Dodge Ball Rules
Updated 10/27/08

General
• Dodge ball is offered in a league format for the spring 2009 semester. The regular season will consist of a 5-game round robin schedule (4 games for leagues with an odd number of teams). Teams with a .500 record or better AND a Sportsmanship Rating of 3.0 or better will qualify for the playoffs. All qualified teams will be placed into a single elimination bracket according to seed as determined by the IM Department.
• Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
• All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
• All participants (including Health Science Campus students) must present a valid UT Rocket Card or Student Recreation Center ID Card prior to playing in any intramural sports contest. No other exceptions to this rule will be made. Players forgetting their ID’s MAY NO LONGER present a Driver’s License, other form of picture ID, or hand stamp in order to participate. No Rocket Card = No Participation.
• Individuals may only play for one same gender team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
• A player may not participate unless she/he is recorded on the scoresheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
• All players must be attired in gym clothes and athletic shoes (JOGGING SHOES OR ANY OTHER SHOES THAT MARK THE FLOOR ARE STRICTLY PROHIBITED).

Forfeits/Defaults/Dropped From Play
Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss. This policy will be unilaterally enforced.

Furthermore, any team that forfeits a game will be suspended from further competition. In order to get reinstated into the league and continue participating, the team must pay a forfeit/re-entry fee of $15. All forfeit/re-entry fees must be paid within 3 business days or before the next scheduled game, whichever comes first. If the forfeit/re-entry fee is not paid accordingly, the team will be eliminated from further competition. All forfeit/re-entry fees must be paid for in the Main Office at the University of Toledo Student Recreation Center.

If a team knows in advance that it will not be able to make a scheduled contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:
• Games scheduled Monday-Friday→ notification must be received by 12pm on the day of the scheduled game
• Games scheduled Saturday/Sunday→ notification must be received by 3pm on the Friday before the scheduled game
Captains may contact the Intramural Department by notifying the Assistant Director of Intramurals at 530-3704 or by email at joe.bendix@UToledo.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit/re-entry fee. Teams that default more than one game will be dropped from further competition. Forfeited and defaulted contests will not be rescheduled.

The Game
• The object of the game is to eliminate all members of the opposing team by one of the following:
  o Hitting an opposing player with a thrown ball below the shoulders
  o Catching a ball thrown by the opposing team before it touches the ground
  o Teams may not eliminate players from their own team
  o Exceptions:
    • If a thrown ball contacts the head of an opponent, the thrower is out unless the other person was bending over in an attempt to elude the throw.
    • A player may defend themselves with another dodgeball, but they are out if their ball is dislodged and hits the ground.
• The first team to legally eliminate all players of the opposing team is declared the winner of that period.
• Periods will start with ten (10) balls. Four (4) balls will be placed on the center court line and three (3) on each side of the court. When the whistle is blown, each team can sprint to the center line to retrieve balls. Once the balls have been retrieved, the player or the ball must touch their respective back wall before being allowed to throw at the other team.
• The match will be best out of seven "periods".
• Each period will consist of five (5) minutes. There will be no rest time or delays between periods.
• In the event of a tie at the end of the five-minute mark, the team with the greatest number of players remaining is declared the winner of the period. In case of equal numbers remaining, overtime will ensue. There will be no interruption in play and play will continue until the next player is knocked out.
• Substitutions: Substitutions may only be made in between periods.

PLAYERS
• Teams consist of seven (7) players for same gender teams and eight (8) players for Co-Rec. A minimum of six (6) players are necessary to start a game.
• Players that arrive late will not be able to enter the period and must sit out until the start of the next period.
• All players must be touching the wall to begin play. The whistle signals the start of the period.
• Players are not permitted to wear equipment, which, in the Intramural Supervisor’s judgment, is considered dangerous to other players or themselves. Examples of illegal items include, but are not limited to:
  o Guards, casts or braces made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substances - even if covered with soft padding
  o Head decorations, non-elastic headwear, headgear with knots and jewelry (taping over is not permitted). Medic-Alert bracelets may be taped down to the skin. Lance Armstrong "Livestrong" bracelets or any other type like it are not permitted.

BOUNDARIES
• "Basketball baskets will be a part of play, in that a made basket will allow eliminated players to re-enter the game. Otherwise the backboards will be considered foul territory, so that when a ball hits it, it is a dead ball. If your team makes a basket in the opposing players basket, all players that have been eliminated will be allowed to re-enter the game. This may only happen once during each period."
• The Intramural Supervisor will place balls that enter the bench area back into play at the center line.
• Each team must stay in their respective areas - behind the center line of their respective court.
• When one team is down to fifty percent (50%) or less of full strength (3 players for men's/women's games, 4 players for Co-Rec games) both teams may advance to the 3/4 court marks. The boundary markers for the 3/4 court areas are marked by the orange lines just above the foul lines on the basketball court.
• Any player that crosses a team boundary line illegally will be eliminated. The team boundary lines are the mid-court line at the start of each period and the 3/4 court lines as described above. Players attempting to possess balls on the mid-court line at the start of each period (and all restart situations) will be allowed one foot over the mid-court line while attempting to possess the balls lined up at mid-court.
• Players are not allowed to leave the field of play. After four (4) balls have left the field of play, a restart will be conducted. The clock will CONTINUE to run during a restart. If teams intentionally throw balls over the wall to stall the game, penalties will be given (elimination of players and possible forfeiting of the game).

