

Dodgeball

All players need to have signed up on imleagues and have signed the activity consent form BEFORE they may participate in their first game. All players must present their ID prior to each game. No one will be permitted to play without their ID. No Exceptions!

National Amateur Dodgeball Association rules, with certain modifications, are used as a guideline for rules. Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

1.1. Teams consist of 6 players, but may start with 5 players. All players must be checked in with the Intramural staff before they are allowed to participate.

1.2. Substitution may occur between games ONLY, not during the game.

2. EQUIPMENT

2.1. **NO jewelry allowed.** The only exception is a medical alert bracelet that must be taped down.

2.2. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game.

2.3. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2" of slow recovery rubber or similar material will be allowed.

2.4. All players must wear non-marking rubber-soled athletic shoes.

2.5. Campus Recreation provides game balls only. Teams must bring their own for warm-up. **Only Campus Recreation balls will** be used for games; team balls are NOT allowed.

3. FIELD SIZE

3.1. Games will be played on a volleyball court with the same boundary regulations.

3.2. Each team will play on their half of the court and may not leave that half under any circumstances.

3.3. A player may cross the sidelines only to retrieve a ball not to avoid an incoming ball.

4. THE GAME

4.1. All matches will consist of the best 2 out of 3 games.

4.2. Each team is allowed 1 timeout per game (30 seconds).

4.3. The game will begin with 6 balls placed on the center line, 3 on each side of the starting hash mark. Official will signal the start of the game.

a. Once game begins, players must take balls behind the attack line (10 foot line) before the ball becomes "in play."

4.4. Hitting above the shoulders is not allowed. If a player throws the ball and hits another in the head, the hit player will not be ruled out. The throwing player will be out unless the player ducks down to avoid the throw.

4.5. Balls must be retrieved out of bounds by leaving from the baseline area only. Players must also re-enter from the baseline only.

4.6. A team may not control all the balls for more than 5 seconds.

5. FORFEIT POLICY

5.1. When a team does not have the minimum number required to play, a forfeit is declared at game time. A forfeit of this nature will count as a loss.

5.2. If neither team is present with at least the minimum number to play, a double forfeit is issued.

5.3. Teams are allowed 1 forfeit before removal from the tournament. This will count as a loss in pool play or double elimination format