

## **DODGEBALL RULES**

- Teams are responsible for all information given at the team manager's meeting and in the Intramural Handbook.
- Intramural Dodgeball is governed by NIRSA rules and the NADA except for adjustments as noted below.
- Dodgeball rules are subject to changes if necessary.

### **RULES:**

1. Two teams of 8 players each shall play the game. A team may play with a minimum 7 players and a maximum 10 players on their roster.
2. Each match will consist of five, 5-minute games with running clock. A match is won by winning 3 out of 5 games.
3. Games will be played in the enclosed gym (SRC Court 6) unless otherwise posted.
4. At beginning of match the ball must be cleared past the "clear line" before it can be thrown.
5. Players are "out" of the game when hit on a fly below the shoulders or when their thrown ball is caught on a fly. Once a player has been called out they must hustle off the court. Failure to hustle may result in another member of the team being called out and sportsmanship rating can be affected.
6. Players who are out need to leave playing area by entering "team boxes."
7. With 1:30 left on the clock boundaries are extended. The opposing side's "clear line" becomes the foot fault line. All other times the half court midline is the foot fault line.
8. No boundaries will be in effect after only one player is left on both sides. The officials will designate this ruling by calling out "No Boundaries". At this time both players are free to go anywhere in the gymnasium and attempt to get the other player out. Play and flow of the game **will not** stop.
9. If hit on the fly and your teammate catches the ball the person hit is still out not the one that threw the ball.
10. Players are allowed to block the ball using the Dodgeball in their hand. If the player drops the ball while using it to block they will be out.
11. A Supervisor/Official will start each game and allow the match to flow without interruption.
12. **No time-outs**
13. Teams switch sides after each game and remain on their side of the court during a game.
14. A player has 10 seconds to release/throw the ball. **No stalling or taunting!** Player may be called out and sportsmanship rating can be affected.
15. If at the end of regulation there is a tie, a one on one sudden death will take place. Players must clear a ball past *either* clear line before throwing the ball. No boundaries will be in effect once a ball has been cleared.
16. No kicking dodgeballs. Offenders will be called out.
17. No dodgeball Abuse!
18. NO JEWELRY! Medical alert bracelets and religious jewelry must also be taped to the skin. (NO tape will be provided by SRC)
19. "NO MOUTH" Rule, Unsportsmanlike conduct will not be tolerated.

### **ELIGIBILITY:**

Individuals may play on only one team.

### **LOCATION:**

All Intramural Dodgeball games are played in the Student Rec Center, Court 6 (enclosed gym) unless noted otherwise.

### **EQUIPMENT:**

Intramural Sports will provide the Dodgeballs. No player shall wear equipment that is dangerous to other players.