

## RULES AND REGULATIONS

# INTRAMURAL DODGEBALL

### GENERAL INFORMATION

All games will be played in Rugg Arena.

Jewelry, headwear, and braces of unyielding material are prohibited.

Teams must wear contrasting colors. Individual team jerseys are permissible provided the jerseys are the same color, have a number, and contrast the other team. The Intramural Office will supply scrimmage vests.

The entry fee for Intramural Dodgeball is \$10.

Forfeit fee for Intramural Dodgeball is \$15.

### PLAYING THE GAME

National Amateur Dodgeball Association Rules will govern play with the following modifications:

**STARTING PLAY:** The game will start with dodgeballs placed along the center line and players taking positions behind their end line. Players must wait for the official to sound his/her whistle to signal "Opening Rush." Players may only retrieve balls on the right as they face the center line.

**PERIODS & TIME FACTORS:** Matches will be decided using a "best-of-seven" format. Each game will last five minutes. Teams will change sides after each game.

**TIME OUTS:** Each team will be allowed two, sixty-second, time outs per match. Any member of a team currently in the field of play may signal the official to call a time out.

**NUMBER OF PLAYERS:** The minimum number of players for Intramural Dodgeball is four. The maximum number of players is six.

**SUBSTITUTIONS:** Teams may make substitutions only during timeouts, at the end of a game, or in the case of injury. Only players that have not participated in the game up to that point may be substituted.

**SCORING:** Games will be determined when all opposing players have been eliminated; however games are limited to five minutes. In the event that neither team has been eliminated within the five minute limit, the team with the most number of players remaining will be determined the winner.

**SUDDEN DEATH:** Sudden death will only occur if, at the end of the five-minute game limit, both teams have the same number of players remaining on the court. Only those players remaining at the end of the time limit will compete in sudden death. The sudden death period will last three minutes and all players will start with a ball in hand. No time outs will be allowed during sudden death. The first team to eliminate one of their opponents will be declared the winning team. If no players have been eliminated at the end of the three-minute period, one player on each team will be put back into play and sudden death play will continue.

### **GAME SPECIFICS:**

-Each ball retrieved at "Opening Rush" must first be taken or passed behind the team's back line before it may be legally thrown.

-Players must remain within the boundary lines at all times during game play, unless they are retrieving a ball that has left the boundary lines. Note: When retrieving a ball the player must exit and re-enter the playing field on the back line only. The player must immediately re-enter the playing field after retrieving a ball otherwise he/she may be declared out for intentional delay of game.

-If a player is whistled by an official, that player is considered out and must leave the court immediately.

**-Field of Play:** The playing field is approximately 59' x 29'6" (volleyball regulation court).

**-Eliminations:** A player may be eliminated by: 1) being hit by a ball thrown by an opposing player, 2) throwing a ball that is caught by an opposing player, before it touches the ground, 3) stepping out of bounds or over the center line, 4) dropping a live ball as a result of contact by another live ball (dropping a ball that was used to deflect a thrown ball) Note: A ball that has been deflected by a live ball is no longer considered to be live. (A struck player may still catch the ball that struck them as long as it has not touched the ground, if that ball strikes another player, that player is not out and the ball is dead).

**-Restrictions:** A player may not: 1) leave the playing field to avoid being hit or in an attempt to catch a ball, 2) re-enter the playing field through their own sideline, 3) hit an opponent above the shoulders, (Note: If a player ducks in an effort to avoid being hit and is hit above the shoulders as a result, the player being struck will be declared out.), 4) have any part of their body cross the center line and contact the ground on their opponents' side of the court (Note: A player may step on the center line without penalty. Exception: During "Opening Rush," players may cross the center line but only to retrieve balls.), 5) intentionally eliminate themselves by leaving the playing field.

**-Technical Foul/Ejection:** Should a player receive a technical foul, he/she will be disqualified from playing the remainder of that game and the following game. If a player receives a technical foul in the final game the opposing team will be allowed to re-enter two eliminated players. Technical fouls may be given at the official's discretion. Any player receiving two technical fouls in a match will be ejected. If a player is removed from a game for behavioral reasons the player will be suspended from all Intramural play pending a meeting with the Coordinator of Student Leadership & Intramurals.

**-Thirty-Second Rule:** If at any point in a game a team is reduced to one player, the opposing team has thirty seconds to eliminate that player. If that player has not been eliminated, within thirty seconds, one of his/her teammates will re-enter play. The player re-entering must be on the court/actively playing the game to be considered "re-entered." The player may not retrieve balls until he/she has entered the field of play.

**-Five-Second Violation:** A team may not control all the balls for more than five seconds; however, a team may avoid a five-second violation by rolling a ball across the center line into their opponents' backcourt.

**First Violation:** Play will be stopped and balls will be equally divided among teams. Play will continue with "balls in hand."

**Second Violation:** A free throw for the opposing team will be granted. One player will be allowed one throw at their opponents without risk of elimination. Note: A caught free throw will not result in elimination of the thrower.

**Third Violation:** Elimination of one player on the offending team.

**CO-REC RULES**

**NUMBER OF PLAYERS:** Three women and three men constitute a team; a game is played with six players. The minimum number of players for Intramural Dodgeball is four. When playing with less than six players, the number of males may not exceed the number of females.

**SUBSTITUTIONS:** Substitute players must enter or re-enter for a player of the same gender.