

Dodgeball Rules

Intramural Sports

Drury University

GENERAL INFORMATION:

- Each team should start the game with 6 players; a minimum of 5 is needed to avoid a forfeit.
- A player may play on only one team per dodge ball season.
- A match consists of a best of 5 games. Each game will last a maximum of 7 minutes.

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
- 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.

THE OPENING RUSH

- The game begins by placing the dodge balls along the center line. Players will take their positions along the end line and can run and retrieve the dodge balls when the court monitor blows his whistle. Balls then have to be taken behind the attack line before they can be thrown.

RULES:

- Games will be played on a standard sized Volleyball court.
- Each team gets one 30 second timeout per game.
- Teams and players are confined to the centerline, sidelines and end line of the volleyball 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.
- 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 cannot retrieve stray balls for their teammates, or that ball will be given to the other team.**

- 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.

- 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.

GOLDEN BUCKET RULE

- If a player makes a basket in the other team’s basket, all players from his/her team come back on the floor. If the ball does not go in, the opposing team can catch the ball and the thrower is out.