

Dodgeball Rules

General Rules

Official Team: An official team shall consist of six (6) players on the court with unlimited substitutes. A minimum of four (4) players must be present to start the game avoid a forfeit.

Score Card: Prior to each game, all players must sign in on the official score card. The game officials will then verify each player's identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate.

NO ID, NO PLAY! (NO EXCEPTIONS) An individual whose name appears on the official score card will be considered as having played in the contest. Late arriving players must have their name added to the score card upon arrival by an official before they may participate.

Starting the Game: GAME TIME IS FORFEIT TIME! A team must report to the game official and be "ready to play" with the minimum number of players to avoid a forfeit. "Ready to play" means checked in with the proper game equipment and on the court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their schedule start time.

Officials: The Intramural staff will assign officials for each scheduled game. All games conducted by the Division of Recreational Sports must be played under the supervision of the Intramural Supervisor employed by the Division. No game may be played without its being scheduled through the Intramural Office.

Equipment

Shoes: Each player must wear appropriate indoor athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic), which covers the foot attached to a composition bottom.

Illegal Equipment: Absolutely NO JEWELRY, hats, metal barrettes, or anything that in the official's judgment would be injurious to participants is illegal to wear.

Jerseys: For all dodgeball games, it is required that teams wear uniformly colored jerseys in

order to help distinguish one team from another. Jerseys may be checked out from the intramural sports staff at the game site.

Balls: Intramural Sports will provide the balls used during this activity. The balls are "non-stinging" but can still be thrown at a faster pace than a "nerf" ball.

Game Regulations

Game Length: Each game will consist of five (5) rounds with a running clock. All 5 games shall be played.

Timing: During the first two (2) minutes, players can only go to the center line. After the first two (2) minutes of play, players can go anywhere on the court. A horn will sound to signify that the first two minutes are up. The clock will not stop during play.

Opening Rush: Each match will begin with six (6) large balls on the centerline. Teams will line up on the black end line. At the whistle, teams may advance toward the centerline to claim the balls. The balls must be brought back behind the attack lines before a team can legally throw them at an opponent. Opponents can be put out in this zone.

Putting Players "Out": Once a player is out, they must immediately go to the team bench area until the completion of the round. Players cannot return if a teammate catches a ball. Players may be put out if:

- They are hit by an opponent with a LIVE thrown ball below the shoulders. (NOTE: If a player is hit above the shoulders, no players are out)
- A LIVE thrown ball is caught by an opponent. (NOTE: A deflected ball caught by the same player can put the thrower out)
- They drop a held ball after deflecting a LIVE thrown ball (usually occurs when a ball is being used to block a thrown ball).
- They step over the mid line (first 2 minutes only) to retrieve a ball or avoid being hit by or to catch a thrown ball.
- If Player A is hit by a LIVE thrown ball and a teammate catches the ball no one is out.

LIVE (def.): A thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, the wall, another player, or another ball. A dead ball cannot put a player out. The supervisor/official on duty CAN declare players out when there are 4 or less total players left on the court between the 2 teams.

Team Side: All players are confined to one half of the court, with their teams' side being bound by the sideline and centerline. Any player who steps out of bounds will be called out. Once the clock is below 2 minutes, the players may cross the centerline to attack opponents.

Delay of Game: Delaying the game (i.e. holding all of the balls, standing in the corner, stalling) is not allowed. Any player making contact with a ball must make an attempt to throw out an opponent within 10 seconds or roll the ball to the other team's side. If that player does not forfeit the ball to the other side, he/she will be called out. Any player deemed to be not actively making an attempt to engage an opponent (hiding to protect players) shall be declared out. A team may not hold all the balls without making an attempt to play. They must be played or rolled into their opponent's court. A violation will result in the balls being divided up. Consistent infringement will result in a player being put out.

Winning the Game: 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 whistle.

Tie Breaker: If teams are down to a one-on-one situation and players are hit simultaneously, a tie breaker period will determine the winner. Each player will start with a ball at their end line. All other balls will be placed at mid court and the game will continue after the horn sounds. The first team to eliminate an opposing team's player shall be declared the winner.

Conduct

All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action. For additional information on *protests, rescheduling, eligibility* and more, please review the Intramural

Sports Handbook.

Co-Rec Rules

Players: The number of players will be 6 (3 males and 3 females; or 4 males and 2 females and visa versa). If a team has 5 players they may have a combination of 3 males and 2 females or visa versa. A team may play with as few as 4 (2 males and 2 females; or 3 males and 1 female and visa versa).