Tigerec Intramural Dodgeball Rules

(Updated August 2011)

I. Teams
A. Teams will consist of 6 players with a minimum of 5 players to avoid forfeit.
B. Substitutions may enter the game only during time-outs, or in the case of injury.

II. Match Play
A. Matches will be decided using a “best-of-three” format in which the first team to win two (2) games will be the winner of the match.
B. All Game Times Are Forfeit Times.

III. Field
A. The playing field will use the yellow tennis lines.
B. There will be sidelines, end-lines, and a center line.

IV. Boundaries
A. During play, all players must remain within the boundary lines.
B. Players may pass through their end-line only to retrieve stray balls.
C. When retrieving the ball, the player must also immediately re-enter the playing field only through their end-line. Any player not immediately re-entering the playing area may be declared OUT.
D. A player may be handed a ball as long as they are inside the boundaries.
E. A player shall not:
   1. Have any part of their body contact the playing surface on or over a side line
   2. Exit or re-enter the field through their sideline.
   3. Leave the playing field to avoid being hit by, or attempt to catch, a ball.
   F. If a player crosses over the center line in the air and lands on their opponent’s side they are out; however, if they hit an opponent before landing the opponent would be declared out first.
   G. During the “opening rush,” many players will cross the center line. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by that action.

V. Equipment
A. The official balls will be provided by the Intramural Department.
B. All players must wear non-marking tennis shoes at all times.
C. The standard number of balls for a 12-person game (6 on a side), is six.
D. Players must wear shirts at all times.

VI. The Game
A. The object of the game is to eliminate all opposing players by getting them OUT. An OUT is scored by:
1. Hitting an opposing player with a LIVE thrown ball below the shoulders. NOTE: If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.

2. Catching a LIVE ball thrown by your opponent. *Catching a LIVE ball also brings back a member of your team who was already called out

3. Causing an opponent to drop or bobble a held ball as a result of contact by a thrown LIVE ball. (Usually occurs when a ball is being used to block)

4. An opposing player stepping out of bounds.

LIVE (def.): A thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, another player or ball.

B. A player may block a thrown ball with a ball being held, provided the held ball is not bobbled or dropped as a result of the contact with the thrown ball.

NOTE: A ball deflecting off a held ball and striking the holder or caught by a teammate is no longer a LIVE ball.

C. *NEW* A player can "save" himself or a teammate by making a catch after a Live thrown ball hits him or his teammate and before the ball hits the ground. The ball must be caught in the field of play. The opposing player will not be ruled out.

D. Teams will alternate sides following each game.

VII. Timing, Time Outs, & Substitutions

A. A 7-minute time limit has been established for each game.

B. Each team will be allowed one (1) 60-second time-out per game.

C. Only the Intramural Official's whistle starts and stops the clock.

D. All players are in jeopardy until the official/supervisor recognizes AND signals, the beginning of a time-out or end of regulation time. Exception, all LIVE balls in flight at the time of the signal remain LIVE.

E. During time-outs, teams may substitute players. Subs may be players who did not start the game, or players who wish to re-enter after having been out.

VIII. Beginning the Game

A. Prior to the game beginning, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. 6 balls total with 3 on each side of the hash.

B. Players then take a position behind the end line.

C. Following a signal by the official, teams may approach the center-line to retrieve the balls. Teams may only retrieve balls placed to the RIGHT (as they face the center line) of the center hash mark. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

VIII. Opening Rush

Each/every ball retrieved at the opening rush must first be taken into the team's backcourt before it may be legally thrown at an opponent.

X. Declaring a Winner

A. The first team to legally eliminate all opposing players will be the winner.

B. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be the winner.
C. In all overtime periods, the first team to legally eliminate any one opponent will be the winner.

XI. Overtime
A. If an equal number of players remain after regulation play, a 3-minute sudden-death overtime period will be played.
B. All overtime periods will begin with an equal number of "balls in hand" behind a team's end line. The first team to eliminate any ONE opposing player will be declared the winner.
C. No time-outs allowed during overtime.
D. Substitutions may be made prior to start of overtime.
E. At the end of each overtime period, if no players have been eliminated, an additional player from each team – max of 6 – will be placed back into play.

XII. Stalling, 5-Second Violation, & 10-Second Violation
A. It is illegal for the leading team to control all the balls for more than five (5) seconds. If the leading team controls all the balls, they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a "5-second violation" will be called. A team may avoid a 5-second violation by throwing or rolling a ball into the opponent's backcourt. This does not include throwing a ball over and through an opponent's end line.
First violation: Stoppage of play and balls will be divided evenly and play continues with "balls in hand."
Second violation: FREE THROW for the opposing team – a penalty which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination.
Third violation: Ejection of one (1) player from offending team.
NOTE: The stalling procedure does not apply to overtime periods.
B. It is illegal for any player to hold on to a ball for more than 10 seconds. Officials will make a three (3) second countdown after players have controlled a ball for too long. If the ball is not thrown after the 3 second countdown is finished the player will be ruled OUT.

XII. Officials and Supervisors
A. All contests will have an Intramural Supervisor & two (2) officials present.
B. The official's responsibility will be to rule on all live ball hits, catches, and out of bounds infractions. OFFICIAL'S DECISIONS ARE FINAL.
C. Officials & Supervisors may warn players and call technical fouls on those who display unsportsmanlike conduct. Any player receiving two (2) technical fouls will be ejected and must appear in front of the IM Director before they may return.
E. Supervisors will check the eligibility of all players. All players MUST have their name & Student ID Number on the game sheet. Players are not allowed to be added at game time.