

-Dodgeball Rules and Procedures-

Teams:

Each team consists of 6 players. Departments may have two teams, however before they can advance in competition, those two teams must face off to represent the major. If the department has two teams, players may not switch teams after the play off. Any student who is double majoring may pick one team to work with and may not switch teams.

Under-representation Clause:

If for any reason, a major is under-represented and still wishes to compete, they may recruit members from other departments to assist them in competition. Any points obtained by that team will go toward the under-represented major that all members agreed to compete for.

Conduct Clause:

If team member is being disrespectful to the event-runners, team can choose to remove him or her from the team or have whole team disqualified. If a member is lost due to this clause, a replacement cannot be brought in. Those in charge of the event will be responsible for determining what is considered disrespectful.

This clause also applies to cheating and blatant disregard to the rules.

Officiating:

1 referee per side of the court. Referees will be contracted from the Intramural Office.

Court:

The court is divided into two 24' X 24' areas, court length of 48' from endline to endline, and a total width of 30' from sideline to sideline.

Equipment:

6 regulation size balls should be used.

Game:

The game is played until all opponents on one side have been eliminated. The first team to eliminate all its opponents is declared the winner. The tournament game order will be determined randomly, and a bracket will be generated.

Scoring:

A player can be eliminated if he/she is hit with the ball before it bounces. Likewise, a player is out of the game if an opponent catches the ball that is thrown. If a player catches a ball, a teammate who has been hit out of the game is allowed to re-enter.

Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed out.

Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed out.

Stalling:

If a referee determines that a player or team is stalling, the referee will warn the player or team. If the stalling continues, at the referee's discretion, the player or team will lose possession of all balls on their side. If both teams are stalling a reset will occur.

Out of Bounds Rule:

If any part of the player's body touches the endlines or far neutral zone line, the player is out.