

Dodgeball

All standard Intramural Rules apply.

General Rules

- All teams must show up and be checked in by their designated game time.
- There is no grace period for Dodgeball.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - A player may be ejected at any time by an official, scorekeeper, or supervisor.
 - If ejected, the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Competitive Sports Coordinator. If a player is ejected from a game, that player must meet with the Competitive Sports Coordinator before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Competitive Sports Coordinator. The meeting must take place in the Coordinator's office the next day at the earliest.
 - After each game, both teams will be given a SPORTSMANSHIP RATING by the officials, scorekeepers, and supervisors. (See the "Player Conduct & Sportsmanship" section on the Policies page for more information)

Teams

- Each team may play with a maximum of six (6) players.
- There is no minimum number of players required to start a game.
 - For CoRec, teams may not have more than three (3) players of the same gender during play
- Roster limit is 10.

Equipment

- Jerseys are required. See Policies for regulations on jerseys.
- Participants must wear athletic, non-court marking shoe. Cleat are not allowed
- Athletic clothing is recommended. No clothing with exposed metal is allowed.
- All jewelry must be removed including watches, earrings, bracelets, etc.
- Players may wear soft, pliable basketball or wrestling knee pads on legs, knees and/or ankle.
- Hats/caps with bills and bandanas that are tied in a knot are not allowed.

Timing

- Each match will be best of 3 games.
- The first team to legally eliminate all opposing players will be declared the winner of the game.
- A 7-minute time limit has been established for each game. If neither team has been eliminated at the end of the 7 minutes, the team with the greater number of players remaining will be declared the winner.
- In the case of an equal number of players remaining after regulation, sudden-death overtime period will be played.
- There are no timeouts and teams can only substitute between games.

Gameplay

- Game begins by placing the dodgeballs along the center line. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls.
- Once a ball is retrieved, a player can only throw at an opponent after the ball has retreated behind their designated attack line.

- There are NO “out of bounds”. Dividers will extend along the side of the court to the wall. Everything within the enclosed area is the playing surface and considered “in bounds”. Players are NOT allowed to step across the center line after the initial rush and will be called out accordingly.
- Players may not squeeze the dodgeballs.
- The object of the game is to eliminate all opposing players by getting them "OUT". A player becomes “OUT” when the ball hits the player and then becomes dead. A dead ball is one that touches the ground, ceiling, walls or any object attached to the ceiling or wall.
- This may be done by:
 - Hitting an opposing player with a thrown ball prior to the ball becoming dead
 - Multiple players that are hit prior to the ball becoming dead are all out
 - Catching a ball thrown by your opponent before it becomes dead
 - Stepping across the center line
- Players are expected to leave the court on their own after being legally eliminated. All decisions made by the officials are final.
- If a team is intentionally not throwing balls to waste time a 5 second stall count may be started out loud. The team wasting time must throw a ball by the end of the stall count or they are out.

Sudden Death

- If at the end of 7 minutes both teams have equal number of players on the court we will enter sudden death. 6 balls will be placed along the center line and all of the players still in will stand behind their end line. On the referees signal, the players will rush the center line to obtain the balls. The balls are dead until brought behind their respective attack line. After a ball is considered live, players may go ANYWHERE within the boundaries of the court to attack an opposing player. The first team to get a member of the opposing team out is declared the winner.
- Only during sudden death may players cross the center line to attack opponents.
- Once 1 person is eliminated, a team is declared the winner.