CO-REC MODIFICATIONS
• Teams must have equal numbers of participants on each team (i.e., four (4) men and four (4) women, three (3) men and three (3) women). Co-Rec teams may not begin play with 4 men/3 women or 4 women/3 men.
• Substitutions can only be male for male and female for female.
• Same sex must always come out for a penalty in Coed.
• In Coed, must play with equal number of males and females. So if 4 males and 3 females show up, team must play with 6 players.
• The boundaries for the fourth court will be the orange line just above the foul line on the basketball lines.

General Rules
• Rules will be enforced:
  o Primarily by the honor system. Players of each team are expected to rule whether a hit was valid and whether they were legally eliminated from play.
In circumstances where the teams cannot come to an agreement, the Intramural Supervisor will make a decision. The Supervisor’s decision is FINAL and IS NOT TO BE QUESTIONED.

The role of the Supervisor is not to make a ruling on every single play that occurs during the match. If teams cannot abide by the rules and engage in fair play, the Supervisor can end a period or match at any given time. If players are caught cheating or bending the rules in any way (e.g., not leaving the game when struck by a ball) the Supervisor will disqualify the offending team and declare the other team the winner of the period.

- Players may only hold one ball at a time.
- Balls must be thrown to eliminate players.
- A live ball is a ball that has not yet hit the floor or out-of-bounce area and can eliminate a defender.
- A dead ball is a ball that has hit the ground or out-of-bounce area and cannot eliminate a defender.
- A player is not eliminated if:
  - The ball hits an out-of-bounce area first and then hits the player (it is a dead ball).
  - The ball is blocked completely by a held ball and the held ball is not dislodged nor is the ball that was thrown deflected into the defender.
  - The ball hits the defender (or deflected by held ball) and is caught by a teammate (who has not been eliminated) before the ball hits the ground or out-of-bounce area.

- A player:
  - Is eliminated if ball is dropped by defender attempting to catch a live ball before it hits the ground or out-of-bounce area
  - Is eliminated if a live ball hits him/her and teammate drops attempt of catching deflected ball and the teammate that dropped the ball is also eliminated.
  - That deflects a live ball off of a held ball and the live ball is dropped by teammate, then only the teammate that dropped the live ball is eliminated.
  - Is eliminated if a live ball is deflected from a held ball and the live ball hits him/her
  - Is eliminated if a ball that is held gets knocked out of his/her hand from a live ball
  - Cannot eliminate a person from your own team.
  - Eliminated players cannot be substituted in on a timeout.
  - Eliminated if caught by the defender, including a shot at the basket that does not hit the backboard, near the rim (air ball).

- The IM Staff reserves the right to implement any necessary rules not covered on this rule sheet at any time.

Penalties
- After player has been eliminated, all balls kicked or moved, not being held will be given to the opposing team.
- Anyone hitting a player that has been already eliminated will be removed from the rest of the match (all remaining games). Player cannot be substituted for if cone knocked over.
- Any player entering the court by jumping over the wall will be removed from the game. Any player exiting the court by jumping over the wall, the team will be penalized by losing another player. The player cannot reenter game.
- Any player crossing the team boundary lines will be eliminated if shot at opposing basket is made.
- Fighting or major language abuse will result in player being eliminated from the match (all remaining games). Player cannot be substituted for if cone knocked over (that game only).
- No diving. Any player diving will be eliminated.
- Any player holding more than one ball will be eliminated.
- No kicking, if a player kicks a ball he will be eliminated, this player may re-enter the game.
- Any combination of three (3) of the above minor penalties will result in a match ejection. This player may not be substituted in for the rest of the game.
- Throwing the ball with excessive force (i.e., throwing the ball at an individual’s head) or any other unsportsmanlike tactics that are used while participating will not be tolerated. The Intramural Supervisor can and will eject all players involved and/or forfeit the period or match. There will be no warnings for this type of activity.
- Players may not kick the ball to gain possession or attempt to knock out an opponent. Penalty = out for the period.
- Diving is not allowed at any time. Any player that dives will be eliminated from the period.
• Players may only hold one ball at a time. Players in possession of more than one ball at any time will be disqualified from the period.

• If a team stalls by holding all or a majority of the balls, a warning will be given to play the balls. If this is not done within five (5) seconds, a restart will be conducted.

• **There will be no jumping over the wall** - even after you are eliminated. Players must use the swinging doors, or a penalty will be assessed. Any player entering the court by jumping over the wall will be eliminated from the period. If a player exits the court by jumping over the wall, an additional player from the same team will also be eliminated from the period.

• If a team stalls by holding all or a majority of the balls, a warning will be given to play the balls. If this is not done within five (5) seconds, a restart will be conducted.

• **After a player is eliminated:**
  - They may not touch any balls on the floor on the way off of the court for any reason.
  - If a ball is touched, the ball will go to the other team.
  - A ball may be transferred to another teammate if the eliminated player is in possession of a ball.

• Any combination of three (3) rules violations by the same player during the course of a match will result in an ejection from the remainder of the match. Any ejected players may not be substituted for during subsequent periods.

• Catching a ball does NOT bring in a player.

• To bring back an eliminated player, you must make one shot in the opposing team’s basket. The opposing team may not block a shot at the hoop in any manner (jumping, hanging on the rim, throwing a ball at the incoming ball). If a member of the opposing team blocks the incoming shot, that player will be ruled out for that period.

• If the offensive team makes the basket, their entire team may re-enter. This can ONLY be done ONCE per period.

• If a shot is in the air as time expires, and it goes in the basket, the team re-enters and is ruled to have 7 (or 8- CoRec) and can win the period, depending on the numbers of the other team.

*any highlighted area is a new or added rule*