

Dodgeball Intramural Rules



Facility: MAC Court (First Floor), Connell Recreation Center

Roster Management: Rosters do not have a cap in the amount of people that can be on a roster. However, only 12 mugs will be given out

Minimum Player: Games will consist of six (6) vs six (6). Teams must have a minimum of **four (4)** players to start a game, for CoRec games these must be at least two male (2) and at least two (2) female players. If for any reason the number drops below this, the team will be forced to forfeit.

Clock Management: Best of five games (3 of 5) wins the match. Each game is played until all six (6) players from one team have been eliminated. The referee may shrink the court or implement a throw clock at any point to speed up the game.

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 playing area to dodge a ball, any player doing so will be considered OUT. The only exception is to retrieve a ball that leaves the playing area on that team's side.
 - **Any player that exits the court to retrieve a ball may still be hit by an opponent and eliminated from the game.**
- At any point during a game, the referee may institute a ten-second throw 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 out of bounds, and is illegal for players that are still in the game. **Any player that exits the playing area while attempting to dodge a ball is OUT.**

Starting the Game:

- To begin each game, all six dodgeballs will be spaced out along the centerline.

- All players will be required to remain behind the basketball courts endline until the referee blows the whistle to start play. Once a ball is retrieved, it must be carried behind the 'free throw line extended'.
 - If a player is hit before the thrower brings the ball behind the free throw line extended that player is not out
- 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 or with another ball 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 who attempts to block a ball thrown at them with a ball they are holding will be eliminated if they drop the ball they are holding.
- A player leaves the court while attempting to dodge a ball if there is any doubt about why the player left the court the player will be considered out.
- A player does not follow the referee's instructions.

A Caught Ball:

- A caught ball will result in the elimination of the throwing player
- A caught ball will also bring back an eliminated player from the catching team, it's a two-player swing
 - The returning player will be the first player from that team that was eliminated, it is not a player of the catching team's choosing
 - As players are eliminated they must line up on their team's sideline in the order they were eliminated next to the referee

Rules Involving Delay :

- Once a ball has been picked up, the player has 10 seconds to throw that ball.
- If there are available balls on the court, the player must use them. (i.e. no stalling by leaving the majority of the balls unused).