

I. ELIGIBILITY

1. Players are subject to Intramural Sports eligibility rules that are listed in the current Program Handbook.
2. Students, Faculty and Staff are eligible to participate.

II. THE TEAM

Games shall be played between two (2) teams of six (6) players each. Teams may start with a minimum of four (4) players. There is a maximum of 12 players per team. For a full team of 6 players teams must start each game with at least 2 girls on the court. 5 players must have at least 1 girl on the court. 4 players can have all males on the court or a combination of males and females.

III. THE EQUIPMENT

1. Players must wear proper attire (athletic shoes, shirts etc.).
2. Six (6) round dodgeballs will be used per court.
3. Players must remove all jewelry and hats before each match.

IV. BOUNDARY LINES

1. During play, all players must remain inside their own boundary lines. Players may only pass the boundary line to retrieve stray balls. Players must exit the back line in order to retrieve stray balls. If a player exits from the side they will be called out. When retrieving a stray ball, the player must also immediately re-enter the playing area. If a player does not re-enter the playing area after 5 seconds they will be called out.
2. The centerline is included in a team's boundary lines. They may not cross over it or step on the centerline for any reason during play. If at any point a player touches or goes over the centerline they will be out. There are only 2 exceptions to this rule. 1) During the opening rush, players may step on or over the centerline. 2) A player may reach over but not step on the centerline to retrieve a ball.
3. At no point can a bench player or a player who has been called out go into the opposing teams playing area to retrieve stray balls.

V. BEGINNING A GAME

1. At the beginning of the game, 6 dodgeballs are placed on the centerline. Teams take a position behind their end line with at least 1 foot on the end line. Following a signal by the officials, teams may approach the centerline to retrieve the balls.

2. Each and every ball that is retrieved at the opening rush must be taken behind the attack line and into the team's backcourt before it may be legally thrown at an opponent. Any player not doing so will be called out by the officials.

- **Players are allowed to roll the balls back to their teammates behind the attack line.**

3. During the opening rush, players may step on or over the centerline.

4. If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.

VI. THE GAME

The object of the game is to eliminate all opposing players by getting them "out."

1. If a player is hit by a 'thrown ball' below the neck by a player on the opposing team and before the ball hits the ground, the player hit is out. Any ball hitting the ground first and then hitting a player will not be out.

2. If a player catches a thrown ball, the thrower is out and one of the catching team's players comes back into the game.

3. A player who is hit in the head is not out. The thrower is out. If the player ducks and this clearly is the cause for the player being hit in the head, the player is out and the throw is legal.

4. If a thrown ball is deflected and then caught before it hits the ground, the thrower is out, but if the player touches a deflected ball but does not catch it both that player and the player the ball originally hit are out and the original thrower remains in.

5. A player can use a ball to deflect other thrown balls but if they drop that ball during the deflection then they are out. The thrown ball becomes dead as soon as it makes contact with the deflected ball. A caught deflected ball will not count to get opposing team's thrower out or an additional player's re-entry.

6. Out-of-bounds: No player is allowed out of bounds for more than 5 seconds. Players can not throw a ball, get hit by a ball or catch a ball out of bounds. Both feet must be inbounds for a catch to be legal. 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 because the catch does not count.

7. Each game will have a time limit of 4 minutes. If a winner has not been declared by the end of 4 minutes whichever team has the most players left on the court will be the winner of that game. If there is an even number of players left then a tie will be declared for that match.

8. When a '2 player sway' occurs the player who was the last out may re-enter the game. Any player coming into the game out of order will be out.

VII. OVERTIME

1. If neither team has been eliminated at the end of the 4 minute time period, the team with the greater number of players remaining will be declared the winner.
2. In the case of an equal number of players remaining after regulation time, a 2 minute sudden death overtime period will be played. In sudden death, the first team to get someone out will be declared the winner of that game. Overtime will be played 3v3.
3. If 2 opposing players get hit at the same time they are both out and the game continues till one of the teams gets an out.

VIII. STALLING

1. Teams and players must be actively involved and engaged in the game, either by attempting to put out other players or retrieving balls. Players will have 10 seconds to become “actively engaged” or they will be called out.
2. Teams with all 6 dodgeballs on their half of the court must roll back at least 1 ball to the opponent within 5 seconds. Violations of the stall rule will result in a stoppage of play and balls will be evenly divided and play will then continue. **NOTE: The stall rule does not apply to sudden death overtime.**

IX. MATCH PLAY

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. Teams will switch sides after each game. After a match has finished teams will rotate and play their next opponent either on the same court or move over to the other court.

X. TIME-OUTS & SUBSTITUTIONS

1. Each team will be allowed one (1) 60-second time-out per match.
2. Substitutes may elect to be active or inactive in a game. Active substitutes shall line up along the sideline at the teams return line. They will be permitted to enter the game on a catch and return. Inactive substitutes shall remain away from the return area and will not be permitted to join the catch and return line for that game.

XII. RULE ENFORCEMENT

1. Officials will make calls throughout the game. **If you are hit with a ball, you are out of the game. Do not wait for an official to make the call, go sit down.**

2. If you are hit by a ball and refuse to leave the game, a second player will be removed from your team as penalty.

3. **Arguing with an official about whether you were hit or not is unacceptable. Officials' decisions are final.**