The Intramural Sports program reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

I. ROSTERS
   A. Catcards are required. NO I.D. = NO PLAY! No exceptions
   B. A team consists of five players on the court. Need three to start match.
   C. Extra Players: Any extra players must remain outside the court and help retrieve balls. Substitutions can only be made in between games. So the five players starting each game are the only ones allowed to play and re-enter.
   D. COED Combinations – 3m:2f, 2m:3f, 2m:2f, 2m:1f, 2f:1m
   E. Maximum roster size is 12
   F. Restricted players:
      i. Varsity Athletes - Teams are only allowed two varsity athletes on entire roster. Check with Assistant Director regarding varsity status and eligibility.
      ii. Intramural Staff – Teams are allowed two IM staff members on entire roster

II. OFFICIALS AND CONDUCT
   A. All decisions by the official are final. ARGUING A DECISION WILL NOT BE TOLERATED! IF YOU ARE OUT, GET OUT! Failure to abide by this rule will result in ejection.
   B. Players given a “technical” will sit out for the remainder of that game. If a second “technical” is given to the same player during the entire match, that player will be ejected. Team plays one player short remainder of the match
   C. Teams who receive two technicals on two individuals will play one player short for remainder of match.
   D. Ejection: Ejected participants must leave the playing facility. Failure to do so will result in that team to forfeit the game. Two ejections = forfeited game. An ejected player is automatically disqualified from ALL intramural contests in all sports until they see Assistant Director for Intramural Sports.
   E. Team Ejection: If team receives three technicals on three different players, has two ejections, or four total technicals, the match will be called and offending team loses.

III. EQUIPMENT
   A. The official balls will be five 8” rubber-coated foam ball
   B. All players must wear proper athletic attire and shoes
   C. Caps and bandanas tied with a knot are not permitted.
   D. No jewelry may be worn by any participant. (including cloth bracelets, rubber bracelets and necklaces. Exception: medical alert bracelets are permitted, if they are taped down.
   E. Players wearing a cast or splint will not be allowed to play
IV. MATCH FORMAT
A. **Match:** Play as many games as possible in 15 minutes with running clock.
B. Clock will only stop at officials discretion.
C. There are no team timeouts.
D. Teams will alternate sides of the court between each game.
E. **Late Penalty:** teams not ready at game time with minimum # of players will insue the following game penalty. Clock starts at game time
   i. 0-3 minutes: 1-0  
   ii. 3-6 minutes: 2-0  
   iii. 3-6 minutes: 3-0  
   iv. 10 minutes: 4-0 and forfeit
F. Winning team gets one point per game won
G. The team with the most players at regulation end, wins that game and point.
H. Team with most points at end of 15 minutes wins the match
I. **Mercy Rule:** Team is up by 7 games within two minutes
J. **Overtime**
   i. If same # of players are left at end of regulation, that game will be considered a wash and the team with most points wins the match.
   ii. After time expires and if both teams have equal number of points, then the following overtime procedures will take place
   iii. Each OT period begins like a normal game, all players are in.
   iv. The team to eliminate all other players wins, if neither team has been eliminated, the team with the greater number of players remaining will win
v. **Regular Season:**
   1. One three minute overtime period, no extension
   2. If there is an equal number of players at the end of OT regulation, the game will end in a tie
vi. **Playoffs:**
   1. One three minute overtime period
   2. If there is an equal number of players at the end of OT regulation, then the game will continue with the # of players left on the court, until one team is eliminated.

V. BOUNDARIES
A. The game will be played using the volleyball court lines. The court shall be a rectangle divided into two equal sections by a centerline and an attack-line parallel to the centerline.
B. During play, all players must remain within the boundary lines.
C. Players must catch and throw from within the boundary lines.
D. A player may not step on or over the centerline or the sidelines.
E. Players may reach over the centerline/sideline to retrieve a ball.
F. A player may be handed a ball by teammates standing out of bounds as long as that player remains completely within the boundaries.
G. **Possession:** Players must establish possession of ball in bounds for it to count. If they catch a live ball with possession in bounds, then they fall out, they are out as well as the thrower. If they fall out before possession, then they are out.
H. If a ball is deflected off one player and he/she or a teammate catches it out-of-bounds the first player is still out and the teammate catching the ball is out as well. All players must stay in bounds.
I. Balls may not be retrieved from out of bounds on other teams half court.
VI. GENERAL RULES
   A. A player may have up to two dodgeballs in possession.
   B. Live ball: Once a player throws a ball it is considered live until it hits a ball, the floor, ceiling, wall, official, or obstruction
   C. Direct Catch: If a target catches a directly thrown ball, a player from the Target team may re-enter and the Thrower is out. This is the only way for a person to re-enter.
   D. Team Catch: If a directly thrown ball hits a Target and a teammate of the Target catches the ricocheted ball before it becomes dead, then the Target is safe, but no one reenters.

