

DODGEBALL

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications.

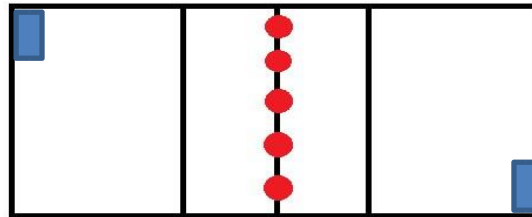
1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the **SAME/SIMILAR** color.
- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.
- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- r. Footwear: Indoors – all players must wear athletic shoes with non-marking court soles. Hard soled shoes

- of any kind will not be permitted. Outdoors – all players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. PLAYING AREA

The playing field shall be a rectangle divided into two (2) equal sections by a center line and attack lines parallel to the center line.



3. THE GAME

- a. Each team shall consist of four (4) players.
- b. Each team must have a minimum of two (2) players in order to begin a game.
- c. **FORFEITS:** A forfeit will be declared after the 10 minute wait period. During the 10 minute wait period, a team will be penalized for showing up late. Below are the guidelines for being penalized:
 - 5 minutes: The team that does not have enough players will lose Game 1.
 - 10 minutes: The match will be forfeited with a score of 3-0.
- d. Game balls will be provided for each game.
- e. The object of the game is to eliminate all opposing players by getting them **OUT**. An **OUT** is scored by:
 - i. Hitting an opposing player with a **LIVE** thrown ball below the shoulders
 - ii. Catching a **LIVE** ball thrown by your opponent before it touches the ground.
 - iii. Causing an opponent to drop a held ball as a result of contact by a thrown **LIVE** ball. (Usually occurs when a ball is being used to block a thrown ball.)
 - iv. A player touching or crossing any of the boundary lines on the court and touches an area outside of the boundary in an attempt to dodge a ball.

Definition:

LIVE: A ball that has been thrown and has not touched anything except another player or just the ball that is in possession of another player. A ball becomes dead when hitting an official, the ground, court dividers, wall, a ball not in possession of a teammate, players out of the game, spectators, or other object. A dead ball that hits a player or is caught does not result in an **OUT**.

A ball is considered **LIVE** if the ball is in flight at the time of an official's signal to end regulation time.

4. BOUNDARIES

- a. During play, all players must remain within the boundary lines.
- b. A boundary line itself is considered “out of bounds”. A player dodging a ball and makes contact with or crosses the boundary line is considered **OUT**. This is a judgment call by the officials and their ruling is final.

4. BEGINNING THE GAME

- a. Each match will begin with a coin toss. The team winning the toss will have its choice of either side of the court. Teams will alternate sides following each game.
- b. Game begins by placing the dodgeballs along the center line – Four (4) will be placed on the mid line where they are first come first grab.
- c. Players then take a position with one hand on the wall until a whistle or verbal signal is given to begin the game.
- d. Once a ball is retrieved it must be taken behind the attack line before it can be legally thrown.

5. TIMING AND WINNING A GAME

- a. The first team to legally eliminate all opposing players will be declared the winner.
- b. A match will consist of a best three (3) out of five (5) games series. Each game will have a 5-minute time limit with a continuously running clock.
- c. If time expires before the completion of the game, the game will result in a tie (regardless of the number of players remaining on either team.
- d. **Sudden Death Overtime (if needed):** The overtime period will begin with each team selecting any two (2) of their own players to go back on the court - **must be one (1) male and one (1) female for Coed games**. Each player will start on their designated wall with (1) ball in hand. The first team to eliminate both opposing players will be declared the winner.
 - i. During the overtime period, if a team with 2 players remaining catches a live ball, the player who threw it is out, **but may NOT bring in a 3rd player to the court**.
 - ii. The same 2 players for each team will be used for duration of the overtime period.
- e. All games will be officiated. The official will be responsible for determining if a player is **OUT** and returning game balls to the playing field that would have otherwise not re-entered the field of play, if needed. **All decisions made by the official is final.**

6. RULES OF THE GAME

- a. Once a player is **OUT**, he/she must **immediately** go to the players box in the corner of the court.
- b. If a **LIVE** ball is caught, then one player from the team that caught the ball is allowed to re-enter the game.
- c. **Retrieving balls:** Players may not reach across the midline to retrieve balls.
- d. **Stalling Rule:** In order to reduce stalling, a penalty will be called if either team has control of four (4) or more balls for more than seven (7) seconds. “Control” is defined as having the ball on a team’s half of the court and easily accessible to the players, **regardless if it is in possession of a player or not**.
 - i. Teams in violation of this rule will be penalized a player (currently on the court) of the offending team’s choice.

- ii. Teams who attempt to violate the spirit of the rules in any way will be warned. Each following violation will result in the player being called **OUT**. If multiple players are involved, one (1) player involved will be called **OUT**, at the choice of the violating team.
- e. **Substitutions:** Substitutions will **only** be allowed during the period between games.

7. **THE OFFICIALS AND CODE OF CONDUCT**

- a. Intramural officials will be used to officiate Intramural Dodgeball. All decisions by the official is final. **ARGUING A DECISION WILL NOT BE TOLERATED!** Players arguing after given a warning will be given a “technical” and will have to sit out for the remainder of that game. If a second “technical” is given to the same player during the entire match, that player will be ejected from ALL Intramural Sports indefinitely and will have to be reinstated by the Coordinator of Intramural Sports before being allowed to participate again.
- b. **Verbal Conduct:** The use of profane language directed to one’s self or another will not be tolerated. Arguing with an official or player in an unsportsmanlike manner will not be tolerated. Failure to abide by this rule may result in consequences listed above.
- c. **Ejections:** A player ejected from a match shall not participate in that match again. The official may eject a player from the court area if deemed necessary. If ejected from the court area, the player shall leave within two minutes. Failure to do so will result in that team to forfeit the game. An ejected player is automatically disqualified from ALL intramural contests in all sports until they see the proper staff member in charge of that sport.

8. **COED MODIFICATIONS**

- a. A Coed team shall consist of two (2) males and two (2) females per team.
- b. Each Coed team must have a minimum of two (2) players (at least 1 of each gender) in order to begin the game.
- c. Team may not have more than two (2) of either gender on the court at one time.
- d. Legal gender combinations are as follows: 2M/2F, 1M/2F, 2M/1F.