER RULE: If a player catches a live ball thrown by an opponent near the boundaries, the player must have both feet inside the boundaries and have control of the ball to be counted as a legal catch. If momentum carries the player out of bounds after the player has possession of the ball then the player catching is also out.

STALLING: If one team has all of the balls on the court and they keep the balls on their side of the court, they have 5 seconds to get at least one ball on the opposing team’s side of the court beyond the attack line. If 5 seconds elapse and the team still has all the balls on their side, stalling is called and half of the balls are given to the other team (if the number of balls is odd, the team gives 1 more ball than half i.e. if there are 3 balls then the team gives up 2).

AFTER BEING HIT:

Leave the court immediately without any interference or distraction to either team. Failure to comply may cost that team another player or that game. After a player has been hit, his/her throw(s) will not eliminate an opponent. A player who has been eliminated will NOT be permitted **to re-enter the game**. Players that are already eliminated from the game can NOT fetch balls for the team if the balls are outside the playing field. If anyone that is not in the game (ie. a fan or an eliminated team member) helps a team by getting a ball out of the playing field for one team, the ball is given to the opposing team.

UNSPORTSMANLIKE CONDUCT:

Any conduct by a player deemed to be unsportsmanlike by the intramural staff can result in ejection from the game, removal from the playing area. If a player is ejected from a game, that player’s team must play shorthanded for the remainder of the match.

A team may be subject to penalty based on the behavior of its fans. Fans are defined as anyone who is clearly affiliated with a team that is currently playing..

STAFF: The intramural staff will be officials and all decisions of the officials are final.

Modified on Tuesday, January 28, 2015