Boston College Intramural Sports
Dodgeball Rules

**Eligibility:** All members of the Boston College community are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster.

**Check-in:** The team manager prior to the start of the game must give all BC IDs to the officials. Players arriving late are eligible to enter the game and must present their ID to an official for attendance and eligibility purposes. It is the responsibility of the team to ensure that they have been checked off for attending.

**Facility:** Outdoor Basketball Court, Flynn Recreation Complex

**Scheduling:** Each team will play roughly 6-8 games during the Fall Semester league - subject to change depending on facility availability. Please see the Intramural Handbook on the Campus Recreation website for further details regarding scheduling.

**Playoff Format:** Playoffs will be single elimination. Playoff ranking will be based on record, head-to-head, and sportsmanship rating (where a tie may exist).

**Roster Management:** Rosters will be limited to 12 spots. This includes any coaches that a team may have. Only 12 shirts and mugs are available for the eventual champions. Teams must have a minimum of 3 female players to start the game at all times. The 8 players can be changed for each game so long as the minimum requirements are met.

**Minimum Player:** Games will consist of eight (8) vs eight (8). Teams must have a minimum of seven (7) players to start a game. If for any reason the number drops below this, the team will be forced to forfeit.

**Game Time:** Game time is forfeit time. If a team is not checked in, has the minimum amount of players present, and ready to play by game time, a forfeit will be declared by the official. **Exception:** A team may waive the right to win by forfeit and wait for the opposing team. The game clock will start at the scheduled game time regardless of any situation. If after 10 minutes the team still does not have the minimum amount of players, the present team must accept the forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.

**Clock Management:** Best of three games (2 of 3) wins the match. Each game is played until all 8 players from one team have been eliminated.

**Game Rules**

**Legal Hit:** The only LEGAL target area is below the shoulders. If an opposing player is hit above the shoulders, then the thrower is out. If a player ducks and is hit in the head, then the player that was hit is out.

**General Rules:**
- NO single player may ever hold more than two dodgeballs at once.
- NO player may exit the court from the side, and any player doing so will be considered OUT.
- Any ball that leaves the court must be retrieved by exiting the court via the Baseline.
  - Any player that exits the court via the baseline is not eligible to be hit until that player reenters the court via the baseline.
- At any point during a game, the referee may institute a ten second shot clock. Any ball not released within those ten seconds will be forfeited and given to the opposing team.
Standing on or straddling the line is considered in bounds, and is legal for players that are still in the game.

**Starting the Game:**
- To begin each game, all six dodgeballs will be spaced out along the center line.
- All players will be required to remain behind the basketball baseline until the referee blows the whistle to start play. Once a ball is retrieved, it must be carried behind the ‘free throw line extended’.
- The attack line is the ‘free throw line extended’.
- There are NO substitutions allowed once a game has started, but substitutions may be made in between games.

**Eliminating a Player:**
- To eliminate an opposing player, one of the following must happen:
  - A thrown ball comes in contact with a player (below the shoulders) after directly leaving the hand of an opponent. Any ball that comes in contact with the ground is immediately considered to be dead.
  - A ball is caught directly after leaving the hand of an opponent.
    - Any ball that deflects off of a player (or ball held by a player) and is caught by a teammate will result in NO player being out.
  - A player leaves the court via a sideline.
  - A player does not follow the referee’s instructions.
- There is no way to regain a player once they have been eliminated.