



Life University

2010 Intramural Dodgeball Rules

Introduction:

- The upper gym basketball court will be divided into 2 dodgeball courts, split by a curtain
- All players must be Life University students, faculty or staff to participate
- Six players constitute a full team
- A team may start and finish the game with 4 players
- Official dodge balls will be supplied
- 30 minutes is allotted for teams to play 7 games. The winner will be the team that wins 4 games. (ALL 7 games will be played every night)
- Games will be a maximum of 4 minutes in length (if time runs out, the team with the most remaining players will be declared the winner; if there is a tie...sudden death will determine a winner)
- Each team will be allowed one (1) 30 second timeout per game
- Any new players must be added to the team's official roster before they participate. Rosters are set and may not be changed after a team has completed half of these games

The Game:

- The object of the game is to eliminate all opposing players by getting them "out." This may be done by:
 1. Hitting an opposing player with a live thrown ball below the shoulders
 2. Catching a live ball thrown by the opponent before it touches the ground
- Games begin by placing 6 dodge balls along the center line. The center line is split into half, with three balls on each side of center
- A player may not cross the center line on the initial rush or he/she will be out
- Players take position behind their end line
- Each and every ball retrieved at the opening rush must first be taken or passed beyond the attack line and into the team's back court before it may be legally thrown at an opponent
- During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line
- Substitutions can only be made between games or for injury
- If a player is hit in the head, the thrower is out. A player may not purposely duck their head into the thrown ball or he is out
- If a player catches a live ball thrown by an opponent, the team that caught the ball returns an eliminated player to their team. Players return to the game in the order that they were eliminated
- If a thrown ball is deflected and then caught before it hits the ground, the thrower is out

Eliminated Players:

- Eliminated players will form a line on their side of the court next to the end line. Players must remain in the order that they were eliminated
- Every time a ball is caught, the eliminated players can re-enter the game in their respective order
- Eliminated players may throw an out-of-bounds ball back to their team; they may not hold onto the ball or throw the ball at the opposing team.
- Players who are substitutes and not involved in the game are only allowed to retrieve dodge balls that go beyond the curtains or into the other court
- If a player uses his/her own ball to deflect an oncoming ball and it causes the player to drop his/her ball, the player is out

Ball Control:

- A team trailing must have possession to a minimum of 1 ball at all times. It is illegal for the leading team to control all the balls. A 5-second violation will be issued to the leading team if they do not provide the trailing team with 1 ball within 5 seconds.
 1. First violation – Play will stop and balls will be divided evenly between the teams. Play will continue with “balls in hand”
 2. Second violation: “Free throw” - one player is allowed an unobstructed throw at their opponents without risk of elimination. A caught free throw does not result in thrower’s elimination
 3. Third violation: Ejection of one player from the offending team, opposition’s choice

Sudden Death:

- In the event that both teams have the same number of players remaining when time expires, all 6 players will start a new “game”. The first team to eliminate an opposing player will be declared the winner.

Rule Enforcement:

- Rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor*. The court monitor’s responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR’S DECISION IS FINAL – NO EXCEPTIONS.**

Code of Conduct:

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and Life University staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language (Anyone failing to abide by these codes is subject to disciplinary action including possible suspension or dismissal from the league.)
6. Teams using any illegal player(s) will forfeit those games in which the illegal player(s) participated.

*Any rule clarification not stated here will be decided on the court by the game officials and/or Life University staff...all rulings are final.