

Bellarmine University Intramural Sports

DODGEBALL RULES

ELIGIBILITY RULES:

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

BOUNDARIES

1. During play, all players must remain in boundary lines. The boundary lines will be the volleyball lines.
2. Players may pass through their end line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground outside of the boundary lines.
3. When retrieving a ball, the player must also immediately re-enter the field only through their end line. Note: a player who fails to immediately re-enter the field will be declared out.
4. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries.
5. A player shall not:
 - a. Have any part of their body contact the playing surface on or over sideline.
 - b. Enter or re-enter the field through their sideline.
 - c. Leave the playing field to avoid being hit or in attempt to catch a ball.
 - d. Have any part of their body across the centerline and contact the ground on their opponents' side of the court. Penalty: player will be declared out.
 - e. Note: a player may without penalty, step on the centerline.

Exception to 1, 3, and 5: During the opening rush, many players cross the centerline. Officials should refrain from calling players out unless a definite advantage is gained by the action.

EQUIPMENT

1. The standard number of balls for a 12-player game is six.
2. Participants must wear proper gym shoes with rubber soles.
3. Participants checking out intramural jerseys must have sleeves on their undershirts.

GAME PLAY

1. Matches will begin with a flip of a coin. The team winning the coin flip will have a choice of sides to begin the match.
2. Teams will alternate sides after each game. Matches will be played to best of three games. First team to win three games wins and advances to the next round.
3. The object of the game is to eliminate all opposing players by getting them out.
4. An out is scored by:
 - a. Hitting an opposing player with a live (live: a thrown ball that strikes, or is caught by, an opposing player before contacting the ground, another ball, or ball) thrown ball below the shoulders. Note: if a player ducks, and this clearly is the cause of 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 stepping out of bounds.
5. 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 is not longer a live ball.
6. On a catch players can re-enter the game. However, they must re-enter in the order they were eliminated. Failure to do so will result in the player being out and not permitted to re-enter for the remainder of the game.

TIMING

1. Only the court monitor's whistle starts and stops the clock.
2. All players are in jeopardy until the court monitor recognizes and signals, the beginning of time out or end of regulation time. Exception: All live balls in flight at time of an official's signal remain live, and may eliminate an opponent, until the ball becomes dead.

BEGINNING THE GAME

1. Prior to the start of a game, an equal number of dodge balls are placed along the centerline on side of the center hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.
2. Players then take a position behind their end line.
3. Following a signal by the official, teams may approach the centerlines to retrieve the balls.

OPENING RUSH RULE

1. 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.
2. For 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 their backcourt before it may be legally thrown at an opponent.

OVERTIME

1. If an equal number of players remain after regulation play, a 2 minute sudden death overtime period will be played.
2. Overtime will begin with the number of players left standing at the end of regulation.
3. No timeouts are allowed during overtime.
4. At the end of each overtime period, if no players have been eliminated, an additional player from each team, up to six players, will be placed back into play.
5. The sudden death format continues through all extra periods.

STALLING AND 5 SECOND VIOLATION

1. 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.
2. 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 attack line and into the opponents back court. If this is not done within five seconds, a 5 second violation will be called. A team may avoid a 5 sec violation by throwing or rolling a ball into the opponent's back court. This does not include throwing the ball over and through an opponents' end line.
 - a. Penalty for 5 second violation
 - i. First violation: stoppage of play and the balls will be divided evenly between the teams. Play will continue with "balls in hand"
 - ii. Second violation: A free throw will be awarded to the trailing team. This is a penalty in which one player is allowed an unobstructed throw at their opponents without risk of elimination. This is possible because a caught free throw does not result in elimination for the thrower.
 - iii. Third violation: Ejection of one player from the offending team.
 - b. Note: only a court monitor or official may call a 5 second violation. The stalling procedure and penalties do not apply during overtime periods.

DECLARING THE WINNER

1. The first team to legally eliminate all opposing players will be declared the winner.
2. If neither team has been eliminated at the end of regulation, the team with the great number of remaining players will be declared the winner.
3. In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.

COURT MONITOR AND OFFICIALS

1. A court monitor will supervise all contests.

2. 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.
3. The court monitor's responsibility to rule on any situation in which teams cannot agree. A team may appeal to the court monitor if they feel a player has violated any rule. **THE COURT MONITOR'S DECISION IS FINAL.**
4. Court monitors may warn players and call technical fouls on those who display unsportsmanlike conduct. Any players receiving 2 technical fouls in a game will be ejected and suspended a minimum of one game. An ejected player must meet with the Intramural Director before participating in any Intramural Event.

Note: a court monitor is not required to warn a player before issuing a technical foul.

UNSPORTSMANLIKE CONDUCT

It may include, but is limited to:

1. Foul language
2. Hits above the shoulders
3. Unnecessary roughness
4. Arguing with officials, staff, participants, or fans
5. Abuse of the honor system

TOURNAMENT FORMAT AND TIE BREAKERS

Matches will be decided using a best of 3 format in which the first team to win 2 games will be declared the winner of the match.

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