

Dodgeball Tournament Rules

A. AREA OF PLAY

1. All Dodgeball matches will be played on the Multi-Activity Courts.
2. The active playing area is designated as the area within the marked basketball lines.
3. Defined Areas:
 - a. Center Line: represented by the center stripe/mid-court line painted on the court.
 - b. Back Line: represented by the end line of the marked Basketball court.
 - c. Back Wall: the glass & wall closest to a team's Back Line

B. PLAYERS & SUBSTITUTIONS

1. The Players
 - a. Each team will play six (6) players.
 - b. The minimum number of players required to start is 4.
 - c. The maximum number of players any team roster may have is 12.
 - d. Co-Rec Additions:
 1. The six players will be three (3) men and three (3) women.
 2. A team of five players must have two (2) men and two (2) women, with the fifth player the team's choice.
 3. The minimum number of players will be two (2) man and two (2) women.
2. Teams must start and end the game with at least four (4) players.
 - a. A team with four to six players must play or the forfeit procedure will go into effect.
 - b. During the course of the game, if a team drops below four (4) players that team will receive the loss according to team misconduct scoring rules.
 - c. If an injury results in a team dropping below four (4) players, play will stop and a standard loss will be recorded.
 - d. These rules will be applied regardless of game score at the time of incident.
3. Substitutions: Player substitutions may only be made when a player is being brought back into the game after a caught ball. All substitution must be a new player to the game and of the same gender as to who they are substituting for.

C. EQUIPMENT

1. Player Equipment
 - a. Any player intentionally violating these equipment rules will not be allowed to play. Unintentional violation of these equipment requirements will result in one team warning, followed by the removal of the offending player.
 - b. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed.
 - c. Players must wear athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play.
 - d. Jerseys/Shirts
 1. In order to play, teams must wear shirts of identical color and shade/tone.
 2. In the event two teams arrive wearing the same color and are unable to switch to a different color, jerseys will be made available.
 3. There are no shirts/jerseys available for check out.
 - e. Player Numbers
 1. All shirts/jerseys must have legible numbers on at least one side (back or front of shirt) and must be legible from a distance of 6 feet.
 2. Numbers must be permanent on the shirt in a non-fading medium such as marker or paint. Taped on numbers are not allowed.
 3. Teammates will not share the same shirt/jersey number.
 4. If a player is #0 then that number must appear on the jersey. There can only be one version of #0 per team (i.e. #0, #00, #000, etc.)
 - e. Each player must wear athletic shoes. They must be made of soft, pliable upper material that covers the entire foot. Cleats are not allowed!

D. TIMING & SCORING

1. Games are expected to start at the posted start time. If one or both teams do not have the minimum number of four (4) players to start at that time, the game will be declared a forfeit in favor of the ready to play team.
2. Match Timing
 - a. A match will consist of a "Best of 3" game scenario
 - b. Each game will last 3 minutes or until all players from one team are eliminated from the playing floor, whichever occurs first.
 - c. There are no time-outs.
3. Match Scoring

- a. In the event the same team wins both of the first two games, a third game will not be played.
- b. If the time limit is reached the team with the most players remaining wins the game.
- c. If the time limit occurs and the teams have equal numbers of players, play will continue until one player from either side is eliminated in a sudden death scenario.

E. START AND RESTART OF PLAY

1. Six balls will be placed on the half-court stripe, and the official will signal the start of play.
2. All players will start with their hands touching the glass at the Back Wall.
3. At the official's signal, teams will "rush" towards the middle to obtain possession of dodge balls.
4. Players must "check" balls obtained on the "rush" by bringing them behind the 10 foot volleyball attack lines. Once the ball has been "checked", they may hit any opposing player regardless of if the opposing players have "checked" a ball yet or not.

F. IN & OUT OF PLAY

1. Once the ball is thrown, it is considered live until it hits the ground, or stationary play surface regardless of time left on the clock. Multiple players may be tagged out on one throw.
2. Once the ball hits the ground or stationary play surface, the ball is considered dead and players cannot be deemed "out".
3. A ball that leaves the playing area must be returned quickly to the team closest to the site where the ball left the area.
4. Any player retrieving balls from out of play may possess more than one ball.
5. Shielding: Using a held ball to shield from being hit is legal. If the player drops their shield ball, or if the deflection hits any player the player will be declared out.
6. Caught Ball- If a player catches a thrown ball:
 - a. The throwing player is considered out
 - b. The catching team will be awarded a player back onto the court. This player must be standing at the bench gate ready to come back into play in the order in which they were tagged out.
7. Once a player is called out, by any means, he/she must return fully to the team's bench area. Players may not remain on the court during play.

G. DEFINITIONS & VIOLATIONS

1. Center Line Violations
 - a. At the start of each game, the ball must "checked" to the Volleyball 10-foot line before being thrown at an opposing player. If a player does not properly "check" a ball, any player they hit will not be considered out. In addition, the thrower will still be called out if a ball is caught and can still be hit by a thrown ball from other players.
 - b. Players may not have any portion of their body touch over the opposing team's side of the court. The Center Line may be touched, but not crossed. Violation results in the committing player being called out.
2. Out of Bounds Violations
 - a. A player may not dodge out of bounds to avoid being hit by a thrown ball. A player may only go out of bounds to retrieve a ball, and return to the playing area immediately. A player retrieving balls from behind the endline are still susceptible to being hit by the opposing team.
 - b. A player may not run out of bounds to catch a thrown ball. If a player runs out of bounds while catching a ball they will be declared out and the thrower will remain in the game and the team will not receive another player back on the court. However, if a player makes a successful catch before running out of bounds and then crosses the line, both the thrower and catcher will be declared out with the catching team receiving another player back onto the court.
3. One Player Remaining
 - a. Whenever a team has only one player remaining, the opposing team may move up to the 10 foot volleyball attack line.
 - b. In a situation where both teams have one player remaining, both players can move up to the opposite volleyball attack line and the area between the two volleyball lines will be considered "neutral"
 - c. If a team with one player remaining makes a catch bringing in another player, the opposing team will be given three (3) seconds to get back on their half of the court before being declared out.
4. Delay of Game
 - a. If a player holds the ball for longer than 5-seconds, without making an attempt at releasing the ball in a throwing motion, the player must roll the ball to the opposing team.
 - b. Failure to forfeit the ball will result in that player being declared "out".
5. Stalling
 - a. Players/Teams may not intentionally leave un-held balls on their side of the court.
 - b. Upon the request of the official, any un-held ball must be used or rolled to the opposing team.
6. Once a player is "out" he/she must return immediately to their respective team bench. Purposeful delay to the team bench will result in another player from the same team being called out.