**Dodgeball Rules**

**Villanova Intramurals**

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| Sport Type: | Tournament |  |
| Cost: | $20 per team |  |
| Location(s): | St. Mary’s |  |

**GAME TIME IS FORFEIT TIME!**

**All decisions on forfeit times are at the sole discretion of the on-site Intramural supervisor.**

**Rules**

**Teams**

* Each team will consist of 6 players. Teams need a minimum of 5 players to start a game.

**The Match**

* Matches will be best-of-9 games.
* Matches are scheduled in 45-minute time slots. If a match is tied at the 45-minute mark, one final game will be played to determine the winning team. If the score is NOT tied at the 45-minute mark, the score will stand regardless of how many games have been played. The only exception to this is the championship games during which the full 9 games will be played out.
* If a game starts late because the game before ran over (was tied at 45 minutes) that game will still be given 45 minutes (ex. if a game scheduled for 9:00PM starts at 9:05PM it will be given until 9:50PM)
* There are no time outs.

**The Court/Boundaries**

* The basketball baseline and taped lines designate the sideline boundaries.
* The walls designate the back boundaries.
* Players are not allowed to leave court boundaries or climb walls to escape a thrown ball. If a player does so, they will be eliminated from the game.
* If players touch or cross the center line (besides on the opening whistle) they are out and if a ball was thrown simultaneously it is considered dead.
* An “out” player may not reach or step into the court of play to retrieve a ball.
	+ If an “out” player contacts a ball in play or touches the court of play (hand, foot, etc.) then the closest player to that out player is out. If there is one player left on the court the game is over.
* If a player jumps and lands on the other side of the court or out of bounds then they are called out; any ball thrown simultaneously will be considered dead.
* If the game exceeds the time of five (5) minutes, the court boundaries will shrink. All players will be instructed to move away from the walls and into a smaller space. Any player that comes out of that smaller space to dodge a ball, will be eliminated from the game.
	+ The line will move away from the walls to designated lines the supervisor will announce for all participants.

**Starting the Game**

* Teams will switch sides between each game.
* The game will start with five (5) balls lined up on center court.
* Teams will start touching the back wall with one hand.
* On the officials whistle/shout, teams will rush center court to retrieve the balls. There will be no sliding for balls, players must stand on their feet to retrieve a ball, otherwise they will forfeit possession to the opposing team.
	+ Continuous sliding will result in that player being called out for dangerous actions.
* Balls must be taken back (not thrown) to the start line before they can be thrown at the opposing team.
	+ Any ball rolled, tossed, or kicked back to the endline from the start will be forfeited to the other team.

**Hits**

* A player is out when struck with the ball from the shoulders down.
	+ If the ball touches the ground, wall, staff member, basket/net, or other permanent object before it hits the player, they remain in the game.
	+ If a player is hit in the neck or head first, they remain in the game. However, if the ball hits a player in the head or neck due to the player ducking or moving, the receiving player is out.
* If the ball strikes two players in succession, without first hitting the ground, wall, staff member, basket/net, or other permanent object then both players are out.

**Catches**

* When a player from the receiving team catches the ball that that was thrown at them, the thrower is out and the receiving team may have one player from their team return to the game.
	+ The returning player must be the player that has been sitting on the sideline the longest.
	+ If no players have been eliminated, this return player does NOT act as a “credit”.
* A ball that is tipped into the air is LIVE until it hits a non-player object OR game ball (ground, wall, staff member, basket/net, or other permanent object), then it is dead.
* A live ball can be caught by anyone and will still result in the thrower being out and the receiving team bringing one player back in.
	+ Example: A throw hits one player but pops into the air to be caught by a teammate.
* A catch attempt must be secured before the ball hits a non-player object OR game ball (ground, wall, staff member, basket/net, or other permanent object). The player is out if the catch is after the ball makes contact with any non-player object OR game ball.
	+ A ball caught off the wall or any part of the basket does not count as a catch.
* If a player attempts to catch the ball and the ball becomes trapped between the floor or wall and the catcher’s hands or body it does not count as a catch. It becomes the receiving team’s ball and the receiving player is out.
* If the receiver attempts to catch a thrown ball but drops it in any other way not described above, the receiver is out. These calls will be the referee’s discretion.

**Deflections**

* If the ball hits Player A on the receiving team then the ball is deflected to and caught by Player B, the thrower, is out and Player A remains in the game.
	+ A player or ball are the only objects that this applies to.
* See “Blocking” below.

**Kicking**

* There will be no kicking any game balls.
	+ No players can kick a ball to the opposing team to try to eliminate them.
	+ A ball that hit your foot as a result of a throw does not apply to the statement above.
* Any ball that is kicked will result in an elimination of that player and the opposing player will stay in the game.

**Throwing**

* A player is not allowed to condense or deflate a ball to gain acceleration on a throw. This is dangerous and damages the equipment. If a player deflates a ball, they will be called out.
* All balls must be thrown towards a member of the opposing team WITH THE INTENTION OF ELIMINATING A PLAYER. All lobs, rolls, and placing a ball on the opposite side of the center are illegal and will result with the player who committed the illegal action being eliminated.
	+ This will be the referee’s discretion.

**Eliminated Players**

* All players who are eliminated must leave the playing boundaries and enter the designated out box. Players may not re-enter the game as a sub unless a ball is caught for their team.
* If a player leaves the out box illegally to return to the playing area, then the closest player to that out player is out. If there is one player left on the court the game is over.
	+ Eliminated players may not for any reason intentionally contact a ball until they have fully exited the court.
	+ If an eliminated player intentionally contacts a ball before exiting the court, that ball will be turned over to the opposing team.

**Blocking**

* The defender may block a live ball **A** with another ball **B**. Ball **A** is still a live ball until it hits the ground, wall, staff member, basket/net, or other permanent object.
	+ If ball **B** is dropped as a result of contact from ball **A**, then the receiver is out.
	+ If ball **A** hits the player’s hand or other body part (even if the ball was blocked/made contact with ball **B**), the receiver is still out.
* A thrown ball can be blocked/hit into the air and act as a LIVE ball which can be caught.
	+ This ball can be caught BUT can also get players out.

**Retrieving Loose Balls**

* All “out” players must remain in the designated out box on their side of the court unless it is to retrieve loose balls. They may retrieve balls for your team but may not cross the center line extended to retrieve a ball from the opposing team’s side.
* Players may not leave the court to retrieve a ball, only players that have been eliminated or other subs may throw balls back in for their teams possession. This includes the smaller space that is created after 7 minutes of the game has passed.
	+ Exception: Players can ask an official for permission to leave the play area to retrieve a ball. Officials MAY NOT grant you permission if you are currently in a play/there is a chance you may get out at that instance. Please wait for official confirmation before leaving.
	+ Players can ask staff to retrieve a ball. Staff may throw balls back in play randomly.
* Players who are out or are subs may retrieve balls from outside the playing court for their team but may not cross the centerline extended at any time.
* **A player currently in IS ALLOWED** to reach over the centerline extended to grab a ball.
	+ If this player touches the other side for any reason (dodging a throw, losing balance, etc.), they are out.
* **An out player IS NOT ALLOWED** to reach onto the court of play to retrieve a ball. If an out player contacts a ball in play or touches the court of play (hand, foot, etc.) then the closest player to that out player is out. If there is one player left on the court the current game is over.

**Substitutions**

* All substitutions must take place between games unless it is to replace an injured player.

**All-Gender Dodgeball Rules**

**Players**

* All-Gender teams will be comprised of a maximum of 3 men.
* Minimum of 5 players to start a game.