INTRAMURAL DODGEBALL RULES AND REGULATIONS (2013)

TEAM SIZE and COMPOSITION

1. A team consists of a maximum of six players on the court at any given time; maximum number of players per team is 12.
2. Each team must have at least two members of the opposite gender on the court at all times.

THE FIELD

3. The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline. Exact field measurements vary due to gym availability.

IDEAL MEASUREMENTS: 60’ x 30’ – Identical to a volleyball court.

BOUNDARIES

4. During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. In the UVic McKinnon Apparatus gym, the walls are the boundaries.


GAME PLAY

5. Each week you will play best of seven games in your 45 minute time slot. Eliminate all opposing players by getting them “out.” This is done by:

   a. Hitting an opposing player with a LIVE thrown ball below the shoulders.

   b. Catching a LIVE ball thrown by your opponent before it touches the ground.
Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)

6. Ways to WIN:
   a. Eliminate the entire opposing team and have more active players on the court when the opposing team is eliminated.
   b. In the event of a 1-on-1 tie, a sudden death tie breaker will be initiated by the Court Monitor. Each player will be given 2 balls and allowed to run anywhere they would like inside court boundaries. The first person to eliminate the other wins.

THE OPENING RUSH

7. Game begins by placing the dodge-balls along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal (“3, 2, 1, DODGEBALL”) officially starts the contest. Once a ball is retrieved it must touch the back wall before it can be legally thrown.

ONE ON ONE SHOWDOWN

8. When there is just one player remaining on each side, the supervising official begins counting down from five (5) seconds (“5, 4, 3, 2, 1, SHOWDOWN”).

5-SECOND VIOLATION

At any point when the supervising official deems the game play going too slowly, they can start counting down from five (5) seconds (“5, 4, 3, 2, 1, 0”). Whatever players have not thrown their ball at the end of the count is ruled dead.

9. Each team will be split by the centerline and must stay within that centerline, and sidelines.
10. The only time players may leave the confines of their boundary is to retrieve a stray ball that has rolled onto another court.
11. Players retrieving balls may not be thrown at until they have gotten back in their boundary.
12. Players holding a ball may block other balls away with that ball. However, if they drop that ball they are out.
13. Player’s may not stall and must throw available balls within a reasonable time period (approx. 5 seconds).
14. If a ball bounces off a player, and is caught by their teammate, the person who the ball bounced off of is still in, and also the person who threw it is still in.
15. If a player is holding a ball, and he/she deflects a ball being thrown at them, then that thrown ball is no longer in play. Therefore, once a ball gets deflected, it is dead. It may not be caught and it cannot eliminate any player.
16. When a ball thrown by an opposing team is caught before it touches the ground, they are allowed to bring in the first player in line to re-enter the game. The player re-entering the game must touch the back wall before they are ‘active.’
17. At any time, the court monitor may allow into effect the “boundary rule.” This will allow players to move up to a specified boundary before they are allowed to, or eliminating boundaries all together.
RULE ENFORCEMENT

1. During pool play or regular-season matches, rules will be enforced primarily by the "honour system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor*. The court monitor’s responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR’S DECISION IS FINAL – NO EXCEPTIONS.

MISCONDUCT

2. Teams and players are expected to exhibit sportsmanship conduct throughout every contest. Conduct on and off the court is guided by Article 2.11 of the Intramurals Handbook. Unacceptable behavior includes but is not limited to delay of game, obscene language or gestures, and arguing with officials constitutes unacceptable behavior. Players will be punished by ejection and suspension.

3. Any player who is ejected from the game is automatically suspended from league play until he/she has had a meeting with the discipline committee and Intramural Programmer.