

TTU Intramural Dodgeball Rules

All participants must have & show their valid TN Tech University ID before the start of every game. Anyone without their ID will not be allowed to participate. NO EXCEPTIONS WILL BE MADE.

All games will be self-officiated based on the National Amateur Dodgeball Association (NADA) Rules: which will be in effect unless otherwise noted in this supplement.

THE TEAM

- The game shall be played between two teams of 4 players
- A team must start with at least 3 players and will be allowed substitutions only during timeouts or in the case of an injury.

THE GAME

- The game will be won by the team that wins the best out of five games.
- The object of the game is to eliminate all opposing players by getting them “OUT”. This may be done by:
 - Hitting an opposing player with a thrown ball below the shoulders.
 - Catching a ball thrown by your opponent before it touches the ground.
- If a player catches a live ball (one that has not hit the ground), the thrower is out and everyone hit by the thrown ball remains in.
 - Example: Player A throws a ball and hits his/her opponent, Player B. The ball bounces off of Player B and is caught by Player C. Because the ball is still live and caught, Player A is out and both Player B and Player C remain in the game.
- The game will begin by placing the dodgeballs (4) along the center line. Players will take a position touching their respective back walls.
- The Intramural supervisor will count 1, 2, and 3 and then blow their whistle to start the game.
- When the whistle is blown each team will sprint to the center line to retrieve the balls – *only minimal contact will be allowed during the start of the game.*
- Once the balls are retrieved from the center line, they must touch the players respective back wall before being thrown (this can be done by either throwing the

ball at the back wall or running to the wall with the ball and then touching the wall).

- The first team to legally eliminate all opposing players will be declared the winner.
- A player may defend himself by using another dodgeball.
- A fifteen (15) minute time limit has been established for each contest. If neither team has been eliminated at the end of the fifteen (15) minutes, the team with the greatest number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a three (3) minute sudden death overtime period will be played (the first team to lose a player will be eliminated).
- Each team will be allowed one (1) 60 second timeout per game. At this time teams may substitute players in the game. Timeouts can only be called, and directed to the on-site supervisor, when all balls are in the player possession and not in the air. All balls will remain in team/player possession on their respective back walls when a timeout is called – play will resume by the on-site supervisor blowing his/her whistle.

BOUNDARIES

- All balls are live until they hit the ground; balls off the side and back wall are dead.
- Balls that go out of bounds (the team bench area) will be put back in play at the center line by the Intramural Supervisor.
- Each team must stay in their respective areas – behind the center line on their side of the court.

EQUIPMENT

- The Department of Campus Recreation – Intramurals will supply the dodgeballs for use in the games.
- Proper athletic footwear and athletic apparel are required to participate.
- NO Jewelry is allowed to be worn.
- NO Headgear is allowed to be worn.

RULE ENFORCEMENT

- Rules will be enforced primarily by the “Honor System”. Players will be expected to rule whether or not a hit was good and whether they were legally eliminated.
- All contests will be supervised by an Intramural Supervisor. The Supervisor’s responsibilities will be to rule on any situation in which teams cannot agree. The Supervisor’s decisions are Final and should not be questioned.
- The Supervisor will grade each team nightly in regards to sportsmanship.