Intramural Sports -- Dodgeball Rules
Pool Play Tournament on 1st Sunday, Single Elimination Tournament on 2nd Sunday

Game Objective: To eliminate an opponent by striking him/her with a thrown ball. If opponent catches a thrown ball, the person who threw it is “out.” Any ball hitting floor, wall, ceiling or other court obstruction (bench) is “dead.”

Number of Players: Maximum of six (6) per team (less than 6 may represent a team).

Substitutions: Permitted only at the start of each new game.

Match: Best 2 out of 3 games. Games/matches are quick and short and will begin ON TIME. It is recommended that teams show up no later than 10 minutes prior to the scheduled match.

Rule Enforcement: Each game will be self-officiated and played under the “honor system” with a Court Official to rule when necessary and to help resolve disputes.

Game/scoring: Game is over when all players on a team are knocked out. Each game will go a maximum of 6 minutes. Game will be recorded as a win for the team with the greater number of players left on the floor. The specific score for that game will be recorded as a “W” plus or minus the differential in players at the end of the 6-minute mark (if team A has 2 players left and team B has 4 left after time expires, the score is to be recorded as Team B winning with a + 2 differential (i.e. “W+2”). Team A’s game score would be “L-2”. If at end of 6 minute mark, both teams have an equal number of players left on floor, a 1 minute sudden death overtime period will ensue. Winning team will be the team to knock out the first opponent. If still tied after overtime, score will be “W-0” and “L-0”.

Coin Toss: Winner of coin toss to get choice of courts. Teams to change courts after each game.

Court Configuration: Each court to coincide with the cross-court basketball courts which are bounded by the black lines and the red mid-line.

Start of Play: 5 Balls will be spread out in a straight line on each side of the center red line along the blue line. Each team is to be lined up against its own end wall. On the whistle teams may sprint to retrieve only their own 5 balls positioned on their side of the court. Once retrieved, players must return behind their own attack line (free throw line extended) before advancing to throw at an opponent. One may throw at an opponent from any in bounds space behind one’s side of the center line. Stepping over the center line will cause player to be disqualified.

Rules:
-- Any thrown ball bouncing off a player remains “alive” until it touches the floor, wall, net, or ceiling. Thus, if such a deflected ball is caught by another teammate, the teammate is salvaged and the thrower is “out”.
-- Individual being thrown at may ward off an incoming ball with a ball held in hand. If, however, in the process of doing this the held ball is dropped or knocked out of hand, the defending individual is “out.”
-- All eligible players must remain “in bounds” at all times, except to retrieve balls that have gone outside the court.
-- No player may leave the court to avoid being struck by a ball, this action is illegal and will result in disqualification.
-- ONLY players remaining in game are allowed to retrieve balls. Spectators or eliminated players may NOT interfere or assist with balls, doing so will result in a warning and disqualification of active teammate.
-- Illegal Hit: Any hit above the shoulders is illegal and thus does not eliminate an opponent. If a player ducks or is on the ground and is hit in the head or neck the player is out (official’s discretion if dispute).
-- Stalling will NOT be tolerated. A player has 5 seconds on the official’s request to pickup the ball and throw it towards the opponent. If they do not throw the ball, they will be ruled out.

03/1/07