



Texas A&M University - Corpus Christi
Department of Recreational Sports
INTRAMURAL SPORTS
Dodgeball Rules

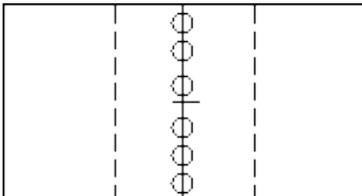


Team Captains and Player Eligibility

1. Game clock will start at scheduled game time.
2. A maximum grace period of 10 minutes will be granted to teams waiting on players. Every minute (up to ten) that a team does not have the minimum number of players to start, the opposing team will be granted one point.
3. The game will result in a forfeit if a team cannot meet the minimum player requirement after the 10-minute grace period.
4. A team will be assessed a forfeit fee of \$10 if they forfeit a game. Teams will not be allowed to play until the fee is paid.
5. A team with two “no call, no show” forfeits will be dropped from the league.
6. Team captains are responsible for informing their teammates of all Intramural Sports policies and procedures.
7. Only team captains or designated players may address an official regarding rule interpretations or to obtain essential information.
8. Team captains are responsible for their team and fans behavior before, during, and after the game. Fan penalties will be awarded to the captain.
9. Team captains are responsible for any equipment given to them, such as team jerseys and team balls. **Team captains will be charged for missing or damaged items.**
10. Team rosters are frozen after the last game of the regular season.
11. **NO ID NO PLAY!** All participants must present their Sandollar ID to the Intramural Supervisor on duty in order to be eligible for play.
12. Presenting a false ID will result in a suspension of all participants involved. The offending team will lose their right to win the coin toss and be awarded an unsportsmanlike conduct. Usage of illegal or ineligible players will result in an automatic forfeit of that game.
13. **UNDER NO CIRCUMSTANCE IS ALOCHOL ALLOWED ON IN DUGAN WELLNESS CENTER.** UPD will be called if any fan or participant is in possession or under the influence of alcohol.
14. Smoking is not allowed inside the Dugan Wellness Center. Smoking includes, but is not limited to cigarettes, e-cigs, vape machines, illegal substances, etc.

Court, Boundaries, & Equipment

1. Games will be played on the volleyball courts in the Dugan Wellness Center.
2. The court will have a center line and two clear lines; one on each half.



3. During play, all players must remain within the boundary lines of the court. Players may only leave through their end-line to retrieve stray balls. They must also return through their end-line.
4. Six dodgeballs will be placed at mid court to begin match. Any intentionally damaged equipment will be charged to the player or team captain and that player will be ejected.
5. Shoes must be appropriate, athletic shoes. No boots, open toed shoes, or crocs will be allowed.
6. The use of headgear, jewelry, shoulder pads, body pads or any unyielding or dangerous equipment is prohibited. Players may wear a knit or stocking cap and use soft, pliable gloves if they desire. No baseball style caps or bandannas may be worn at any time.
7. Tape or bandage on the hand, wrist, forearm, or any other part of the body is prohibited except to protect an injury. Under no circumstances will a player wearing a cast or splint be allowed to play. Braces with exposed metal parts must be covered.
8. Belt loops, pockets, exposed drawstrings, or untucked hoods on sweat shirts are illegal.

Team Size

1. Each team is allowed six players on the court at a time. Extra players may wait by the end-line in order they wish to enter the game when permitted.
2. CoRec teams must have 3 men and 3 women
3. Teams will be allowed to start the game with 5 players
4. Co-Rec. teams must start all games with no more male players than female players: 3 males and 3 females, 2 males and 4 females, etc.
5. All players must present either a valid Columbia University identification (CUID) or a current Dodge Fitness Center identification (DFCID) to Intramural Staff to be eligible to play.
6. Teams must arrive ready to play no more than 5 minutes after the scheduled game time or else a forfeit will be declared.

Game Play

1. Games will be a best of five series. The first team to reach 3 match wins will win the game. Each match will end when one team is eliminated, or after 5 minutes. The team with the most players as time expires will be declared the winner.
2. With two minutes remaining, players may advance to their opponent's clear line to throw a ball.
3. If a match ends in a tie then a Sudden Death overtime period will be played. In overtime the first team to legally eliminate a player will be declared the winner. At this time, players may move anywhere within the court.
4. The object of the game is to eliminate all opposing players by getting them out.
5. An OUT is scored by:
 - a. Hitting a player with a live thrown ball below the shoulders. Note: A player who is hit in the head (who did not duck) is not out. The thrower is out. If the player hit in the head ducks into the ball, he/she is out. No consequence for the thrower.
 - b. Catching a live thrown ball by your opponent. Note: The team that caught the ball returns an eliminated player to their team. Players return to the game in the order that they were eliminated.

- c. If a thrown ball is deflected and then caught before it hits the ground, the thrower is out.
 - d. 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)
 - e. A ball rebounding off a “catch” attempt may be caught before touching the floor, wall or backboard by any in bounds player on the “hit” player’s team. Result: The thrower is out.
6. Players will be declared out on their own accord if:
 - a. Any part of their body contacts the playing surface on or over sideline.
 - b. They enter or re-enter the field through the sideline.
 - c. They leave the playing area to avoid being hit by or attempt to catch a ball.
 - d. They have any part of their body cross the centerline and contact the ground on their opponents’ side of the court.
7. A ball rebounding off a wall, backboard, etc. and caught or hitting a player does not eliminate that player.
8. A player hit, a ball caught, or a ball thrown outside the boundaries of the court does not count as an out.
9. Eliminated players will form a line on their side of the court next to the end line. These players must remain in the order that they were eliminated with the first person eliminated closest to the end line. Every time a ball is “caught” the eliminated players from that team can re-enter the game in order.

Beginning the Game

1. The game begins by placing six dodgeballs along the centerline
2. Players take position behind their end line.
3. Following the signal by the official, teams may approach the centerline to retrieve balls.
4. Every ball retrieved at the opening rush must first be taken or passed beyond the clear line and into the team’s back court before it may be legally thrown at an opponent.

Stalling and 5-second Violation

1. A team trailing during a game must be given the opportunity to eliminate an opposing player. This requires that the trailing team must have a ball at their disposal.
2. It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all the balls they must get at least one ball across the attack line and into the opponent’s back court. If this is not done within 5 sec., a 5-sec. Violation will be called.
3. First Violation: Stoppage of play and the balls will be divided evenly between teams. Play will continue with “Balls in hand.”
4. Second Violation: One player from the offending team will be “out”, at the choice of the opposing team.

Sportsmanlike Conduct:

A. Minor Penalty: As a result of a player in violation of unsportsmanlike behavior he/she will be remove the game. If the player committing the penalty is already “out” then the team will be penalized by removing one additional player who is chosen by the opponents. (i.e. slamming a ball, using vulgar language, taunting, delay of game...etc.)

B. Major Penalty: Any player demonstrating severe unsportsmanlike behavior such as but not limited to verbal or physical abuse of officials, participants, or spectators will be ejected. The team will receive a zero sportsmanship rating for the match.

Playoff Eligibility

1. Teams will only be eligible for post-season play if they earn an average sportsmanship rating of 3 or higher
2. Teams that win via forfeit will receive a 5 rating.
3. Teams that lose via a forfeit will receive a 2 rating.
4. Teams that lose via default will receive a 3 rating.
5. Please contact the Competitive Sports Coordinator with any questions regarding sportsmanship ratings.