2015 INTRAMURAL DODGEBALL RULES
(Updated 06/15)
Recent rule changes appear in hi-lighted and italicized font.

Rule 1: Facility
1. Matches will be played on the Field House Main Deck. Alcohol and tobacco are not permitted in the facility or in the parking lot.
2. The Dodgeball playing area will be the volleyball court.

Rule 2: Player Eligibility
1) All Intramural Sports eligibility rules apply. Please check the Intramural Sports Rules and Regulations carefully.
2) All players must check-in with their University or valid state-issued IDs with the supervisor prior to the start of each match.

Rule 3: Team Composition
1. Teams will consist of five players. A minimum of four players are required to be signed-in to start a match.
2. Co-Rec legal lineups:
   a. 6 players: 3 males and 3 females
   b. 5 players: 2 males and 3 females or 3 males and 2 females
   c. 4 players: 2 males and 2 females

Rule 4: 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. **Jewelry:** Hand jewelry is not permitted. Wrist jewelry and necklaces must be taped down and must remained taped down for the entire contest. Intramural Sports will not provide tape for the taping down of jewelry. The Intramural Sports staff reserves the right to require any jewelry removed that is deemed unsafe.
3. Each game starts with four dodgeballs. Each team will start with two dodgeballs in its possession. Each court will have different color dodgeballs.

Rule 5: 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. All participants are expected to know the rules.

Rule 6: 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.
      1. A player may reach across the center line to retrieve a dodgeball, however, that player may not touch the ground across the center line. If the player touches the ground across the center line at any time, he/she is out.
   d. If a player goes out-of-bounds, other than the designated player as in Rule 6-10, 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 7: 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 six 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.