

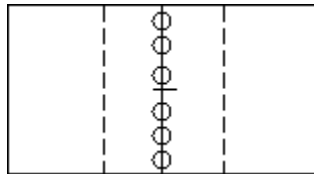
6V6 Intramural Dodgeball Rules

The Team:

Teams will be made up of 6-8 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

The Field:

The game is played on a basketball court. The dividing line (which remains neutral) is the half-court division line used for basketball with two (2) equal sections and a 5' neutral zone parallel to the centerline.



The Equipment:

There will be 6 official balls used in tournament play. Balls will be provided by Student Life and Engagement. The field will be marked with cones and lines.

The Game:

The game is played between two teams of 6 players. Each team must have at least 5 players to begin a match, but the game may continue if ejections or injuries force one team below 5 players.

- If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
- If a team (or teams) doesn't have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.
3. **The two for one rule:** if a player catches a ball, the thrower is out and the catching team can add a player on the court.

*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 (basketball hoop/ support/ backboard)*

Boundaries:

During play, all players must remain within the boundary lines.

1. You may not leave the boundaries at any time; not even to get a ball.
2. A player may be handed a ball as long as they are inside the boundaries.
3. A player shall not:
 - Have any part of their body contact the playing surface on or over a side line.
 - Exit the playing field.
 - Leave the playing field to avoid being hit by, or attempt to catch, a ball.
 - Have any part of their body cross over the line on the opponent's side (5 feet from the center line) and make contact with the ground on the other side of the opponent's line.
 - Take (or steal) the ball from an opponent once they have established possession.

Opening Rush:

Game begins by placing the dodgeballs along the centerline – 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 (for example, a whistle) by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

Timing and Winning the Game:

The first team to legally eliminate all opposing players will be the winner. Each match is 3 sets and the winning team must win 2 out of 3 sets to win the match. A 5-minute time limit has been established for each set. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played.

Time-outs and Substitutions:

1. Each team will be allowed one (1) 60-second time-out per game.
2. Only the Court Monitor will start and stop the clock.
3. The Court Monitor will have the discretion to call a player out if there is a controversy.
4. During time-outs, teams may substitute players. Subs may be players who did not start the game.

5-second Violation: In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds.

Jail:

Jail is for players who have been knocked out of the game. A player goes to jail if:

1. They are struck by a legally thrown ball between the shoulders and feet.

2. If a legally thrown ball is caught by a player of the other team prior to the ball hitting the ground, the basketball hoop/supports/backboard.
3. They step out of bounds
4. They hit an opposing player above the shoulders with a live ball

Jail is located along the sideline on a team's side of the dividing line between the free throw line and the end line.

1. Anyone in the jail is responsible for keeping the balls from going out of play.
2. Anyone in jail may kick or bat a ball back into play, but may not catch or throw a ball into play.

A player may get out of jail if a teammate catches a ball thrown by an opposing player prior to the ball becoming dead. The player who has been in jail the longest returns to play.

Rule Enforcement:

1. All games are self-officiated with one Court Monitor who keeps time.
2. If a rule discrepancy occurs, the captains should consult the Court Monitor. A team may appeal to the Court Monitor if they feel a player has violated any rule.
3. If an agreement cannot be reached, the protesting competitor(s) should make clear that the remainder of the contest is played "under protest". After the contest, the team captain may email the Student Activity and Recreation Specialist with details of the protest and copy all participants.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of Court Monitors.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.