INTRAMURAL DODGEBALL RULES

PLAYERS, FIELD & EQUIPMENT

Team
1. Teams will be made up of 8 players. You may also play with 6 or 7 players.
2. Coed Teams: The number of men must never exceed the number of women (2 male & 4 female, 3 male & 4 female, 4 male & 4 female, 3 male & 5 female, etc.)
3. Substitutes may enter the game only during time-outs, or in the case of injury. Coed may not substitute male for female.

Boundaries
1. During play, all players must remain within boundary lines.
2. Players may pass through their endline only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
3. When retrieving a ball, the player must also immediately re-enter the playing field only through their endline.
   NOTE: A player not immediately re-entering the playing area may be declared OUT.
4. A player may be handed a ball, provided the player receiving the ball remains completely within their team’s field boundaries. Players may not be handed a ball while standing out of bounds.
5. A player shall not:
   a. have any part of their body contact the playing surface on or over the sideline.
   b. exit or re-enter the field through their sideline.
   c. leave the playing field (sideline or end-line) to avoid being hit by, or attempt to catch, a ball.
   d. have any part of their body cross over the centerline and contact the ground on their opponent’s side of the court. **
   NOTE: A player may, without penalty, step on the centerline.
   PENALTY (a-d): Player will be declared OUT

**Exception to 1, 3, 5d:** During the “opening rush,” many players will cross the centerline. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by the action.

GAME PLAY

The Game
1. The team winning the coin flip will have choice of sides to begin the match.
2. Teams will alternate sides following each game.
3. The object of the game is to eliminate all opposing players by getting them OUT.

An OUT is scored by:
   a. Catching a LIVE ball thrown by your opponent.
   b. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball. (usually occurs when a ball is being used to block a thrown ball)
   c. 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.
4. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of contact with the thrown ball.
   **NOTE:** A ball deflecting off a held ball and striking the holder is still a LIVE ball. A ball deflecting off a held ball or opponent in play is still LIVE until the ball is caught or hits the floor.

Beginning the Game
1. Prior to beginning a game, an equal number of dodgeballs are placed along the centerline on each side of the center hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.
2. Players then take a position behind their end line.
3. Following a signal by the official, teams may approach the centerline 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 centerline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.
Opening Rush Rules
1. Each and every ball retrieved at the opening rush must first be taken beyond the attack line and into the team’s backcourt before it may be legally thrown at an opponent.

Example: Following the opening whistle, a player rushes and is the first to secure a ball from the centerline. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent.

Declaring a Winner
1. The first team to legally eliminate all opposing players will be declared the winner.
2. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
3. In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.

Stalling and 5-Second Violation
The following procedures will be used to prevent “stalling.”
1. A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
2. It is illegal for the leading team to control all the balls for more than five (5) seconds. If the leading team controls all balls – i.e. all balls are located on their side of the center-line – 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 opponents endline.

NOTE: Only a court monitor or official may call a 5-second violation.

PENALTY for 5-Second Violation(s):
First Violation: Stop play and balls will be divided evenly between the teams. Play will continue with “balls in hand.”
Second Violation: FREE THROW for the opposing team – a penalty in which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination. This is possibly because a caught “free throw” does not result in an “out” for the thrower.
Third Violation: Ejection of one (1) player from offending team.

NOTE: The stalling procedure does not apply to overtime periods.

OFFICIALS & THEIR DUTIES
Unsportsmanlike Conduct
Unsportsmanlike conduct may include, but is not limited to:
1. Foul language
2. Hits above the shoulders
3. Unnecessary roughness
4. Arguing with officials, volunteers, N.A.D.A staff, participants or fans
5. Abuse of the “honor system”

TEAM MANAGERS ARE RESPONSIBLE FOR KNOWING THE INTRAMURAL SPORTS RULES AND REGULATIONS

WEBSITE: http://www.gomarquette.edu/recsports/pages/im/index.htm