



# Dodgeball



**“An Aggie does not lie, cheat or steal, or tolerate those that do.”**

## General Procedures

1. Each player **MUST** bring their current TAMUG student ID to each game and present it to the scorekeeper in order to participate.
2. Player additions may be made at any time during the regular season.
3. Players may play for only **one** Men’s/Women’s team **AND one** Co-Rec team. Participants are allowed to choose how they wish to identify (male/female), but must play as their declared gender on IMLeagues. Female participants can choose to play in a men’s league, but not both a men’s and women’s league.
4. Players may not switch from one team to another after participating in a game for a team.
5. **Discriminatory and offensive language will not be tolerated and the offending player will be called out. If the offending player is already out, the player nearest the referee will be called out.**
6. **Game time is forfeit time.**
7. Teams are expected to notify the Office of Student Life if they are going to forfeit a game.
8. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
9. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct.
10. Sports Conduct Rankings – Teams will be given a sports conduct ranking between 1 – 5 after each contest by the officials based on their sportsmanship before, during, and after the game.
11. Teams need to average a 3.5 or higher sports conduct ranking during league play in order to advance to the playoffs.
12. Tobacco use at intramural contests is **PROHIBITED**.
13. Team captains are responsible for knowing all rules on the rule sheet and in the Captain’s Handbook and relaying that information to all players on their team.

## **PLAYERS:**

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- Teams will consist of 6 players. Teams may start and play with as few as 4 players. Any time there is less than 4 players on the floor at the start of a match, that team will forfeit the game.
- Below are the allowed male – to – female ratios; however, a team is allowed to play with more than the required number of females in place of male participants.

Dodgeball	Male/Female Ratio	
	Male	Female
Total		
6	3	3
5	3	2
4	2	2

## **EQUIPMENT:**

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- No jewelry, hats, bandanas, or hard plastic hair ties.
- Closed-toed athletic shoes must be worn.

## **THE GAME:**

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- The field will be comprised of the volleyball court boundary lines.
- Each game will last up to 4 minutes with a running clock. Each match will consist of a best of nine (9) series.
- Teams will change sides after each game.
- The object of the game is to eliminate all opposing players by throwing the ball at an opponent, anywhere below the shoulders.
- The winning team is either the one with the last person left on the court or the team with the most people left at the end of 4 minutes.
- Tie breaker: In the event that both teams have the same number of players remaining at the end of regulation, there will be one (1) golden ball period.
- The golden ball period will commence with an opening rush with six players on each team.
- During golden ball play, the first team to eliminate one opposing team's player shall be declared the winner.

## **OPENING RUSH:**

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- The game begins by placing 6 dodgeballs along the center line – 3 on one side of the center line and 3 on the other. 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 the three balls to their right of the center line.
- A false start will be called if the players cross their end line prior to the official's signal.
- If a false start occurs, play will be stopped and one ball from the offending team's side will be moved to the opponent's side of the center line.
- Once a ball is retrieved it must be taken behind the 10 foot attack-line before it can be legally thrown. If balls remain on the center line after a team has retrieved and move their balls beyond the attack-line, those balls may be retrieved by either team.
- After the balls have been beyond the 10 foot attack-line, a player may go up to the center line to throw.
- All players are confined to one half of the dodgeball field, each side separated by the center line.

## **BASIC RULES:**

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- During play all players must remain within the boundary lines unless eliminated. One player, at a time, will be allowed to leave the boundaries through his/her end line to retrieve balls. They must also return through their end line.
- Players that leave through the end line are protected. Opposing players may not try to eliminate these players.
- Players and non-playing teammates may only retrieve balls on their team's half of the field. Violation of this rule will result in the ball being given to the other team.
- The object of the game is to eliminate all opposing players by getting them out.
- An out is achieved by:

- Hitting an opposing player with a **LIVE** thrown ball at or below the shoulders. **Note:** Contact with any part of the player's body, including hands and clothing, will result in that player being out.
- **All balls are LIVE until they strike the ground, a ball, a person, are caught or totally cross any boundary line.**
- If the ball comes in contact with the opposing player's head or neck, the person throwing the ball is out. Any movement to avoid being hit by the live ball which causes a player to be hit in the head will result in the person who was hit by the ball being out.
- Catching a **LIVE** ball thrown by your opponent results in the opponent being out. Once the ball is caught, one player (of the team that caught the ball) in the elimination zone may re-enter the game. Note: Players must re-enter the game in the order of elimination (first player to be eliminated, first player to re-enter game). A player who is out must enter the elimination zone before they are allowed to re-enter.
- Cheating and moving up in the elimination line will result in an active player being eliminated.
- A player stepping out of bounds. Note: A player may not leave the playing area (side line or end line) to avoid being hit by or in an attempt to catch a ball. Any player crossing the center line or any of the boundary lines will be called out. **Note: A player's foot will have to be completely over the line to be called out.**
- Once a player has been hit or has their thrown ball legally caught, he/she should immediately run off the court to the elimination zone, staying in order of elimination.
- A player may use a held ball to deflect other balls, but if the held ball is dropped during an attempt to deflect a ball, that player is then out.
- Any player delaying the game (i.e. holding all of the balls, standing in the corner, etc.) will not be tolerated. A stall count of 10 seconds will start and result in an out if the delay lasts 10 seconds. Repeated delays, legal or illegal, can also result in that player being called out.
- Any team holding all dodgeballs for more than 5 seconds will incur a penalty.
  - First Violation – stoppage of play and balls divided equally among teams. Play will continue with dodgeballs in hand.
  - Succeeding Violations - The player closest to the official will be called out.