

## INTRAMURAL DODGEBALL RULES

### **TEAMS**

Four (4) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during time-outs or in the case of injury.

### **PLAYING COURT**

All games will be played in a racquetball court, divided into two (2) equal sections by a centerline and attack lines 3m that are parallel to the centerline.

### **BALL**

The official ball is a 6" rubber coated foam ball supplied by Campus Recreation

### **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 thrown ball cleanly by your opponent before it touches the ground. If the ball is caught cleanly then your opponent is out and one (1) player from your team is allowed back in the game. The players will be allowed back into the game in the order they were eliminated.
3. Bobbled Catches – When a player throws a live ball, and the opposing player attempts to catch the ball, but bobbles then catches it, the player that threw the live ball **IS NOT OUT.**
  - a. When a player attempts to catch a live ball thrown by an opposing player, and bobbles it but a teammate catches the ball, **NOBODY IS OUT.**

Games will be played without officials. Each court will have a monitor to help on disagreements. Teams will have one (1) minute to resolve disagreements or both teams will forfeit the match.

### **THE OPENING RUSH**

Game begins by placing the dodgeballs along the centerline – 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 side 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 ten-minute time limit has been established for each contest. If neither team has been eliminated at the end of ten minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a one-minute sudden death overtime period will be played.

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

Each team will be allowed one (1) 30-second time-out 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.

PENALTY: The team in the lead loses one (1) player and all balls will be placed on the division line for a restart.