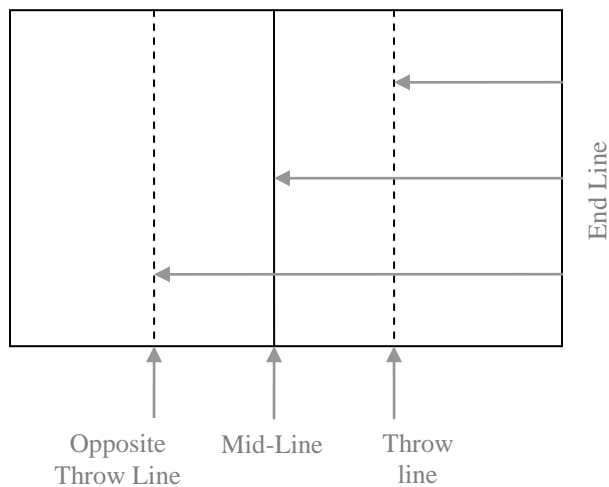


INTRAMURAL DODGEBALL RULES

Teams: Teams may have between 6 and 10 players on their roster. Games are played 6 on 6.

Field: Games will be played on the Volleyball Courts in the Main Gym (60'x30'). The center line is the ball line to begin games, the next dotted line as seen in the picture below is the throw line. Players may not cross this line (on the opposite side) at any time.



Boundaries: During play, all players must remain within the boundary lines. Players may exit/enter the boundaries only through their end line to retrieve stray balls.

Game: The object of the game is to eliminate all opposing players by:

1. Hitting opposing players with a LIVE thrown ball below the shoulders.
2. Tagging players with your ball inside of the neutral area.
3. Catching LIVE balls thrown by your opponent before they touch the ground.

Definition: A LIVE ball is one that has been thrown and has not touched the floor, another player, ball, or other item outside the playing field (wall, ceiling, etc.).

Rules of Play:

- 1. A match consists of a best of 7 games series. The first team to 4 games wins. Teams switch sides after each game.**
- 2. 6 balls will be in play at all times. Teams may not possess all balls for more then 5 seconds. Failure to do so will result in the official stopping play and balls being distributed evenly.**
- 3. There will be a 6 minute time limit on each game with a 30 second break between each game.**
- 4. To begin each game, the 6 balls are placed on the center line. All players must be on the end lines. The official will blow the whistle to start play. Players may then rush the center line to retrieve the balls.**
- 5. All balls must be taken back to the end line before they can be thrown at an opposing player. If the ball is not taken back, the throw will not count.**
- 6. Play continues until one team is eliminated or the 6 minute time limit has concluded. At the end of the 6 minute time limit, the team with the most players remaining will win the game. In the case of a tie, play will continue as sudden death.**
- 7. To start, players may not cross the first throw line, at the 3 minute mark, the official will signal that players may then move up to the mid-court line. Finally, at the 1 minute mark, players may move up to the opposite throw line.**
- 8. Clothing is considered part of a player's body. Any ball that touches clothing is considered an out.**
- 9. When a player is out, he/she must go to the end line and stand in order in which put out. Subs may enter the game from this**

line. These players should retrieve any ball thrown outside the playing area on their half of the court.

10. If a defender catches a “live” thrown ball, the thrower is out and the next player in line on the defender’s team may return to the game. This player must go directly to the end line before becoming a live player.
11. If a defender attempts to catch a live ball, but drops it, the defender is out.
12. The defender may block a “live” ball with another ball. That ball is then considered “dead” after contact. If the defender drops his/her ball, the defender is out.
13. Any ball caught outside the playing area will not count. Players must remain inside the boundaries at all times...if a player leaves to avoid being hit, they will be called out.
14. Substitutes or the last player in line should retrieve stray balls outside the boundaries on their own end for their teammates. If a team has no substitutes, a player may go to retrieve stray balls only by entering/exiting the playing field through the end line. If a player enters through the sideline they will be called out.
15. Headshots resulting from a high thrown ball will result in the thrower being called out; A headshot caused from a player ducking/dodging will result in the defender being called out.
16. Players are expected to follow the honor code; if hit, a player is expected to go out on their own. Officials are in place to make the final calls if there are any questions.
17. When put out, players should raise their hand to signal they are out and immediately step off the court through the end line to take their place in the re-entry line.
18. Unsportsmanlike conduct will result in immediate ejection from the game or match.