

Fall/Winter 2015 Intramural Dodgeball Rules

1. Maximum of 8 players on the court at all times, Minimum of 3 girls

- If both teams are short players, it is the RIC's discretion to start the game or not, 10 min passed the scheduled start time is the maximum time to wait to have the proper amount of players to start a game
- All players must be registered on the official roster
- Minimum required players are one girl and one boy (to uphold the co-rec obligation)

2. Start of the game:

- Starting 8 players must line up behind the back line, at referees signal they may race for the 4 balls at the middle line.
- Any player crossing or touching the centre line at the start will be called out.
- You may not throw as soon as you pick up a ball at the line, the ball must be taken back (either by the player who got the ball or passed back to a team mate) behind the middle line (attack line) on the volleyball court

3. Winner will be determined by best of 7 games

- Game won when all off one teams' players are eliminated
- If after 8 min of play all players on one side have not been eliminated, a sudden death overtime will be played. The sudden death overtime will be played by the players remaining. As soon as one player is called out (on either team) that team has been eliminated. There are no timeouts in overtime. There are no substitutions allowed in overtime. In sudden death overtime, the balls will be divided with 2 balls on each side, and the team with more players will throw first. If teams have the same amount of players, the team that was last thrown at, must throw first.

4. A player may be considered out when:

- Hit by a ball. If the ball hits player A, and then hits player B (before it touches anything else) both players are considered out. Combos are allowed.
- A player is considered out once the ball hits the ground.
- Their throw is caught, prior to a ball touching anyone else or the ground. Catches must be clean and will be called at the referee's discretion.
- A player holding a ball drops it when the ball is struck by an opposing teams throw. Placing a ball down before attempting a catch is allowed, but the time between actions will result in a call at the referee's discretion
- A player steps out of either lines on the side or the back (Volleyball court lines are used as boundaries), which includes to catch or dodge a ball. If a player attempts to catch or dodge a ball and steps on the sidelines, the player is considered out. The only time a player is allowed to exit the court, is to go and get a ball. There must be a ball outside the court for the player to leave the court.
- Crosses or touches the center line
- If the player crosses the back line while dodging they are considered out.
- Unsportsmanlike behavior at the referees discretion, also with means for ejection from remaining games

5. To retrieve a ball out of the court a player must exit through the back line, retrieve the ball and re-enter the game through the back line. While out they are still subject to any of the rules which result in a player being called out, however, they cannot throw the ball from outside of the court. They are able to catch a ball as long as the ball exited the court prior to the player.

6. The thrower and the person hit are both safe if the ball is caught before it touches the ground, either by the person hit or a teammate of the person hit (a third-person save).

7. The following techniques will result in a warning, followed by being called out if it is continued:

- Forming a crouched line behind one person holding a ball
- Hiding a person or hiding behind a person
- Crouching and holding the ball in front of you (jumping with the ball is allowed as long as it is done after the ball is thrown; This will be called at the referees discretion) If a player has two balls thrown at them and they dodge the first one by jumping they are allowed to land in a crouch position for the second ball (this will be called at referees discretion)
- If referee's see a player squeezing a ball, the team and player will be warned once. On the second warning, the team will have to turn the ball over to the other team. On a third warning, the player squeezing the ball is considered out.

8. Timeout can be called once per game, per team:

- Divide balls 2 to a side
- The team who called time out **MUST** throw first

9. Control of throw:

- The team with the most balls must throw within 5 seconds
- If balls are divided evenly the team with more players must throw
- If everything is even, the team who received the most recent throw must throw first

10. Techniques allowed:

- If one team has one remaining player, and control of all balls, they may line up the majority of the balls on the opposing teams court and force the opposing team to come retrieve them in an attempt to hit the other players as they approach. The balls must be at least the distance of the volleyball attack line into the opponent's court. If the ball does not cross the attack line the player retrieving the ball cannot be hit and called out.

11. Headshots will not result in a player being called out, the thrower will be warned if it appears that they are intentionally doing so and will be called out if they continue.

- If a player dodges a ball and in the process is hit in the head they are out. It is their own fault that they moved into the balls throwing path with their head. This will be called at the referee's discretion