I. ROSTERS
   A. Catcards are required. NO I.D. = NO PLAY! No exceptions
   B. A team consists of five players on the court. Three needed to avoid forfeit.
   C. Extra Players: No more than five players per team may be on the court at a time. If a team has additional players, they may wait on the sideline to enter when their team catches an opponent’s throw, but may only enter if less than five players are on the court at that time.
   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. Check with Assistant Director regarding varsity status and eligibility.

II. 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

III. GAME FORMAT
   A. Play as many games as possible in 15 minutes with running clock
   B. Clock will only stop at officials discretion
   C. **Late Penalty:** teams not ready at game time with minimum # of players will insure 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
   D. Winning team gets one point per game won
   E. Which ever team has the most players at the end of regulation, wins that game and point.
   F. Team with most points at end of 15 minutes wins the match
   G. **Mercy Rule:** With two minutes left, if a team is up by 7 games, then match is over
H. **Overtime**
   i. After time expires and both teams have equal number of games won, then the following over overtime procedures will take place
   ii. **Regular Season:**
     1. One three minute overtime period
     2. Game may end in a tie
   iii. **Playoffs:**
     1. One three minute overtime period
     2. If still tied, one additional three minute overtime played
     3. If still tied, one on one sudden death, see below
   iv. Each OT period begins like a normal game, all players are in.
   v. The team to eliminate all other players wins, if neither team has been eliminated, the team with the greater number of players remaining will be declared the winner.
   vi. If there is an equal number of players at the end of double OT, then one on one sudden death periods will be played until winner decided.
   vii. Captains will flip to decide, circle of death or square of death. Each team will then pick their first player to play one on one. Each player gets one throw.
   viii. If no winner, team players will trade out and subsequent periods needed until a winner is decided.

**IV. BOUNDARIES**
A. The game will be played using the volleyball court lines. The playing field 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 to retrieve a ball. (This includes an extension of the black line to the other court for ball retrieval). Or they may reach over a sideline to grab or catch a fly ball.
F. Players must leave and return through the end line to retrieve balls. If a player gets hit while outside the playing area, they are not out.
G. A player may be handed a ball by teammates standing out of bounds as long as that player remains completely within their team’s field boundaries.
H. Balls may not be retrieved from out of bounds on other teams half of the court.

**V. GENERAL RULES**
A. Players may only have one ball in their possession
B. Once a player throws a ball it is considered live. (even if player gets hit after throwing the ball, the thrown ball is still live)
C. A ball is dead once it hits the floor, ceiling, or wall.
D. A ball deflected off another ball is still a live ball. (Except if the ball deflects off another ball that is on the ground, then it is dead).
E. 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.
F. Players may not lift or support their teammates in catching a throw.
G. Once a ball is held it may be used to deflect other thrown balls. If the held ball is used to deflect a thrown ball the held ball player is not out.

VI. START OF PLAY (“The Rush”)
A. Game begins by placing the five dodgeballs along the centerline with players taking a position on their end line.
B. Following the start signal teams may approach centerline to retrieve balls.
C. **Exception: Players may step on or over the centerline during the start of play and sideline within the 10 ft attackline.**
D. Once a ball is retrieved, it must be taken behind the attack-line before it can be legally thrown. **After taken behind blue attack line, players may throw up to the centerline.**

VII. PLAYER ELIMINATION
A. A player is eliminated “out” by the following
   i. Hit by a “fly ball” below the shoulders
   ii. Steps, dives, or dodges out of bounds
   iii. Steps on or over the centerline
   iv. If a player catches a “fly ball”, the thrower is out. **The other team returns an eliminated player to their team. Players come back into the game in the order they were eliminated.**
   v. If a ball hits one player and deflects and hits another teammate both players are out.
   vi. If a ball hits off one player and a teammate catches the deflected ball the thrower is out. A player from the team is NOT allowed to come in (the hit player is the player that has been “saved.”)
   vii. If a player tries to catch a thrown ball and drops it, that player is out.
   viii. If a player trying to catch a deflected ball drops the ball, player is out.
   ix. If a ball used for deflection drops from deflecting players hand, that player is out
   x. If a deflected ball hits a teammate or blocker then that player is out
B. Once a player is out, they should immediately raise their hand and run off the side court to the designated area on his/her teams' side.
C. 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.

VIII. ELIMINATED PLAYER AREA
A. 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.
B. 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. If an eliminated player holds the ball too long or throws it at the other team, then they will have to eliminate one of their players on the playing court.
C. Eliminate players must exit the game immediately.
D. Eliminate players must stay in the order they were eliminated.
E. This applies to re-entry as well.
F. Wrong player entry will result in that person being called out

IX. 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 the offending team, at the choice of the opposing
G. Note: Only an official can call a 10-sec. violation.

X. 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.

XI. OFFICIALS AND CONDUCT
A. Intramural officials will be used to officiate Intramural Dodge ball. All decisions by the official are final. ARGUING A DECISION WILL NOT BE TOLERATED! Players arguing may be given a “technical” and will have to 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.
B. Verbal Conduct: The use of profane language directed to themselves or another will not be tolerated. Arguing with an official or player in an unsportsmanlike manner will not be tolerated. Failure to abide by this rule may result in ejection.
C. Ejections: A player ejected from a match shall not participate in that match again. Their team must play down a player for all games. 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.

Revised (12/14)