

CO-ED DODGEBALL RULES

All intramural participants are responsible for their own medical expenses. Any student unsure of his/her physical condition should check with his/her family physician or the University's Health Center before participating in intramurals. The officiating will be done by student workers who are in absolute control of the game. Teams are responsible for keeping their own spectators under control. Misconduct of spectators, players, or coaches can result in a player being declared "out", game and /or match ejection, or forfeiture of the game and/or match. The student workers shall have the power to make decisions on any matters or questions not specifically covered in the rules.

FORFEIT TIME IS THE SCHEDULED STARTING TIME

At the beginning of the game, a coin is tossed to determine ends and possession. The team winning the toss may choose the end they will defend for the first game. Ends and possession will alternate each game.

Object of The Game: To eliminate all six opponents by forcing them "out" (see rule 5).

1. Players and Substitutions

1.1 Roster limit is 8. A team consists of six players, but may start with four (4) players. A team must have four players on the court at all times. A team must have at least two women and two men on the roster.

1.2 Team requirement - There must be at least two women and two men on the court at all times unless resulting from players being put "out".

1.3 In order to receive a forfeit win, a team must have its line up on the score sheet and four players on the floor.

1.4 Substitutes can enter the game only during time outs or other stoppages in play called by the officials. Illegal substitutions result in being declared "out".

1.5 Only one entry or re-entry is allowed for each player for each game.

1.6 All players must wear non marking rubber soled athletic shoes.

1.7 Jewelry, chains, rings or earrings may not be worn during intramural dodgeball games. The penalty being declared "out".

2. Court Markings

2.1 The officials will inform the team managers about the official lines on a particular court, typically a volleyball court.

3. Length of Matches, Games, and Timing

3.1 Best of seven games of three minutes duration each constitute a match. Clock stops for team time-outs and official's time-outs only (e.g. for injuries, violations, or rules interpretation).

3.2. A "game" is won by 1) eliminating all six opposing players before time expires or 2) having more players remaining on the court than the opponents when time expires.

3.3 Each team gets one time out of 30 seconds duration per game.

3.4 Intermissions between games will be a maximum of 2-minutes.

3.5 Overtime: Regular season: If a match is tied after seven games, one overtime game will be played. If this game ends in a tie the match will be declared a tie. Playoffs: If a winner is not declared after the first overtime, a second overtime will be played. If no winner is declared after the second overtime, the third overtime will be of continuous play. The winner will be the team with the most players remaining on the court at the end of two minutes or each single minute thereafter.

3.6 Championship games are the same length as regular season games.

3.7 The number of games and the duration of games, intermissions, and time-outs may be changed at the discretion of the officials.

3.8 A team that has all six balls has only five seconds to put at least two balls back into play. The penalty for the infracting team is to have one player declared "out".

4. Start of play. The "Rush"

4.1 Six balls will be lined up along the mid-court line, three on each side of the center hash mark. Players line up behind their own end line

4.2 On the officials signal players "rush" the center line and retrieve the three balls to their right of the center hash mark. Players must then retire to their side of their own attack line.

5. Players are declared "out" for:

5.1 Being hit below the shoulders by a "live" ball.

5.2 Having their thrown "live" ball "caught" by an opposing player before it touches the ground. A "trapped" ball is not considered a "catch".

5.3 Deliberately attempting to hit or hitting an opponent above the shoulders (a "head shot"). Offending player must retire from this and the next game. The offending team will start with only five players for this subsequent game. Deliberately causing your head to be hit by a thrown ball will not result in the throwing player being "out".

5.4 Retrieving a ball by not leaving and re-entering the court over the end line or retrieving a ball by stepping into the "dead zone".

5.5 Stepping on a boundary line or into the "dead zone" while attempting to avoid being put "out".

5.6 When "out" a player must retire to their respective "bench/player return" area.

6. "Returning" players:

6.1 The "catching" of a "live" ball results in 1) the person having thrown the ball being "out" and 2) a player on the "catching" team returning to play if and only if one or more players on that team had been retired. Players return in the order they were put "out".