



## INTRAMURAL SPORTS **Dodgeball Rules**

### **1. Players & Equipment**

- 1.1. Each team will consist of six players. Teams must have all six players present at game time to begin. Teams can be comprised of any ratio of males/females.
- 1.2. Players may NOT wear baseball-style caps. Knit and stocking caps are permitted. Players may wear a headband made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.3. No jewelry or any other item deemed dangerous by UTC Intramurals staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

### **2. Game Factors & Timing**

- 2.1. Each match will consist of a best three-of-five game series. Each game within the match will have a time limit of (5) five minutes. The first team to eliminate all players of the opposing team will be declared the winner of a game.
- 2.2. If neither team has been completely eliminated when time expires, the team with the greater number of remaining players will be declared the winner. If an equal number of players remain when time expires, the first team to eliminate an opposing player will be declared the winner of the game.

### **3. Rules of Play**

- 3.1. The playing area will be marked with a center, side, end, and attack lines.
- 3.2. During play, all players must remain within the boundary lines. Players may step on the boundary lines; however, if he or she crosses any boundary line, then he or she will be declared out. Players may only leave their boundary lines by passing through their own end line to chase out of bounds balls.
  - 3.2.1. A player who does not immediately return to play (through the end line) after retrieving a ball will be declared out.
  - 3.2.2. Each player will not be allowed to have any part of his or her body contact an out of bounds area (unless leaving through their own end line to retrieve balls), exit or re-enter through sidelines or cross the center court line. In any of these instances the player will be declared out.
- 3.3. An out is determined by:
  - 3.3.1. Hitting an opposing player with a live thrown ball at or below the shoulders.
  - 3.3.2. Catching a live ball thrown by your opponent.
  - 3.3.3. Causing an opponent to drop a held ball as a result of contact by a thrown live ball; or d. stepping out of bounds.
- 3.4. A live ball is a thrown ball that strikes or is caught by an opposing player without contacting the ground, another player, ball, basketball goal, court divider or other object.
- 3.5. A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball. The held ball only needs to be knocked loose of the holder's grip and does not need to strike the ground to cause the holder to be out. Even if the holder regains control of the held ball, he or she is still

out:

- 3.5.1. A thrown ball that deflects off of another ball becomes dead and can no longer result in an out being scored against another player. (For example, Player A blocks a thrown ball with his or her own ball. Player B then catches this ball. This does not result in an out, as the ball becomes dead after being blocked by another ball.)
- 3.6. Once a player is out, he or she must immediately drop any balls in hand and exit the playing area at the nearest boundary line. A player that is out must report to his or her team's players' box. Each player in the players' box must line up in the order that they were put out.
  - 3.6.1. They may not intentionally interfere with any live ball. Failure to do so will result in a "free throw" by the other team.
- 3.7. If a live ball is caught, then one player from the team that caught the ball is allowed to reenter the game through the base line. The player permitted to re-enter the game will be the next player in line in the players' box.
- 3.8. Stalling Rule: teams must be given the opportunity to eliminate opposing players. This requires a ball to be at the disposal of both teams:
  - 3.8.1. One team may not control all the balls for more than five seconds.
  - 3.8.2. Teams must make a legitimate attempt to get at least one ball past the attack line and the ball becomes at the disposal of the trialing team.

#### **4. Five Second Violation**

- 4.1. A five second violation will be assessed for the following:
  - 4.1.1. Controlling all the balls for five or more seconds.
  - 4.1.2. Not making a legitimate attempt to get at least one ball past the attack line.
  - 4.1.3. Intentionally throwing the ball across the opposing team's end line.
- 4.2. First "Five Second Violation"
  - 4.2.1. Play is stopped and the balls will be divided evenly between the teams.
- 4.3. Second "Five Second Violation"
  - 4.3.1. Play is stopped and the opposing team is given a "free throw."
    - 4.3.1.1. A "free throw" is a penalty in which one player from the opposing team is allowed an unobstructed throw at their opponents without risk of elimination. A caught "free throw" does not result in the thrower being put "out." Play will resume, live, as soon as the throw is caught, deflected, or bounces away.