“If you can dodge a wrench, you can dodge a ball!”

**Dodgeball Rules**

**Play Area:**
Games are played at the Student Services Center on the Ivy Tech Campus; Monday and Wednesday (7-10 PM).

**Equipment:**
1. Players must wear proper attire
   a. Non-marking indoor athletic shoes
   b. *No jewelry, metal barrettes, or anything that in official’s judgment would be harmful to participants is illegal to wear.*
   c. For all dodgeball games, it is required that team wear uniformly colored shirts in order to help distinguish one team from another.
2. Official “dodgeballs” are used.
   a. The intramural department will provide the balls used during game time. The balls are “non-stinging” but can still be thrown at a faster pace than “nerf” balls
3. With 12 players, 6 dodgeballs will be used per court.

**Teams:**
A team consists of 6 to 8 players. 6 player maximum on the court, however 4 players are required to start a game. Late players will need to check in with the head official before being cleared to play.

**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 OR IVY TECH ID IN ORDER TO PARTICIPATE. NO ID, NO PLAY! (NO EXCEPTIONS)**

**Time/Results:**
1. Best of 4 games are played. Teams switch sides after each match. Ties can only occur in regular season play.
2. Tournament seeding will be based off of regular season results. All tournament games will be a best 5.
3. Games will have a 7 minute time limit to keep “delay of games” from occurring. If the time limit is reached a tie will be called for that game.
4. **GAME TIME IS FORFEIT TIME!** One game of the match is forfeited every 5 minutes starting at the scheduled game time up to 15 minutes after game time. At that time it is a full forfeit.
   a. A team must report to the game official and be “ready to play” with minimum number of players to avoid a forfeit. It is advised that teams arrive 15 minutes before game time.

**Play:**

**Opening Rush:** To start the game 6 dodgeballs are lined up on the centerline. Teams will line up on the back out of bounds line. On the official’s whistle, teams may advance toward the centerline to claim the balls. The balls do not have to be brought back to the attack line before being thrown at an opposing player.

**Putting Players “Out”:**

A player is ruled out if:

- They are hit by an opponent with a LIVE thrown ball below the shoulders. (NOTE: If a player is hit above the shoulder, no players are out)
- They throw a LIVE ball that is caught by an opponent. (NOTE: A deflected ball caught by an opposing player can also 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 centerline to retrieve a ball or avoid being hit by, or to catch a thrown ball. However a player is allowed to reach over to retrieve a ball.
- Once a player is hit, the ball is “dead” and cannot get another player out.
- A LIVE ball rebounding off a wall, backboard etc. that then hits a player, does not eliminate that player.
- They step out of bounds with a ball or when avoiding a throw from an opponent. Anything caught or thrown or being hit outside of the boundaries of the court does not count. However, if a player is going to retrieve a ball they are not out.
- Any player assisting a teammate by lifting or supporting.
- They are called for a Delay of Game infraction.

**Delay of Game:**

Delaying the game (i.e. holding all of the balls, standing in the corner, and stalling) is not allowed. Any player making contact with a ball must make an attempt to throw out an opponent within 15 seconds or roll 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 with out making an attempt to play. The 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.

**Area of Eliminated Players:**
- Once a player is out, they must immediately go to the team bench area until they are awarded reentry to the game.
- Keep in order of being eliminated with the first person eliminated standing on the sidelines. Players come back into the game in the order they were eliminated.
- Eliminated players may throw an out of bounds ball back to their team; they may not throw a ball at the other team or hold onto a ball.

**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 end of the 7 minute time limit.

**Officials and Conduct:**
The intramural staff will assign officials for each scheduled game. All games conducted by the IPFW Intramural Department must be played under the supervision of an Intramural Supervisor employed by the Department. No game will be played or scheduled without the approval of the Intramural Office.

All participants are expected to play according to the rules of Intramural Sports, and University Regulations. The staff of the IPFW Intramural Department 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.