*-University of the Incarnate Word-*

Intramural Sports

**Dodgeball Rules**

**Dodgeball Tournament Rules**

1. Teams will consist of six to eight players. No roster changes are allowed after a team’s first scheduled game. At the beginning of a game, the team starts with 6 players on the court (2 females minimum). At no point during a game may a team have more than 4 males on the court.

2. The court will be approximately 60’ long and 30’ wide with a centerline. A backstop will be equal distant from each end line.

3. Opposing teams will shake hands on the centerline before and after each game or match. Failure to display good sportsmanship may result in a team being ejected from the tournament.

4. The game begins with six players (minimum of 4) of each team in a line along their own end line.

a. The Court Official will call teams to the court by number, 1 versus 2, with the 2 team being to the right of the official, who will be at the centerline.

b. In a best-of match, teams will change sides after each game.

c. Each team will have three balls. All six balls will be of the same color, and should be of a different color than those used on adjoining courts.

d. Substitutes and eliminated players must occupy a Team Area along the sideline and near the end line on the same side of the court as the Court Official.

e. The Court Official will call out “Play” to start the game.

5. The object of the game is to eliminate the opposing team members by hitting them with balls thrown from any position within the boundary lines and on their own side of the centerline.

a. A ball touching the ground immediately becomes a dead ball (no bounce hits).

b. A player is eliminated if they mishandle (unable to catch) a thrown ball, but they may bobble and catch it.

c. A thrown ball eliminates only one player, no deflections off a second player.

d. Players may use a held ball to deflect an incoming ball.

e. A player may be eliminated if their throw is caught by the opposing team.

f. Players may not overly compress a ball in order to get a better grip.

g. A player must leave the court immediately upon being put out or called out. Failure to do so may result the game being forfeited as determined by the Court Official.

6. The game ends when all members of one team have been eliminated or at the end of 5 minutes.

a. The Court Official will call out “One Minute” with 1 minute remaining.

b. A team with a player advantage at the end of 5 minutes is the winner.

c. If the players are equal in numbers, the Court Official will call out “overtime” and the game will continue until the next player is eliminated.

7. Players must remain inside the court and not leave the court to avoid being hit or to make a throw. Stepping on a boundary line is out-of-bounds, and the player is eliminated. Players may not dive out-of-bounds to catch a bobbled or self-tipped ball.

8. A volunteer, spectator or inactive player may retrieve a ball out-of-bounds but must roll the ball to the backstop and not onto the court. An active player may not run out-of-bounds to retrieve a ball.

9. The Court Official will use his judgment in the case of players’ intentionally delaying the game.

a. A ball may not be held longer than five seconds.

b. A ball may not be intentionally thrown out of bounds.

c. A ball may not be left lying on the court.

10. A substitute player is allowed only in the event of an injury or during a timeout.

a.) Play and time is suspended for an injury. The injured player may not return until the following game. A player who begins to bleed must leave the court immediately, receive medical attention, and may not return until the following game.

11. Players may not return to the game once eliminated.