Intramural Dodgeball Rules

Intramural Sports Handbook

- All participants are required to adhere to the policies of Campus Recreation. Our policies are located online at [http://www.rec.nova.edu/intramurals/forms/sports_handbook.pdf](http://www.rec.nova.edu/intramurals/forms/sports_handbook.pdf).
- In the Intramural Sports Handbook, you will find important information regarding:

<table>
<thead>
<tr>
<th>Team Information</th>
<th>Participant Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>Registration</td>
<td>Eligibility</td>
</tr>
<tr>
<td>Forfeits and Cancellations</td>
<td>Participation</td>
</tr>
<tr>
<td>Team Jerseys</td>
<td>Valid ID’s</td>
</tr>
<tr>
<td>Tie Breaking Procedure</td>
<td>Participant Conduct</td>
</tr>
<tr>
<td>Sportsmanship Rating</td>
<td>Safety</td>
</tr>
<tr>
<td>Protest Procedure</td>
<td>Alcohol and Drug Policy</td>
</tr>
</tbody>
</table>

Fields

All games will be played in the multipurpose gymnasium on the second floor of the Recplex located in the University Center.

Timing

- **Pool Play**
  - Each match will consist of three games.
  - Each game will be limited to ten minutes.
- **Tournament Play**
  - Each match will be decided using a “best-of-three” format in which the first team to win two games will be declared winner of the match.
  - If both teams have players standing after the ten-minute time limit the game will proceed to sudden death dodgeball. Each team will choose one player to represent their team. The two opponents will battle in a regular game (using two balls) until only one player remains.

Players

- Each game begins with 6 players competing on a side; 4 players are needed to begin and continue play.
- You may have up to twelve players on your roster.
- You may substitute only at the beginning of each game.

Start of Play

- Prior to beginning a game, three dodgeballs are placed along the center line on each side of the center hash mark.
- Players then take a position behind their end line.
- Following a signal by the official, teams may approach the center-line to retrieve the balls. Teams may only retrieve balls placed to the right (as they face the center line) of the center hash mark. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.
- A false start will be called if players cross their end line prior to the official’s signal to start the game. Play will be stopped and one ball from the offending team’s side will be moved to opponent’s side of hashmark. This procedure will be repeated for each infraction.
• Each/every ball retrieved at the opening rush must first be taken beyond the attack line and into the team’s backcourt before it may be legally thrown at an opponent.
• Once a ball is moved beyond the attack line it may be thrown from anywhere on the court, short of center, including in front of the attack-line.

Game Play
• The object of the game is to eliminate all opposing players by getting them out.
• An out is scored by:
  o Hitting an opposing player with a live thrown ball below the shoulders. (If a player ducks or takes a position with their head below where their shoulders would normally be when standing is the cause for the player being hit above the shoulders, the player will be called out.)
  o Catching a ball thrown by you opponent.
  o Causing an opponent to drop a held ball as a result of contact by a thrown ball.
• A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.

Boundary Rules
• During play, all players must remain within boundary lines. If a player goes out of bounds they will be called out of the game. The line is considered as part of the playing area.
• Players may pass through their end-line only to retrieve stray balls. When retrieving a ball, the player must immediately re-enter the playing field only through the end-line.
• A player may be handed a ball from out of bounds, provided the player receiving the ball remains completely within their team’s field boundaries.
• During the “opening rush” players may cross the center-line. The player will only be called out if a definite advantage is gained by the action.

Equipment
• All balls will be provided by Campus Recreation.
• The number of balls used in a regulation game is six.
• All participants must wear sneakers.
• Costumes/jerseys are recommended, but not required.

CoRec Modification
• Neither gender may outnumber the opposite gender by more than one player on the field.

Sportsmanship
One of the major goals of our program is to provide a safe, fair and enjoyable environment. Unsportsmanlike behavior generally causes games to become not enjoyable, unfair, and in some cases, unsafe. If any player or team exhibits conduct that is deemed unacceptable by the intramural staff, one warning will be given to the team captain. A second instance of unsporting behavior by any member of the team will result in the team being disqualified from the tournament.

All rules not specifically covered in this document will be enforced as NADA Rules.
All rules are subject to change by the Assistant Director for Recreation.