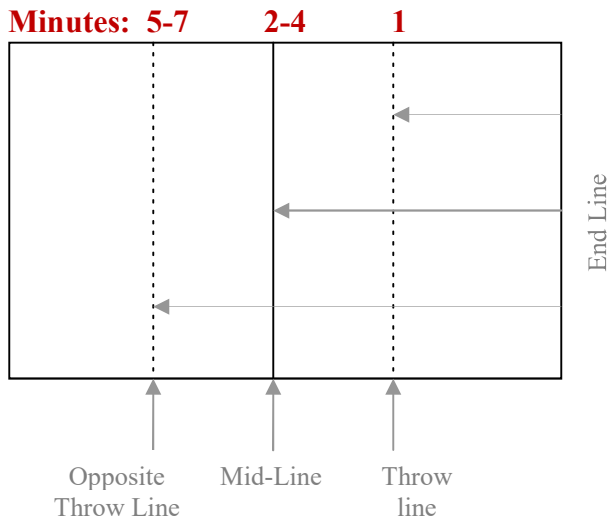


INTRAMURAL DODGEBALL RULES

New updates to the dodgeball rules are in RED.

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 Field House (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, or any other item outside the playing field (wall, ceiling, etc.). * New last year: a ball that is blocked by a defender's ball is still live until it hits the floor or other object.

Rules of Play:

1. A match consists of 4 games. Teams switch sides after each game
2. 6 balls will be in play at all times. **If a team is ever in possession of more than four of the balls at the same time, they may not throw any of them at the other team until one of the balls (if they are in possession of five balls) or two of the balls (if they are in possession of all six of the balls) are rolled to the players on the other team (inbounds and past the opposite throw line). Failure to do so within five seconds of the official's recognition will result in the official stopping play and redistributing the balls evenly (3-3).**
3. There will be a 7 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 **(not passed back to a teammate)** 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 7 minute time limit has concluded. Teams will receive one point for every player left on the floor for their team at the end of the game. At the end of the match, the team with the most total points (from all 4 games) wins.
7. **Throwing Lines:**
 - i For the first one minute of each game, players may only run up to the first throw line.
 - ii For the next three minutes (2-5), players may run up to the midline, and
 - iii During the last three minutes (5-7), 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. **Caught ball:** If a player catches an opponent's thrown ball, the first teammate to go out, will then be allowed to come back into the game. The most recent couple of players put out may retrieve balls for their teammates.
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. **Blocking:** The defender may block a "live" ball with another ball. If a blocked ball hits any part of the defender's player's body (or any of his teammates) after being blocked and before hitting the floor, the player will be considered out. It must be a "clean block" (not hitting any part of the body after being

blocked). If a defender's ball is knocked out of his/her hands while blocking, the defender will be considered 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. 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.**
- 15. Players are expected to follow the honor code; if put out, a player is expected to go out on their own. Officials are in place to make the final calls if there are any questions.**
- 16. When put out, players should raise their hand to signal they have been put out and immediately step off the court through the end line or sideline and take their place in the re-entry line.**
- 17. Timeouts: Each team will be allowed one 30 second timeout per match.**
- 18. Unsportsmanlike conduct will result in immediate ejection from the game or match.**