



# Intramural Sports

## Dodgeball Rules Summary:

### **PLAYERS**

Teams will be made up of 6-10 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

**PLAYER CONDUCT:** If a player is ejected or disqualified from a game, no substitution may be made for that player. Any player ejected from a game will be suspended from their next game. A second ejection will result in that player being suspended for the rest of the season.

### **THE FIELD**

The game may be played indoors or outdoors. The playing field shall be a rectangle at least 50ft long and at least 30ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline. **MEASUREMENTS:** 60' x 30' – Identical to a volleyball court.

### **THE EQUIPMENT**

The official ball used in tournament and league play will be an 8.25" rubber-coated foam ball.

### **THE GAME**

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

**Definition: LIVE:** A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc.)

### **BOUNDARIES**

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.



### **THE OPENING RUSH**

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

### **TIMING AND WINNING A GAME**

The first team to legally eliminate all opposing players will be declared the winner. A 3-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner. Games will consist of 5 contests with the winning team decided by best of the 5 contests. (3 contest wins in a row by one team will constitute a win for that team and no further contests will be played for that game.)

### **TIME-OUTS & SUBSTITUTIONS**

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

### **5-SECOND VIOLATION**

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.