

Intramural Dodgeball Rules

Barry University

THE GAME

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

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, official or other item outside of the playing field (wall, ceiling, etc)

THE TEAM

Teams will be made up of six (6) players; one woman minimum required. Substitutes may enter the game only during timeouts or in the case of injury.

BOUNDARIES

During play, all players must remain within the boundary lines. A designated retriever (DR) may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Once a player is eliminated, that player is now the DR.

THE OPENING RUSH

Game begins by placing the dodgeballs along the back serving line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. All players must stay in the boundaries or will be call out.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 2-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 2 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, a sudden death match will be played. This one player vs. one player matchup must consist of only the remaining players.

ILLEGAL HITS & BLOCKS

It is illegal to hit someone above the shoulders. The thrower will be eliminated. (This is at the discretion of the court monitor). A ball may be used to block another ball. It must be a clean block, Example (if the ball hits a part of your body and is not deflected by the ball you are holding, you are eliminated).

5-SECOND RULE

In order to reduce stalling, a team that is in possession of all six (6) balls must surrender a ball within 5 seconds. If not, all balls will be evenly distributed and then the game will resume.

NEW RULE. The surrendered ball must cross the back serving line (starting line).

NEW RULE. Two green (dynamite) balls will be in play; these balls must not be held for more than 5 seconds by any player while in bounds. If not released in time, the team will be required to surrender the ball to the other team.

RULE ENFORCEMENT

During regular-season matches, rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.

*NOTE: During playoffs, All Semi-Final and Final Round matches will be officiated by no less than two (2) officials. These officials will rule on all legal hits, out-of-bounds and 5-second violations.