

Dodgeball Rules

Intramural Sports

Recreation and Wellness Services

University of Akron

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid U of A ID.
- Each team should start the game with 10 players; a minimum of 7 is needed to avoid a forfeit.
- A player may play on only one team per sport.
- A match consists of a best of 5 games. Each game will last a maximum of 10 minutes.
- Each team shall designate to the Court Monitor a player as the field captain. This person is the only player who can communicate with the monitor. The captain is responsible for any information contained in the Intramural Dodgeball Rules, Intramural Sport Participants Handbook, and Sportsmanship Policy.

OBJECTIVE:

- Eliminate all opposing players by getting them “out.” A player is declared out if:
 - You hit an opponent with a thrown ball, before it hits the ground and **BELOW THE SHOULDER’S**
 - You catch an opponent’s thrown ball **BEFORE** it makes contact with the ground
 - If you hit an opposing team member in the head, you will be out
 - If you cross over any boundary lines

WAYS TO WIN:

- Eliminate your entire opposing team before time is up.
- Have more active (on court) players when time is up, than your opponent.

RULES:

- Games will be played on a standard sized basketball court.
- 8 balls will be used. Officials will place 4 balls at the off-sides line for each team. Players must start behind their own baseline before the start of play.
- When the whistle is blown, players may retrieve the ball from the center line, but no ball may be thrown until it has been brought back behind the free thrown line.

- Teams and players are confined to the centerline, sidelines and end line of the basketball court.
- Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. If a player goes out of bounds to avoid getting out, they will be called out.
- The centerline is the offside line. When throwing the ball, a player must not have either foot **completely** across the line when **throwing**. After the ball has been released, it is permitted for a player's **momentum** to carry them over the boundary line, so long as they immediately return to their side of the court and do not attempt to pick up a ball while on the other side of the boundary line.
- Players will be called out if a thrown ball, not a kicked ball, hits them **on the fly**. If a player ducks or is on the ground and is hit in the head, the player hit will be called out. Balls **must** be thrown below the shoulders.
- Players will be called out if a ball they throw is caught on the fly.
- Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, and official do not count as an out if caught. Deflections off a teammate do count, and both players are out.
- If a ball hits another ball, which a player has in their possession, it does not make either player out. If the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.
- If a ball hits another ball, which a player has in their possession and that ball is caught by a teammate the person who threw the ball is out. If a ball hits another ball, which a player has in their possession and that ball hits a teammate, the person who was hit is out.
- If a player is stalling, or making no attempt to play a ball they may be called out (approximately 10 seconds).
- Once a player is out, they must immediately leave the floor and sit behind their own baseline. **Players who have been called out can not retrieve stray balls for their teammates, or that ball will be given to the other team.**
- Once a team has eliminated 7 opponents (or once 3 opponents are remaining), that team's boundaries are extended all the way up to their opponent's three-point line.
- Once the whistle is blown all action will stop and play will be reset. Teams will keep the same number of balls they had prior to the whistle being blown.
- In the event of a tie, 3-minute sudden death overtime, involving only those players still active at the end of regulation will be played. The team to eliminate one opponent first will be the winner.
- Be responsible for your actions and maintain self control.
- Do not taunt or bait opponents. Refrain from using foul or abusive language.

RULES ENFORCEMENT:

- Each game will be played under the "Honor's system", this means they will be self-officiated.
- Any dispute that cannot be resolved will be ruled over by the court monitor.
- The court monitor's ruling is final.