VII. START OF PLAY ("The Rush")
   A. Game begins by placing the six dodgeballs along the centerline with players taking a position on their end line.
   B. On the beginning rush, players may only grab the three dodgeballs towards the right of the hash. After play as settled, any balls left on centerline are free game to anyone.
   C. Following the start signal teams may approach centerline to retrieve balls.
   D. Exception: Players may step on or over the centerline during the start of play and sideline within the 10 ft attackline.
   E. Once a ball is retrieved, it must be taken behind the attack-line before it can be legally thrown. Balls thrown in the attack area are dead, player is not out
   F. After the initial rush players may throw up to the centerline.

VIII. PLAYER ELIMINATION
   A. A player is eliminated "out" by the following
      i. Hit by a live ball
      ii. Steps, dives, or dodges out of bounds
      iii. Steps on or over the centerline
      iv. If a player catches a live direct ball, the thrower is out.
      v. If a ball hits one player and deflects and hits another teammate both players are out.
      vi. If a ball used for deflection drops from players hand, that player is out
   B. A player who is hit in the head is not out, unless they duck, deflect a ball or lowers their head. The thrower is not out and a warning given. The second head shot will result in the thrower being out.

IX. ELIMINATED PLAYER AREA
   A. Eliminated players must exit the game immeadetly. No arguing.
   B. Eliminated players will form lines on their side of the court along the basketball sideline (Not the endline). Keep in elimination order with the first person eliminated standing by at least 5 feet off the sideline. Re-enter on a caught ball in same order eliminated.
   C. Eliminated players may throw an out of bounds ball back to their team; they may not throw a ball at the other team or hold onto a ball.
   D. Wrong player entry could result in that person being called out
X. RETREIVING BALLS FROM OUTSIDE THE BOUNDARY LINES
   A. If a team has 5 or less players
      i. One player will wear a jersey and be designated the ball retriever. ONLY THE RETRIEVER is allowed outside the court boundary to actively retrieve balls until someone is out from that team.
      ii. While a retriever out of bounds, the is retriever is always able to be put out by live balls. The “retriever” can also catch live balls, but can only save themselves if they get hit by live ball and then catch that ball.
      iii. Once a player is out form that team, the “out” player(s) are responsible for all ball retrieval for that team. All “In” players must remain in the boundaries.
      iv. The retriever must exit and re-enter through the endline.
   B. If a team has 5 or more players
      i. All extra players will wear jerseys and are responsible for ball retrieval during a game, and NO “in” players can leave the court at any time. Players/retrievers can switch roles between each game.

XI. POSSESSION OF ALL DODGEBALLS
   A. A team is not allowed to have all of the balls on its side of the court for more than ten (10) seconds. This includes balls that are not being held by the remaining players (i.e. dodgeballs on floor, out of bounds by one team.
   B. That team has 10-seconds to roll or throw at least one ball across the attack line. If it is not done within 10 seconds, a violation is called.
   C. A team may avoid a 10-sec. violation by rolling or throwing a ball to the opposing team (teams can set ball on just the other side on center line)
   D. First Violation: Stoppage of play and the balls will be divided evenly between teams. Play will continue with “Balls in hand.”
   E. Second Violation: Free throw for opposing team – a penalty in which one player is allowed an unobstructed throw at their opponents without risk of elimination. This is possible because a caught free throw doesn’t result in an out for the thrower.
   F. Third Violation: An out of one player from offending team, opposing choice
   G. Note: Only an official can call a 10-sec. violation.

XII. STALLING
   A. The act of intentionally delaying the game
   B. If a referee determines that a player or team is stalling, the referee will warn the player/team. The player/team will then have 5 seconds to throw the ball. If the stalling continues, the player or team will lose possession of the ball to opposing team.
   C. If both teams are stalling a reset should occur
   D. Note: Only an official can call a 5-sec. violation.

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