

Intramural Dodgeball Rules

General rules adapted for Cal State East Bay IM Sports. In any remaining cases, rules of the National Amateur Dodgeball Associations will be in effect.

1. Player Eligibility

1.1 All eligibility rules apply. Check the IM Rules & Regulations carefully regarding eligibility.

Captains are responsible for ensuring their players' eligibility.

1.2 No Bay Card = NO PLAY. All players must present their valid CSUEB Bay Card when checking in with the Intramural Scores table before each contest in order to participate. No exceptions.

1.3 PLAYERS CANNOT PLAY ON MORE THAN ONE TEAM in a league. All games in which ineligible players participate shall be forfeited.

2. Tournament Format

2.1 Teams will be grouped into pools prior to the tournament. Teams will play within their pool during pool play.

2.2 Any team that receives more than one forfeit during pool play will be automatically eliminated from playoff eligibility.

2.3 The top teams from each pool will be seeded into a single elimination tournament bracket.

2.4 Teams will be seeded based on: winning percentage, game win/loss differential, head to head. In the case that there is still a tie, teams will select one player for a head to head duel to determine who advances.

3. Team Requirements

3.1 A team shall consist of a maximum of 6 players on the court at one time.

3.2 A minimum of 4 players are required to start a game.

3.3 A maximum of 10 players are allowed on a team roster at one time.

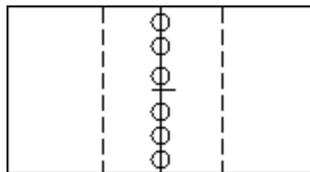
4. Equipment

4.1 All players must wear athletic, non-floor marking shoes.

4.2 Shirts and pants must be worn by all players. Players may participate in a costume as long as it has been deemed appropriate.

4.3 Game Balls: The official ball used in tournament play will be a 7" rubber-coated foam ball. All balls will be provided by Intramural Sports.

4.4 The Court: The game is played indoors. The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line.



Ideal Measurements: 60' x 30' (Identical to a volleyball court).

5. Before the Game

5.1 If a team does not have the minimum number of players (at least 4 eligible players, properly equipped) by 10 minutes after the scheduled game time, the team will be forfeited.

5.1a Teams that win by forfeit will win by a score of three games to zero, and will receive a game score of three to zero for each of those games.

5.2 Each game will begin with all players touching their respective end lines with one or two feet.

6. Object of the Game

6.1 The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

6.1a Hitting an opposing player with a LIVE thrown ball below the shoulders

6.1b Catching a LIVE ball thrown by your opponent before it touches the ground

7. Game Rules

7.1 Opening Rush: Players take a position on their team's own end line. At the start of the game, teams approach the mid-line to retrieve the balls in the center. Balls must be taken back across the attack lines before they can be thrown at an opposing player. If the ball is not taken behind the attack line before it is thrown, the throw will not count. Any player who crosses the middle line during this opening rush will be eliminated.

7.2 Timing and Winning a Game: Match duration will last no more than 25 minutes. Teams will play a best of 7 games match. The first team to win 4 games will be the winner of the match. For seeding purposes, teams will also collect one point for each player remaining in the game at game's end. A 3-minute time limit has been established for each game. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner. If the game is tied, sudden death rules apply.

7.3 Eliminating Players: A player hit by a ball that has not yet touched the floor or wall is eliminated. **Clothing is considered a part of the body** and if hit, the player is eliminated. If the ball hits more than one player before hitting the ground, all players who have been hit are eliminated. Eliminated players should drop all balls raise both hands and proceed to their team's sideline.

7.4 Sudden Death: If a game is still in progress at the end of the time limit and both teams have the same number of players remaining, sudden death will occur. During sudden death, teams will select one of the remaining players to participate. Players will each have one ball and stand back-to-back at the mid-line. Upon the referee's signal, players will walk away from one another in a straight line. Upon the referee's second signal, players will turn and throw the ball at their opponent. The first player to eliminate the other will win the match. Catches are still in effect. If a game cannot be resolved, the process is repeated until there is a winner.

7.5 Catches: If a player catches the ball before it touches the floor or wall, the thrower is eliminated and the catcher's team may return one player to the game, provided there are fewer than six (6) people on the court. If a player is hit with a ball but the ball is caught by his/her team, the original thrower is eliminated and the catching team may return one player to the court. All players that return to the game after a teammate has caught a thrown ball must enter the game through the end-line before returning to play.

- 7.6 Blocking:** The defender may block a thrown ball with a ball held in the hands. If a blocking ball is dropped as a result of contact from a thrown ball, then the player who drops the ball is eliminated. A player may block a thrown ball, then throw the blocking ball down and catch a live ball. If the hand is struck in an attempt to block a ball, the blocking player is eliminated.
- 7.7 Substitution:** When a team catches a throw, any player who is not currently in play may come in, presuming there are less than six (6) people on the court. The player does not have to be one of the original starting players. Players who are in play may not substitute for players who have been eliminated. Eliminated players may only reenter the game if a teammate catches a thrown ball.
- 7.8 Boundaries:** During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Players must immediately return to the court upon retrieving a ball. Failure to return to the court in a timely manner will result in a disqualification. A player shall not leave the playing field to avoid being hit or in an attempt to catch a ball. If a player attempts to dodge a ball and steps out of bounds, the player is eliminated. If a player catches a ball out of bounds, the thrower is still in and the catcher is eliminated. If the catcher catches the ball in-bounds and then falls out of bounds, the thrower is eliminated, and a player from the catcher's team may re-enter, but the catcher is eliminated for going out of bounds. You may not cross a boundary line to hit a player with the ball.
- 7.9 Illegal Procedures:** Headshots resulting from a high thrown ball will not eliminate an opposing player. However, a player hit in the head while ducking or dodging will be eliminated. Balls may not be kicked. Pinching, the act of squeezing the ball to alter the throw is not allowed.
- 7.9 Timeouts:** Each team is given two (2) thirty second time outs per match. Teams may substitute a player still in play with an eliminated player at this time. There are unlimited substitutions during a timeout provided the same number of players remain on the court. A timeout can only be called by a player on the court.
- 7.10 Stalling:** It is illegal for the leading team (or teams that are tied) to control all the balls for more than 5 seconds. Should this occur, the team will receive a verbal warning from the referee. If the referee needs to warn a team a second time, play will stop and the balls will be evenly distributed. A third warning will result in an elimination of a player.