2014 INTRAMURAL DODGEBALL RULES
(Updated 08/14)

Recent rule changes appear in hi-lighted and italicized font.

Rule 1: Facility
1. Games will be played in the Field House. Teams should check-in prior to their matches with the Intramural Supervisor. Only University of Iowa and state-issued photo IDs will be accepted.
2. The Dodgeball playing area will be the volleyball court.

Rule 2: Team Composition
1. Teams will consist of 5 players with no gender restrictions (minimum of 4 players are needed to start).
   a. In order to receive Co-Rec points for the Buffalo Wild Wings Intramural Sports Points Championship, teams must have 2 males and 2 females signed-in and participating in every game in which the team participates. The final participant may be of either gender.
   b. In order to receive points for the Buffalo Wild Wings Intramural Sports Points Championship for Men’s or Women’s teams, the entire team must consist of males or females, respectively.

Rule 3: Beginning a Game
1. Teams must be present within 10 minutes of a game’s scheduled start time. If this requirement is not met, it will result in a forfeit.
2. NO JEWELRY WILL BE PERMITTED. TAPING OF JEWELRY TO THE BODY WILL NOT BE PERMITTED. ALL JEWELRY MUST BE REMOVED PRIOR TO THE INTRAMURAL EVENT. Medical alert bracelets or necklaces will be permitted, but must be taped down.
3. Each game starts with 4 balls. Each team will start with 2 balls in its possession. Each court will have different color dodgeballs.

Rule 4: Officiating
1. Games will be self-officiated by players on the court. Players are expected to be fair and resolve conflicts on their own. Intramural Sports Staff will not resolve in-game controversial plays. Intramural Sports Staff can only clarify rules to participants.

Rule 5: Gameplay
1. The object is to throw the ball at the opposing team and contact one or more of the opponents to get them out. Any person is out when contacted by a thrown ball on the fly, where the ball hits the ground directly after contacting that person (deflections off walls, floor, or ceiling, prior to hitting the opponent, do not count).
2. A person can also be out in the following ways:
   a. A person is hit by a ball thrown by an opposing player.
   b. The person throwing the ball is out if the ball is caught by an opposing player on the fly.
   c. If a player crosses the centerline, he/she is out.
   d. If a player goes out-of-bounds, other than the designated player as in Rule 5-10, that player is out. No part of a player’s body can touch outside, or on the boundary line. Ex: Player 1’s arm crosses the out-of-bounds line on a throw. Player 1 is still in the game because his arm did not touch on our outside the boundary line.
3. A player cannot save one of his or her teammates that is hit under any circumstances. If a thrown ball hits a participant, the ball cannot be caught by that person’s teammate to save him/her. The person that was hit is out no matter what. However, if the ball is caught by a teammate, the person who threw the ball is also out.

4. If a ball hits a participant, then ricochets and hits that person’s teammate, both are out. As long as a ball is not dead, it can eliminate as many people as it touches.

5. A ball becomes dead if it hits the ceiling, floor, wall, bleachers, basketball hoop, goes out-of-bounds, or if it hits an opposing player and crosses the middle line in the air after hitting said player.

6. Under no circumstances can a player get his/her own teammate out.

7. There are no headshots allowed. If a player is hit anywhere on his/her head with a throw, that player will be allowed to stay in the game. However, if a player ducks and is hit in the head, that player is out.

8. Delaying the game (holding balls, standing in a corner) is not allowed. If a player holds a ball for more than 10 seconds, that player must roll the ball to the opposing team’s side of play. If the player does not forfeit the ball, he/she will be out.

9. Once a player is out, he/she is eliminated from that game and must leave the court of play. There is no way for active players to free a player who is out. Players who are out may begin retrieving balls that have left the confines of the court.

10. Until someone on his/her team is out, there will be one player on each team that is designated to retrieve balls out of the area of play. The designated player will wear a pinnie throughout the duration of the game. Once someone from the team has been eliminated, the player wearing the pinnie can no longer leave the court for ball retrieval.

11. Ball retrievers may not cross the midline, nor may they make any offensive play from out-of-bounds.

**Rule 6: Winning**

1. The winning team for each game is the team with the last person left on the court.

2. The first team to win 6 games will be the winner of the match. Following each match, the winning team is responsible for reporting scores to the Intramural Supervisor on duty.