Dodgeball Rules

Coastal Carolina Intramural Rules apply

- Teams are comprised of 6 players and must have 4 players to start
- You are allowed to have 13 on the roster
- A player’s clothing must be presentable and appropriate for the facility at the discretion of the official. This includes no sandals, bare feet, hats, or jewelry.
- Teams are encouraged to have outlandish, ridiculous and even heinous uniforms, but keeping in accordance with the appropriate policy. If teams do not have their own uniforms, they will be wearing pinnies provided by IM Sports Program.
- The court will be one standard sized basketball court
- The “equipment” will be six (6) 8.5" rubber gym balls
- The object is to have the last player standing at the end of the time limit. This is accomplished by getting players “OUT” as explained below.
- Each “match” will be the best of 5 games
- Each “game” will have a limit of 5 minutes
- Scoring will be the following:
  - Each game is worth 2 points
  - (Playoffs only) In the event of a tie, a sixth modified game will be played for 1 point to determine a winner
  - Teams winning overall will receive 1 extra point to their score
- Each team will start behind their respective end lines and touching the wall until the official blows the start whistle and the horn simultaneously sounds.
- The six balls will be placed at the division line at the start of the match and each team must race to the middle to gain possession of a ball. The players must not cross the centerline in any form or fashion when going for the balls. Any player who crosses the centerline will be considered “OUT”. You may NOT throw a ball at any player until 10 seconds have passed on the game clock. The horn sounds at the 4:50 mark.
- Once 10 seconds have passed, players may throw a ball at opposing players. To count, balls must be thrown below the neck. If any ball hits an opposing player above the neck, the thrower will be considered “OUT”. On the other hand, any player who, at the discretion of the Official, is found to be “ducking” intentionally to hit his/her head will be considered “OUT”.
  - Ducking is the lowering or moving of the head into or out of the path of a ball in any fashion. Ducking to avoid a ball is legal. If, in trying to duck to avoid a ball, another ball hits you in the head, you are still out for ducking.
- The game official will call you “OUT” for the following reasons:
  - A ball, thrown by an opposing player, hits you below the neck, and the ball then hits the floor
  - An opposing player catches a ball that you have thrown
  - If a ball hits one player and one of his/her teammates catches the ball before it hits the ground, then the player who threw the ball is OUT and the player who was hit by the ball has been saved by his/her teammate.
  - If you have a ball in your hand, you may use it to protect yourself or ricochet / deflect a ball to a teammate. If your teammate catches the ball, the one who threw the ball is considered OUT. If the ball hits your teammate and the ball hits the ground, then your teammate is OUT. A player may still be saved if another teammate catches it after it bounces off the second teammate.
  - If you have a ball in your hand that you attempt to deflect with and the force of your opponent’s throw forces your own ball out of your hands, you’re OUT.
If you or your team holds a ball for more than 10 seconds, this is considered a delay of the game. The last person holding this ball must roll the ball on the floor to the opposing team and is considered OUT. This will be implemented at the discretion of the Official. You cannot lay the balls beside you to avoid the 10 second count, you must pick the balls up and either throw or roll toward your opponent.

You are not OUT if the ball hits the floor before it hits you.

You are also “OUT” for leaving the boundaries of the court to retrieve a ball. You MUST stay within the boundaries at all times unless you have no one who has been determined to be OUT. In this instance, only one person is allowed to cross the outside boundary lines to retrieve a ball. If more than one person crosses the boundary lines, every person after the first person will be considered OUT. If people on your team have already been declared OUT, they may stay on the sidelines and retrieve any balls that leave the court area.

People on the sidelines may not enter the boundary of the court area (unless a catch has occurred; see below).

When they retrieve a ball they may give that ball to their team on the court.

People who are OUT cannot cross the centerline-extended to retrieve a ball. They must stay on their side of the court at all times, regardless of when the lines change for the people on the court.

Catch:

A catch is when a team catches a throw from the opposing team. When this happens one player from the team who catches the ball may re-enter the game if someone is out.

Timing Rules:

At the start of the game, no one may throw a ball at opposing players until 10 seconds have passed on the game clock.

Prior to 4 minutes left, everyone must stay on his or her side of the centerline.

Between 4:00 and 1:00 on the game clock, everyone is allowed to move all the way to the opposing teams three-point line-extended” (cones will be set up to show the top of the three-point arc).

At 1 minute left, everyone is allowed to move over the entire court.

There are two ways of winning a game:

One team gets the entire other team OUT before 5 minutes are up.

At the end of 5 minutes, the team with the most players left will be declared the winner.

In the event of a tie, each team will split the points for that game.

To win the match, your team must have more points than the other team. Ties are allowed in the regular season. There are special rules for playoffs listed below.

Unsporting behavior:

Unsporting behavior will not be tolerated. The officials have yellow and red cards. If a player receives one red or two yellows in one game they must leave the gym and make an appointment with the intramural director.

Playoffs:

Playoff games are played just like regular season games.

In the event of a tie at the end of the 5th game, a 6th modified game will be played. This modified game will follow the same rules as a regular game with a few exceptions:

- This game will start with each team selecting one representative to stand at the top of the basketball 3-point arc with a ball on the floor in front of him or her.
- The official will blow a whistle and each player may grab the Dodgeball and attempt to hit their opponent.
- If a winner is not decided during this sudden death modified game, it will repeat until one is.
- A winner is decided the same way as any other player is determined to be OUT.