



UNIVERSITY OF SOUTH FLORIDA CAMPUS RECREATION – INTRAMURAL SPORTS

DODGEBALL Revised 8/06/08

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. No metal cleats will be allowed.

Participants must wear athletic wear.

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.

Respect your opponent and congratulate them in a courteous manner following each match, whether in victory or defeat.

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 player receiving a technical foul will be eliminated from that game (equivalent of being hit). Two (2) technical fouls on the same player in a night will be ejected and have to meet with the IM Coordinator and will 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.

The playing field shall be marked with sidelines, end lines, attack lines, and a center hash mark indicated by cones. There shall be at least three (3) feet (preferably ten feet) of unobstructed space outside of the boundaries. It is recommended that the centerline be eight (8) inches wide.

A restraining line will be located six to eight feet outside and parallel to each end line. Only active players (those not out) will be allowed to pass through the area between the end line and restraining line.

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. **Note: A player not immediately re-entering the playing area may be declared out.**

A player may be handed a ball, provided the player receiving the ball remains completely within his/her team's field boundaries. Players may be handed a ball while standing out of bounds.

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 cross the centerline. Officials should refrain from calling players at this unless a definite advantage is gained by the action.

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).

Fans **MAY NOT** assist in retrieving balls for their own team. The first infraction of the series will result in a 'fan warning' and the second infraction will result in the elimination of the player who received the ball.

Once a player is eliminated, that player may designate him/herself to a particular side of the court to assist with retrieving balls for their team. Once they designate which side of the court they are on, they cannot cross over to the other side. The same 'fan warnings' will be applied to this infraction.

LENGTH OF GAME AND TIME CONSTRAINTS

Matches will begin with the flip of a coin. The team winning the coin flip will have a choice of sides to begin the match. Teams will alternate sides after each match.

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

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.

SUBSTITUTIONS AND TIEBREAKERS

No substitutions are allowed with the exception of injury, but player must be someone who has not played in that game.

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 below the shoulders. Note: If a player ducks, and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.
- 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. The player must re-enter the game from the back line.

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.

CO-REC STIPULATIONS

Co-Rec teams must have at least four (4) players to start the game and a maximum of six (6). You may have only a maximum of one (1) more male than females or one (1) more female than males.

Co-Rec teams may substitute males for females.

PLAYOFF TOURNAMENT

A one-day playoff tournament will be held following regular season play.

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.

The championship game will be a best of five (5) format in which the first team to win three (3) games will be declared the winner.