



INTRAMURAL SPORTS/RECREATION DODGEBALL RULES



All participants must have and show their valid YSU ID to participate – no exceptions.

The Team

- ✓ The game shall be played between two teams of 7 players. Players must have played in at least one regular season game to be eligible to participate in the playoffs.
- ✓ A team must start with at least 5 players and will be allowed substitutions only during timeouts or in the case of an injury.
- ✓ All players must present a valid YSU I.D. 10 minutes before their match.

The Game

- ✓ The object of the game is to eliminate all opposing players by getting them “OUT.” This may be done by:
 - Hitting an opposing player with a thrown ball below the shoulders, or
 - Catching a ball thrown by your opponent before it touches the ground.
- ✓ If a player catches a live ball (one that has not hit the ground), the thrower is out. A live ball deflecting off the body of player “A” remains live only to player “A”. If “A” legally catches the deflected ball, the thrower is out. Teammates of “A” may not legally catch the deflected ball. In fact, touching of the deflected ball by another player causes it to become dead.
- ✓ A live ball is any ball that has been thrown and not made contact with a person, another ball, a wall, the ceiling, or the ground.
- ✓ A dead ball is any ball that has made any contact with a person, ball, wall, ceiling, the ground, or goes out of bounds.
- ✓ The game will begin by placing the dodgeballs (8) along the center line. Player will take a position touching their respective back walls.
- ✓ The intramural supervisor will count 1, 2, and 3 and then blow their whistle to start the game.
- ✓ When the whistle is blown, each team will sprint to the center line to retrieve their 4 balls.
- ✓ Once the balls are retrieved from the center line, they must touch the players respective back wall before being thrown (this can be done by either throwing the ball at the back wall or running to the wall with the ball and then touching the wall.)
- ✓ The first team to legally eliminate all opposing players will be declared the winner.
- ✓ A player may defend himself by using another dodgeball.

- ✓ A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball. **The held ball does not need to strike the ground to cause the holder to be out, only to be knocked loose of the holder's grip. Even if the holder regains control of the held ball, they are still out. Any action by the holder after the initial loss of control is ignored.**
- ✓ All players are allowed to cross over to the attack line (approx. $\frac{3}{4}$ of the distance of the playing court) for the entire match.
- ✓ A 4 minute time limit has been established for each contest. If neither team has been eliminated at the end of the 4 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, sudden death overtime period will be played (the first team to lose a player will be eliminated).
- ✓ Match play will be utilized for the league. Matches will be declared by using the "best of 7" format in which the first team to win 4 games will be determined the winner.
- ✓ A player cannot hold onto 2 balls at one time to either throw or protect.
- ✓ A player may not hold the ball for more than 5 seconds before throwing.
- ✓ A player may not touch the playing court with anything but their feet and hands.
- ✓ If a player holding a ball goes to catch a thrown ball, they must first or simultaneously drop the held ball before completing the catch of the thrown ball. Or the player will be holding 2 balls.
- ✓ Each team will be allowed one 60-second timeout per game. At this time, teams may substitute players in the game. Timeouts can only be called and directed to the on-site supervisor when all balls are in player possession and not in the air. All balls will remain in the team/player possession on their respective back walls when a timeout is called – play will resume by the on-site supervisor blowing his/her whistle.

Overtime

Sudden death 3 on 3 – 1st person out determines match winner.

Equipment

- ✓ The Department of Campus Recreation will supply the dodgeballs for use in the games.
- ✓ Proper athletic footwear and athletic apparel are required to participate.

Rule Enforcement

All contests will be supervised by an Intramural Supervisor/official. The Supervisor's/official's responsibilities will be to rule on any situation in which teams cannot agree. The Supervisor's/official's decisions are final and should not be questioned.

The Supervisor/official will grade each team nightly in regards to sportsmanship.

Miscellaneous

- ✓ Late arrivals cannot enter the game. The number that you start a game with will be the number you finish the game with.
- ✓ Any rules not covered in this rule sheet will be subject to interpretation by the Assistant Director for Intramural sports.
- ✓ If excess force (i.e. throwing the ball at someone's head intentionally) or unsportsmanlike tactics are used while participating, the Intramural Supervisor can and will eject the involved parties.
- ✓ Warnings by the Supervisor may be issued but are not mandatory.

Co-Rec Modifications

- ✓ Teams will consist of eight (8) players – 4 males and 4 females.
- ✓ If the game is started/played with seven (7) players, the numbers can be:
 - Four (4) males and three (3) females, or
 - Four (4) females and three (3) males.
- ✓ If a game is started/played with six (6) players, the number of males cannot exceed three (3).
- ✓ Substitutions may be made for same gender only, with the following exception: a female may make a substitution for a male.

Ejection

In the case of an ejection, the player not only must leave the premises, but also needs to meet with the Assistant Director of Intramural Sports before she/he may participate in the next activity.

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY.