

Dodgeball Rules

updated 12/22/11

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or current FIU Recreation Member.** All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
3. **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
6. Official NADA (National Amateur Dodgeball Association) rules will be observed with the following Intramural Sports modifications.

EQUIPMENT

1. Players must wear **similarly colored team jerseys**. If teams do not have team jerseys, mesh pullovers will be issued.
2. All jewelry must be removed before participating. If jewelry is discovered during a match, the offending team will be given a warning. If jewelry is discovered a second time, the offending player will be removed and may not reenter until the next game, provided that the jewelry has been removed.
3. Appropriate gym footwear must be worn.
4. Hats and any other headwear that has a hard bill or creates a knot-like protrusion are not permitted.
5. Dodgeballs will be provided by Intramural Sports.

PLAYING AREA

1. The playing area shall be the normal basketball court. Court lines are out of play. Out of play areas also include anything outside the basketball court. A Dodgeball that hits an out of play area is immediately dead.
2. Active players must remain within the playing area, unless leaving the court to actively retrieve a Dodgeball.

PLAYERS/SUBSTITUTES

1. A participant may play on **one (1)** team for the duration of the tournament.
2. Teams will consist of **six (6) players**.
3. Roster size is limited to **twenty (20) players**. Players may be added to the roster throughout the season.
4. A **minimum of four (4) players** is required to begin and continue a game. **Game**

time is forfeit time!

5. All active substitutes shall line up along the sideline at the team's return cone. They will be permitted to reenter the game on a catch-and-return. The first person to be put out will be the first person to reenter.
6. **Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.**

THE GAME

1. Each match will consist of as many games as can be played within the 25 minute time limit
2. The team which has won the most completed games when time has expired shall be declared the winner. **In the event of time expiring during a game the winner will be determined as the team who has the most active players.**
3. In the event of a tie, a single 3-on-3 sudden death overtime will be played. The team which first puts **out** an opponent will be declared the winner.

GAME PLAY

1. The object of the game is to put out all members of the opposing team.
2. To start a game, six dodgeballs will be placed on the center line. The active players for each team will start with a foot on the end line. At the official's signal, players may attempt to retrieve the dodgeballs and begin play. Balls may be thrown immediately after retrieval.
3. A player is out when:
 - He/she is hit anywhere at or below the shoulders by a Dodgeball thrown by an active opposing player and that has not touched the floor or any out of play area and that is not caught by an active member of the player's team, provided that the player is inbounds.
 - He/she throws a ball that is caught by an active member of the opposing team.
 - He/she intentionally positions his/her head to contact a ball.
 - He/she commits an illegal throw.
 - He/she moves out of bounds while attempting to dodge a ball.
 - He/she touches any part of the opponent's court.
4. When a player is put out, he/she shall line up in the team's catch-and-return line in the order in which they were put out. If put out while in possession of a ball, he/she may pass it to a teammate.

ILLEGAL THROWS

1. An illegal throw occurs when the thrower:
 - Throws a ball which strikes an opponent in the head (prior to any deflections).
 - Steps out of bounds during a throw.
 - **Releases the ball after crossing the center line, or crosses the center line on the follow through.**
2. For each illegal throw, the thrower is ruled out, and the ball is immediately dead (cannot be caught or put anyone out).

DEFLECTIONS

1. A deflection occurs when a thrown ball contacts an opposing player or airborne

- ball and remains in the air.
2. All Dodgeballs are live until they touch the ground or any out of play area. A thrown Dodgeball may deflect off of multiple players, effectively putting out multiple players with a single throw.
 3. A player may hold a ball and use it to deflect a thrown ball away. If the ball is dropped during the deflection, the player who was holding the ball is out.

CATCHING A THROWN BALL & CATCH-AND-RETURN

1. A thrown ball which is legally caught by a member of the opposing team will result in the thrower being out and the return of the first teammate in the catch-and-return line, if the team has less than 6 players on the court. There are no stored catch-and-return credits.
2. A thrown ball that deflects off a player and is subsequently caught by that player (before deflecting off a different player or object) also puts out the thrower. Catch-and-return applies.
3. A legally caught ball that has deflected off a teammate(s) saves the originally hit player(s) being out. In this case, the thrower is not out and catch-and-return does not apply.

BALL RETRIEVAL

1. The retrieval of dodgeballs that leave the in-play areas is limited to those players who are active. **Active players may leave the court through the back line at any time to retrieve balls for their team without penalty.** Once out-of-play and actively retrieving a ball, the player is not eligible to be put out. **Players shall return to the court immediately upon retrieval of the ball(s) through the back line.** Any delay deemed excessive by the official can result in the player being called out.
2. A player may reach across the center line to retrieve a ball, but may not touch the opponent's side of the court with any part of the body.

STALLING

1. The team in the lead cannot hold all of the live balls for more than 5 seconds. In the event of stalling, the official may stop the game and redistribute the balls.