Recreational Athletics
Intramural Sports

Drexel Intramural Dodgeball Rules

Any other rules will adhere to NADA (National Amateur Dodgeball Association).

A. PLAYERS:

1. Teams will be made up of 8 players others
2. Six players are need to start and to avoid a forfeit
3. Substitutes may only enter the game only during time outs or in the case of an injury

B. EQUIPMENT

1. Games will consist of 6 dodgeballs in play
2. Proper footwear must be worn – sneakers only
3. No hats or jewelry permitted

C. GAME PLAY

1. Court Boundaries
   a. Play boundary will be within the basketball court lines with each team competing on half of the full court.
   b. If an individual touches a "line" on the court during play, he or she is out of bounds thus eliminated. Players may leave the boundaries only to retrieve stray balls
      i. If a player crosses into opponents area while throwing a ball, the thrower will be out
   c. The court will "shrink" to the volleyball lines when teams are down to 3 players, this will take place when either team has three (3) players remaining in competition
      i. Players are not allowed to leave the boundaries for any reason.
      ii. The eliminated players of the team may retrieve balls and place them in the volleyball court for the remaining players
2. Start of Game
   a. Game begins by placing the dodgeballs along the centerline, 3 to the left and 3 to the right of the jump circle
   b. Players then take a position behind their end line
   c. Following a signal by the official, teams may approach the centerline to retrieve the balls.
   d. Players must return back to the 10 foot volleyball line in their zone before throwing the ball they have retrieved.
   e. This signal officially starts the contest
3. Game Play/ Time Outs
   a. Matches will be a "best-of-three" (first team to win 2 games) format.
   b. A 15-minute time limit has been established for each contest
      i. If neither team has been eliminated at the end of the 15 minutes, the team with the greater number of players remaining will be declared the winner.
      ii. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played
   c. Each team will be allowed one (1) 60 second timeout per game. At this time a team may substitute players into the game.
   d. Time-outs must be directed to the scorekeeper and can only be called when all balls are in player possession, not in the air. All balls will remain in team/player possession on their respective back line
4. Rules of Play
   a. The object of the game is to eliminate all opposing players by:
      i. Hitting an opposing player with a thrown live ball below the shoulders or catching a ball thrown by your opponent before it touches the ground
   b. The first team to legally eliminate all opposing players will be declared the winner

c. Balls are **live** until they hit the ground, a ball, wall, curtains or bleachers.
d. If a player catches a live ball, the thrower is out.
e. If ball deflects off another person and is then caught, it is considered a legal catch and the player who threw the ball is out.
f. Using a ball to deflect a thrown ball:
    i. A ball is considered dead if it is deflected by another ball. If a player deflects a ball into the air and then another player catches it, neither player is out as the ball is considered dead as soon it comes into contact with the first ball.
    ii. If the player using the ball to deflect, drops the deflection-ball in the process of deflecting a ball, they are eliminated.
g. A ball that travels out of bounds may be retrieved by the team whose side it resides on, the retrieving player may not pass or throw the ball in bound nor can they be eliminated until they step back in bounds.
h. **10 Second Rule** – A Ten second shot clock will be enforced by the mid-line judge effecting the team in the lead if they control more than 4 balls

5. <u>Rule Enforcement</u>
    a. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. Intramural Office staff will supervise all contests. IM Sports staff will rule on any situation in which teams cannot agree

D. SPORTSMANSHIP

1. All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issue of harassment, violence, disorderly conduct or detrimental behavior will be reported and handled according to university protocol
2. IM Staff has the right to remove any player from game due to unsportsmanlike conduct.
    a. Player will be removed from league after 2nd violation
    b. Team will be removed from league after 3rd violation