



UNIVERSITY OF WISCONSIN – EAU CLAIRE RECREATION AND SPORT OPERATIONS – INTRAMURAL SPORTS

DODGEBALL

PLAYERS AND ATTIRE

A team will consist of six (6) players. The maximum roster is twelve (12) players. A minimum of four (4) players is necessary to start a game and avoid a forfeit.

Participants must wear shoes. Indoor athletic shoes must be worn at all times.

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PLAYER CONDUCT

Understand, appreciate, and abide by the rules of the game and the honor system.

Respect the integrity and judgment of game officials and the Intramural staff.

Be responsible for your actions and maintain self-control.

Do not taunt or bait opponents. Refrain from using foul or abusive language.

Unsportsmanlike conduct will include, but is not limited to:

- A. Foul language
- B. Unnecessary roughness
- C. Arguing with officials, staff, participants, or fans
- D. Abuse of the honor system

Any players receiving two (2) technical fouls in a game will be ejected and suspended a minimum of one game. Severe infractions or multiple technical fouls may result in suspensions from matches or tournaments.

All contests will be supervised by a court monitor and officials. Rules will be enforced primarily by the honor system. Players will be expected to rule whether or not a hit was legal or they were legally eliminated. The court monitor's decision is final.

Protests will only be accepted in cases involving use of an ineligible player. Protests of judgment calls will not be accepted.

KICKING DODGEBALLS WILL NOT BE TOLERATED.

GAME, COURT, AND EQUIPMENT

The game will be played indoors.

The playing field shall be a rectangular surface, free from obstructions, at least fifty (50) feet long and at least thirty (30) feet wide. (Volleyball court)

Players who are ruled as out must wait in the designated area until they are awarded reentrance into the game or the game is over.

Fans must stay outside the basketball lines and will not be allowed to interfere with the playing area. Fans are not allowed to retrieve balls in the playing area. If they do, the opposing team will be rewarded the ball.

Boundaries

During play, all players must remain in boundary lines unless going after a stray ball.

Players may not reach over centerline to get a ball. It is okay to grab a ball that is on the line.

When retrieving a ball, the player must also immediately re-enter the playing field only through their side of the playing area. If a player is hit while retrieving a ball from out of bounds, the player will be declared out. **Note: A player not immediately re-entering the playing area may be declared out.**

A player must be in bounds while throwing in order for an out to be counted.

A player shall not:

- A. Have any part of his/her body contacting the playing surface on or over the sidelines.
- B. Leave the playing field to avoid being hit by an attack or to attempt to catch a ball.
- C. Have any part of his/her body cross the centerline and contact ground on the opponent's side of the court.

Exception: During the opening rush, players may contact the center line. **SLIDING IS PROHIBITED.**

The official ball used in tournament and league play will be an 8-inch rubber coated foam ball.

The total number of balls used per game is six (6).

LENGTH OF GAME AND TIME CONSTRAINTS

Matches will begin with rock, paper, scissors. The team winning that will have a choice of sides to begin the match. Teams will alternate sides after each match.

A six-minute time limit has been established for each game.

If the game is not finished by the 5 minute mark, players will not be allowed to re-enter.

Only the court monitor's whistle starts and stops the clock.

All players are live/active until the court monitor recognizes and signals the beginning of a time out or end of regulation time. Exception: All live balls in flight at the time of an official's signal (to end regulation time) will become dead.

Matches will be decided using a best of three (3) format in which the first team to win two (2) games will be declared the winner of the game until the championship.

SUBSTITUTIONS AND TIEBREAKERS

No substitutions are allowed with the exception of injury. Once an injured player comes out, they will not be eligible to return for the remainder of the entire match.

There are no timeouts allotted to either team.

If an equal number of players remain after regulation play, a three-minute sudden death overtime period will be played.

To reduce the time required to finish an overtime game, overtime will begin with the number of players left standing at the end of regulation.

All overtime periods will begin with an equal number of "balls in hand" behind a team's end line. The first team to eliminate any opposing player will be declared the winner.

At the end of each overtime period, if no players have been eliminated, an additional player from each team – maximum of six (6) player's total – will be placed back into play.

The sudden death format continues through all extra periods.

DEFINITION OF PLAYING TERMS

The object of the game is to eliminate all opposing players by getting them out.

An out is scored by:

- A. Hitting an opposing player with a live thrown ball.
- B. Catching a live ball thrown by your opponent.
- C. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (Usually occurs when a ball is being used to block a thrown ball)
- D. An opposing player steps out of bounds.

The thrower is **not** out if they hit somebody above the head, however, the official or supervisor has the right to eject any player if they deem it to be intentional or the offense happens on multiple occasions.

A live ball is defined as: a thrown ball that strikes, or is caught by, an opposing player without contacting the ground, another player, or ball.

A double out occurs when a live ball hits two (2) players and then falls to the ground. Both players are out. If a player catches a ball in fair territory and his/her momentum causes him/her to go out of bounds, that player is still in.

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. Note: A ball deflecting off a held ball and striking the holder is still a live ball and that person will be considered out. If the deflected ball hits another player on that team, that player will be out. The ball is not dead until it hits the wall or floor.

Beginning the Game

Prior to beginning a game, an equal number of dodgeballs are placed along the centerline on each side of the center hash mark. A standard game consists of six (6) balls lying on the centerline. Players then take a position behind their end line.

Following a signal by the official, teams may approach the centerline to retrieve the balls. Teams may only retrieve balls placed to the right (as they face the centerline) of the hash mark. If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

Opening Rush

Each and 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. Example: Following the opening whistle, a player rushes and is the first to secure a ball from the centerline. That player must then carry or pass the ball into his/her backcourt (whole body must cross the attack line) before it may be legally thrown at an opponent.

Stalling and Five Second Violation

A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.

It is illegal for the leading team to control all the balls for more than five seconds. If the leading team controls all of the balls they must make a legitimate effort to get at least one ball across the opponent's backcourt. If this is not done within five seconds, a five second violation will be called. A team may avoid a five second violation by throwing or rolling a ball into the opponent's backcourt. This is done by throwing the ball over and through an opponent's end line. Note: Only a court monitor or official may call a five second violation.

Penalty for Five Second Violation

First Violation: Stoppage of play and the balls will be divided evenly between the teams. Play will continue with "balls in hand."

Second Violation: Free throw for the opposing team – a penalty in which one player is allowed an obstructed throw at his/her opponents without risk of elimination. This is possible because a caught free throw does not result in an out for the thrower.

Third Violation: Ejection of one player from the offending team.

Declaring a Winner

The first team to legally eliminate all opposing players will be declared the winner.

If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.

In all overtime periods, the first teams to legally eliminate any one opponent will be declared the winner.

Scoring: A +/- score will be assigned to each game based on the number of team members left standing at the end of the game. If team A eliminates team B and still has three players left standing, team A receives a game win and a +3 rating, and team B receives a game loss and a -3 rating. Any team winning an overtime game receives a +1 rating. Losers of an overtime game receive a -1 rating.