

Gonzaga University Intramural Department

Men's, Women's and Co-ed Dodgeball Rules

Every player must present a GU ID card before each contest to be eligible to participate. No exceptions.

The Game

1. Games will begin with a coin toss to choose which side the team wants to begin the match.
2. Teams will alternate sides between games.
3. Scoring is best of three games. You may play the third game for fun if a team wins two straight.
4. Each game is given a time limit of 8 minutes to get all the opposing players "out" first.
5. **The objective is to eliminate all the opposing players by getting them "out".**
6. The game will be played on a regulation size basketball court using the end lines and side lines for out of bounds.
7. The center line divides the two teams and cannot be crossed by the opposing team at any time during the game. A player may not have his/her foot or hand cross over the center line or any other boundary lines. A player may have his/her foot or hand touching the line, but when any part goes over the line it is considered "out".
8. "Active" players (players still legally remaining in the game) must remain inside the playing area at all times to not be called "out". Exception: Retrieving a stray ball.
9. To begin play, all 6 balls will be placed on the centerline. Each team will line up on their respective end lines and may not advance to the centerline until the official has blown the whistle. It is fair game to retrieve as many of the balls as possible from the centerline.
10. After retrieving a ball, each ball must be placed behind the free throw line in possession of a player to make his/her initial throw at the opponent. (A player may run to the center line and throw the balls back to someone behind the free throw line to make the balls "live" and ready to throw).
11. The only time players may leave the boundary of the basketball court is to retrieve stray balls. Players retrieving stray balls may not be thrown at until they re-enter the boundary of the basketball court.
12. Players holding a ball may deflect other balls being thrown at them. If a player deflecting a ball drops the ball they are currently in possession of or is hit while trying to deflect the on-coming ball, that player is "out". If a player deflects a ball with another ball, once the ball is deflected it is considered a dead ball.
13. If a ball is deflected and hits another player on his/her team, that player is not out because it was a deflected ball by his/her own teammate and is considered a dead ball.
14. A player that deflects a ball up into the air with a part of their body and does not catch that ball is "out". If a teammate catches that ball that was deflected by another teammate it is considered a dead ball and the opposing player that initially threw the ball is not out because it was a deflected ball.
15. A player struck by a ball on the head is NOT OUT. Neither player shall be called "out" and play continues. Exception: If a player is struck on the head and the official deems the throw to be intentional, the opposing player throwing the ball will be called "out". If a player is ducking and gets hit on the head, it is the official's discretion on whether or not the throw was intentional.
16. Clothing is considered part of the body.

Equipment

1. An 8" polyester fabric covered ball will be used.
2. Participants must wear non-marking, closed toed athletic shoes.
3. Jewelry may not be worn at any time. Exception of religious or medical jewelry may be worn, but must be taped down.

Players and Substitutions

1. Teams may start with as few as 5 players on the court to begin and a maximum of 6 players at any other time on the court at one time.
2. Each team will be awarded one 30-second time out per game. This timeout must be used in a situation where the play is calm and prior to an airborne ball hitting a player to merely avoid being called "out".
3. During a timeout, teams may substitute players into the game. A team may not substitute for a player already "out" or use a player that is already "out" to substitute into the game.
4. In the case of an injury, time will be called by the official and a substitute can be made at that time if needed.

5. **Re-entry Rule:** When a player catches a ball that is thrown directly from the opposing team, one player from the receiving team may re-enter the game that was called “out”. At no time in the game will a team have more than 6 players on the court. If the receiving team does not have any players “out”, play continues with no player re-entering the game.

*Players that have been called “out” must line up in order of being deemed “out” on the sideline. When a chance to re-enter occurs, the order upon which a player may re-enter the game depends on when they were deemed “out”. (Example: If I am the first person to be called “out” during play then when someone catches a ball, I am the first person who gets to re-enter the game using the re-entry rule and so on...)

Stalling

1. Stalling tactics are prohibited.
2. If the team with more players has all of the balls, they have 5 seconds to make a legitimate effort to get a ball across the center line.
3. A player has 5 seconds to release the ball once possession has been gained. A player not releasing the ball within 5 seconds will be considered “out” by the official. (**Possession** of the ball is considered the point at which a player has physically picked up the ball or rolled the ball into their possession. If a player is standing next to a ball and has not physically gained possession, the 5 second rule will not take effect until possession has been gained.)
4. A player may not reach over the center line at any time in the game. A player may not reach over the center line to place a ball on the opponent’s side of the court as a strategy tactic and will be called “out” if they are over the line.

Winning the Game

1. Eliminate all opposing players first before the 8 minute time limit is up.
2. Have more “active” players remaining when the 8 minute time limit is up.
3. In the case of a tie, a 3-minute sudden death overtime will be played involving only “active” players remaining at the end of regulation. The first team with **ONE** player eliminated loses the game.
4. If after the first overtime the game is still tied, a player will be added in each overtime period until all 6 players are on the court. (The player being added is the same as the re-entry rule above.) Play will continue as above until one player is eliminated from either team.

Co-ed Rules

1. Teams may start with as few as 5 players on the court to begin and a maximum of 6 players at any other time on the court at one time. Any of the following combinations may be used: 3 men and 3 women, 3 men and 2 women or 2 men and 3 women.
2. Only men can substitute for men and women for women.
3. When a player re-enters, the re-entry rule applies and since it is random order that players are eliminated, that player may be either male or female since it is on a re-entry into the game in the order of being deemed “out”.

Blood Rule

Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player from the game. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (5), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

Forfeits

A team forfeits when the entire team is a no-show or the team does not have the correct number of players to start the game *on time*. When a team forfeits for any reason, that team will receive no higher than a (2) two. The game will not be re-scheduled. The winning team will receive a (3) three for sportsmanship. Teams who forfeit two (2) games for any reason will be dropped from the tournament. For further explanation, see the forfeit policy. Forfeiture of game is not a penalty, but an edict by the Referee.

Defaults

A team defaults when contacting the Director (Shelly at x3977) at least 24 hours in advance of their next game to give plenty of time to notify the opposing team they will be receiving the win. The game will not be re-scheduled. When a team defaults, both teams will receive a (3) three for sportsmanship. **One default is given per team, per regular season play; two or more defaults will count as a forfeit(s).**

Player/Team Conduct

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable.

Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities (examples, but not limited too):

- a) Actions meant to cause harm to any person.
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.
- d) Alcohol and/or drug use (Refer to Intramural Alcohol and Drug Policy online at <http://www.gonzaga.edu/Athletics/Intramurals/team-information/player-and-team-conduct.asp>)

This is a no-tolerance policy and is under the discretion of the Officials, Supervisors and/or Director to remove players at any point and time before, during or after a game.

Please refer to Team Information at:

<http://www.gonzaga.edu/Athletics/Intramurals/Team-Information/default.asp> for Player and Team Conduct, Unsportsmanlike Consequences, and Disciplinary Actions.