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. PLAYERS
   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: must compete at the highest level of play (Competitive)
      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 four “blocker” 8” rubber-coated foam ball and one “stinger “ 5” 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. Matches will be decided using a "best-of-five" format in which the first team to win three (3) games will be declared the winner. A 5-minute time limit (running clock) has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.
   b. Late Penalty: teams not ready at game time with minimum # of players will incure the following game penalty.
      i. 0-4 minutes: 1-0
      ii. 4-9 minutes: 2-0
      iii. 10 minutes: 3-0 and forfeit (score of 3-0)
   c. In playoffs, if an equal number of players are remaining after regulation, a 3-minute overtime period will be played. Each team has two balls each, unless only one player then only one ball.
d. 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.

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.

V. GENERAL RULES
a. Players may only have one ball in their possession
b. A ball is dead once it hits the floor, ceiling, or wall.
c. A deflected ball is still a live ball
d. 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.
e. Players may not lift or support their teammates in catching a throw.
f. 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
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 the balls.
c. **Exception: Players may step on the centerline during the start of play**
d. Once a ball is retrieved, it must be taken behind the attack-line before it can be legally thrown. **After taken behind blue line, players may throw up to the centerline.**

VII. PLAYER ELIMINATION
a. A players 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, that player is out.

ix. If player drops their held ball after deflecting a thrown a ball, 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 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 or lower their head. The thrower is not out and a warning given. The second head shot will result in the thrower being out.

VIII. 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’ 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 into the court.

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.

IX. 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.

X. ELIMANTED 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.

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 consequences listed above.

c. Ejections: A player ejected from a match shall not participate in that match again. The official may eject a player from the court area if deemed necessary. If ejected from the court area, the player shall leave within two minutes. Failure to do so will result in that team to forfeit the game. An ejected player is automatically disqualified from ALL intramural contests in all sports until they see the proper staff member in charge of that sport.

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