

Dodgeball

All players must sign the activity consent form and present their valid ZipCard prior to each game. No one will be permitted to play without their ZipCard. No Exceptions!

National Amateur Dodgeball Association rules, with certain modifications, are used as a guideline for rules. Campus Recreation Staff will have the final say on all rules and their application. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the game.

1. NUMBER OF PLAYERS

- 1.1. Teams consist of 6 players, but may start with 5 players. All players must be checked in with the Intramural staff before they are allowed to participate.
- 1.2. Teams must begin each game with at least two female players on the court.

2. LENGTH OF GAME

- 2.1. All matches will consist of the best 2 out of 3 games. The games will have a 5 minute time limit.
- 2.2. Each team is allowed 1 timeout per game (30 seconds).
- 2.3. The game will begin with 6 balls placed on the center line, 3 on each side of the starting hash mark. Official will signal the start of the game.
 - a. Once game begins, players must take balls behind the attack line before the ball becomes "in play."
- 2.4. The team with the most players left at the end of 5 minutes or the team that eliminates all of the competing team's players wins the game.

3. FORFEIT POLICY

- 3.1. When a team does not have the minimum number required to play, a forfeit is declared at game time. A forfeit of this nature will count as a loss.
 - a. EXCEPTION: The opposing team grants a 5 minute grace period, in which case the game clock starts at game time, and play continues with remaining time once the team becomes ready.
- 3.2. Should a team be granted the grace period, the following penalties will be assessed:
 - a. Within 3 minutes of game time, play in game 1 proceeds with no added penalties.
 - b. Within 3-5 minutes of game, opposing team is granted a win for game 1 and the time remaining in the 5 minute grace period is given for the team to become ready for game 2.
 - c. Final forfeit score is a 2-0 match win for the opposing team; granted at the end of 5 minute grace period.
- 3.3. If neither team is present with at least the minimum number to play, a double forfeit is issued.
- 3.4. Teams are allowed 1 forfeit before removal from the tournament. This will count as a loss in pool play or double elimination format.

4. EQUIPMENT

- 4.1. **NO jewelry allowed.** The only exception is a medical alert bracelet that must be taped down.
- 4.2. Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game.
- 4.3. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2" of slow recovery rubber or similar material will be allowed.
- 4.4. All players must wear non-marking rubber-soled athletic shoes.
- 4.5. Campus Recreation provides game balls only. Teams must bring their own for warm-up. **Only Campus Recreation balls will be used for games; team balls are NOT allowed.**

5. SUBSTITUTES

- 5.1. Substitution may occur between games or during a timeout.
- 5.2. Substitutes may be players who did not start the game, or players who wish to re-enter after having been eliminated.

6. FIELD SIZE

- 6.1 Games will be played on a volleyball court with the same boundary regulations.
- 6.2 Each team will play on their half of the court and may not leave that half under any circumstances.
- 6.3 A player may cross the sidelines only to retrieve a ball not to avoid an incoming ball.

7. EQUIPMENT

- 7.1 All players must wear tennis shoes.
- 7.2 All jewelry must be removed before the game. Any equipment that is judged to be dangerous by the official must be removed before that player will be allowed to participate.

8. THE GAME

- 8.1 Hitting above the shoulders is not allowed. If a player throws the ball and hits another in the head, the hit player will not be ruled out. The throwing player will be out unless the player ducks down to avoid the throw.
- 8.2 Balls must be retrieved out of bounds by leaving from the baseline area only. Players must also re-enter from the baseline

only.

8.3 A team may not control all the balls for more than 5 seconds.

8.4 The competition will begin with pool play. The top two teams in each pool will advance to the playoffs. The playoffs will be a single elimination tournament.