

Intramural Sports Rule Book

WHERE CHARACTER MEETS COMPETITION

Dodgeball

Team:

- 6 players at a time are allowed on the court.
 - A team must have at least 4 players to start a game; if fewer than 4 players are ready to play at game time, a forfeit will be declared.
- Substitutes may only enter the game in case of injury.
- Teams must have 4 players to begin a game.
- GRACE may be extended by the opposing team for up to 5 minutes of game time.

Uniform/Equipment:

- Teams will be given points for dressing up in costume.
 - A costume is considered to be part of your person. If your costume is hit by a ball, you are out.
 - Each team that dresses up will be awarded 5 intramural points for their organization/residence hall, up to a max of 5 teams.

Timing:

- A 5-minute time limit has been established for each contest.
- 1-minute rule: When there is one-minute left in the game, the remaining players may advance to the other team's 10 ft. volleyball attack line.
- There is no restriction on holding the ball; officials will however encourage players to throw balls regularly

Scoring:

- The first team to legally eliminate all opposing players within the time limit will be declared the winner.
- If neither team has been eliminated at the end of the five minutes, the team with the greater number of remaining players will be declared the winner.

 In the case of an equal number of players remaining after regulation, a sudden death overtime period will be played. In the sudden death period, the first team with a player knocked out loses the game.

During Play:

- The object of the game is to eliminate all opposing players by rendering them "out". This
 may be accomplished by:
 - 1. Hitting an opposing player with a live thrown ball. Kicking is not permitted.
 - You must hit your opponent below the shoulders.
 - Headshots are not encouraged but will not result in an out by the thrower.
 Any hit to the head will result in an "out" by the player who was hit. If your body is hit anywhere by a live ball, you are out.
 - 2. Catching a live ball thrown by your opponent *before* it touches the ground or any other object/person.
 - 3. Attempting to block an incoming ball and in the process of blocking the incoming ball, the blocker drops the held ball
 - 4. Stepping over the center line during the first four minutes of the game, or the other team's attack line (between the fourth and fifth minute of the game). This does not include the initial charge at the beginning of the game
- "Live" Definition: A ball that has been thrown and has not touched anything, including the floor, ground, ceiling, wall, another ball, another player, official or other item outside the playing area.
- The winner will be the first team to win 2 games. (The best 2 out of 3).
- If a ball hits a player and another player on the same team catches it before it hits the ground, the first player the ball hit is still out. If it hits a player and the same player catches it off his or her body before it hits the ground, the thrower is out.
- During play, all players must remain within the boundary lines of the basketball court unless going to retrieve a ball
 - You may not run out of bounds to avoid being hit by your opponent.
- The game begins by placing the dodgeballs along the center line. Players then take their positions behind their respective end lines. Following a signal by the official, teams may approach the center line to retrieve balls. The official's signal officially starts the contest.
 - Once teams retrieve the balls, they must be taken back to the baseline (the line below the basketball goal) before they can be legally thrown.
- Players are expected to play in an honorable manner, and rule whether or not they were legally eliminated. All contests will be supervised by an official whose rulings are final.

All-University Tournament:

- The top team in each 3-team pool will advance to the all-university playoffs as a part of "Late Night at the SLC" on Friday, August 26th.
- The schedule will be posted Friday morning after pool play concludes Thursday night