

Whitworth Intramurals: Dodgeball Rules

Dodgeball Rules

Teams: Players must sign up through Fusion IM, and be registered and paid to be eligible to participate. No exceptions.

Game Time: Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time.

Minimum Roster Requirement: 5 players (max 6 on the court)

Maximum Roster Requirement: 10 players

Game Structure:

Scoring is best of THREE games, or 30 minute of game play, whichever comes first.

Field Specs:

The games will be played in the U-Rec on Court 3* using the volleyball court, with a centerline and 2 sidelines.

* Court 3 may not always be available, so be prepared to adapt.

Equipment:

Small, foam dodgeballs will be provided by the referees. Close-toed shoes are highly recommended.

Scheduling:

All games will be scheduled on Fusion IM for games on Court 3 in the U-Rec at a specific time. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

Game Play

General:

1. The first game will begin with a coin toss (or Rock-Paper-Scissors) to choose which side the team wants to begin the match. Teams will then alternate sides for every game after that.
2. During game play, there are 2 referees. One is stationed at the end of the centerline to help facilitate the game. Referees start the game, confirm hits and catches, and count ball possession time.
3. There are 6 balls, split into 2 even groups near the ends of the centerline. Players will stand on their respective endlines, and may only advance to the centerline after the referee's whistle. Players are only allowed to retrieve balls on their RIGHT, allowing each team an equal amount of starting balls.
4. The objective of the game is to get all the players on the opposing team "out". You are out if:
 - a) You step on or over the centerline;
 - b) A thrown live ball hits your body;
 - i. Clothing is considered part of the body
 - c) You throw a live ball that is caught by your opponent
5. Players hit in the head with the ball are not out. Neither player will be called out, unless a referee deems the throw to be intentional, in which case, the throwing player is called out.
 - a) Repeated intentional attempts to hit a player in the head is reason for ejection and potential suspension.
6. A player may only cross the sidelines to retrieve a ball, and must be completely within the court parameters in order to throw the ball. Players outside the court boundaries are considered to be "inactive".
 - a) A player who is "inactive" cannot be hit out until they return to the court boundaries.
 - b) Players are not allowed to "camp" outside the court boundaries, they must become "active" immediately after retrieving a ball.
7. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls. and are ineligible to hit players out.

- a) A ball that hits a player, but is deflected up and caught by a teammate is considered a dead ball. The hit player is not out, and the throwing player is not out.
- 8. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.
- 9. If you are out, a line is formed on the right side of the court in the order you got out (the “resurrection” line). If your teammate catches a ball, the player at the start of your team’s “resurrection” line comes back into play
 - a) Teammates must be in the line at the time of the catch to be eligible to be brought back to life).
- 10. You can only hold a ball for 10 seconds, afterward, it will be considered dead. Dead balls need to be rolled over immediately to the other team.
- 11. If the game comes down to 1 player per side, they have 30 seconds to hit each other out; if not, “showdown” comes into effect.
 - a) The game is paused, each remaining player gets two balls, two balls are lined up at the ends of the centerline and the centerline is dissolved. The first player to get the other player out wins.

Overtime:

- 1. Overtime only occurs during playoff games.
- 2. One match of sudden death is played with a maximum time limit of 5 minutes for the round. The team with the most players left standing is the winning team.

Blood Rule:

Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player. Any blood on the court must be removed using proper methods and bloodied clothing must be changed. AN INTRAMURAL STAFF MEMBER MUST APPROVE THE PLAYER TO REENTER, AND HAS THE AUTHORITY TO PREVENT REENTRY. Players who refuse to leave the game due to bleeding could potentially face suspension.

Protest Policy:

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. When a team requests a protest, they must call a timeout and the game must be stopped and no further game action should continue. The concern must be brought to the attention of the referees, who will check the ruling, have deliberation and then make a decision. If the call is overturned, the team is not charged with a timeout. If the initial official's ruling is upheld, the team is charged with a timeout. Game play will then continue as normal. If the team determines to continue challenging the call, a formal request can be made by filling out the Protest Form and submitting to the IM coordinator *within 24 hours of the game*. See the Participant Manual posted on the Whitworth Intramurals website or by speaking to an IM staff member.

