

Dodgeball Rules

All players must be registered on IMLeagues.com prior to participating in Intramural Dodgeball

Rule Highlights for Dodgeball:

- The game starts with 8 players on the court for each team with a maximum of 15 allowed on the roster. 5-players are required to start a game.
 - The following gender combinations are permitted for Dodgeball
 - Teams can play with the following breakdown of players:
 - 6-males & 2-females
 - 6-males & 1-female
 - 5-males & 0-females
 - **Any other combination of males and females that totals between 5-8 players and does not have more than 5-males on the court.
 - At no point can more than 6-males be on the court (only 5 if no females)
 - Point Penalties for being late:
 - 1 - 2 minutes late = start with one eligible player out
 - 3 - 4 minutes late = start with two eligible players out
 - 5 - minutes late = **lose game 1, then MATCH is recorded as a 3-0 forfeit/default**
 - Teams will be required to wear light (Home) or dark (Away) as listed on the main schedule.
 - No players will be permitted to wear jewelry, brimmed hats, or anything with knots in it.
 - During the match, when there are 4 players or less remaining on the court, the referee shall call **OPEN COURT** and players may advance anywhere on the court.
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Starting Play: Balls will be placed at the middle line to start the game. All players must remain at their end line until the whistle blows. **All players must stay on their side of the middle line. Players must return the balls past 10-foot line on the volleyball court prior to throwing a ball.**

Elimination: Any player hit with a ball thrown from the opposing team (shoulders and below) will be out (balls that hit the ground first are dead balls). The player must exit the playing field.

- A player is eliminated if while throwing a ball at an opposing player, it is caught in the air. The throwing player must exit the playing field.
- **Eliminated players must stay in order of elimination along the sideline** on their team's side.

Re-entry: If a ball is caught, the first player who was eliminated on the team of the person who caught the ball will re-enter the game.

Dead ball: If a thrown ball deflects off a ball in a player's possession, the ball is dead.

Save: A player may only save him/herself. If a ball hits Player X, only Player X may catch the deflection to avoid being out. If this occurs, the person who threw the ball is eliminated.

OPEN COURT: During the match, when there are 4 players or less remaining on the court, the referee shall call OPEN COURT and players may advance anywhere on the court.

Winning: Whichever team has the last player standing will win the game.

- The team that wins the best 3 out of 5 games will be declared the winner.

Player Conduct: Referees will have Yellow & Red Cards to use as needed for disciplinary actions or argumentative participants. A yellow card will serve as a warning. Two yellow cards in one match will result in a player ejection. Three Yellow cards in a season will be a minimum one game suspension. If a player receives a red card that player is ejected (red card), he/she will be ineligible to play in the remainder of that match and the next scheduled match.

Boundaries: A player must stay in bounds, the playing area is the basketball court

- Players may only leave boundary area to retrieve a ball. If they do, they must return immediately.
- A player may be eliminated while out of bounds