

Dodgeball Rules

Any rule and situation not specifically covered are subject to the current National Amateur Dodgeball Association's (NADA) Rules Book and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University may participate in intramural activities as long as they have a current membership to the Fitness Center.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ Players can compete for only one (1) team. Once he or she signs in for one (1) team, that player cannot transfer to another team for the duration of the season.
- ✓ For postseason eligibility, a player must have participated in at least one (1) regular season game.
- ✓ The Intramural Coordinator or Assistant Coordinator shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register by the deadline by creating a team via FusionIM (recreation.tntech.edu).

Rule 2: Tournament Format & Team Composition

Tournament Format

- ✓ The tournament shall follow a single elimination format preceded by a pool play.

Divisions

- Men's
- Women's

Match Format

- ✓ Each match shall be the best of 7 games

Team Composition

- ✓ Each team will have four (4) players on the court at one time, and a minimum of three (3) players are required to start the game.

Rule 3: Playing Area & Equipment

Playing Area

- ✓ All games will be played at the Marc Burnett Student Recreation and Fitness Center in the racquetball courts.
- ✓ Teams must occupy their half of the court during the contest.

Game Balls

- ✓ The Intramural Sports Office shall provide the dodgeballs for competition.

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.

- ✓ IM staff reserves the right to ask participants to remove or conceal clothing that, in the opinion of IM staff, displays offensive or demeaning language or imagery.
- ✓ **Proper athletic attire is required.** Non-athletic clothing including but not limited to jeans, dress pants, dresses, khakis, and blouses is prohibited.
- ✓ Footwear
 - Players are required to wear athletic shoes (e.g. basketball shoes, running shoes, tennis shoes).
 - Footwear including but not limited to boots, cleats, open-toed shoes, crocks, and sandals is strictly **PROHIBITED.**
- ✓ Blood
 - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game. The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed before the player can return to the game.

Rule 4: Forfeits, Defaults, & Protests

Forfeits

- ✓ A forfeit is defined as one of the following:
 - Failing to field a team for an intramural contest without contacting the Intramural Sports Office. The final score shall be 2-0.
 - Receiving three or more conduct warnings before, during, and after an Intramural contest. If the forfeiting team is ahead, the final score shall be 2-0. If the non-forfeiting team has the higher score, the game shall be terminated with the existing score.
- ✓ Forfeits automatically withdraws you from Post-Season play.
- ✓ Sportsmanship Rating will be as followed:
 - Winning Team = 8
 - Forfeiting Team = 2

Grace Period

- ✓ If at least **ONE (1)** team member has signed in, the team will be granted a **five-minute (5:00)** grace period.
- ✓ Once both players are present to start the game, the team must start when directed by IM staff.
- ✓ A team may **NOT** wait for additional players once the minimum number of players has been reached.
- ✓ If no players are signed in at game time and the Intramural Sports Office has not been contacted, the game will be declared a forfeit.

Protests

- ✓ During the contest, the judgment of the referee is not subject to protest.
- ✓ Teams may only protest player eligibility before the contest.

Rule 5: Timing

Game Length

- ✓ Each match will be best of **7 games**
- ✓ Each match has a time limit of **fifteen (15) minutes**
- ✓ **Determining the Winner**
- ✓ If neither team has been completely eliminated at the end of the **two-minute (2:00)** time limit, the team with the higher number of remaining players will be declared the winner.

Rule 6: Playing Rules

Playing the Game

- **Four (4)** dodgeballs are used, each team will start with 2 balls.
- After each single game, you switch sides.
- Players must begin the game with **ONE HAND** touching their back wall
- A ball that has been thrown and has not touched anything, or is deflected, is considered **LIVE** until it touches the floor, back walls, ceiling, court official.
- A ball is considered **DEAD** when it contacts the floor, back wall, court official or item outside of the playing court
- A ball is considered live if it contacts the side walls.
- A **LIVE BALL** caught by an opponent results in the thrower being out
 - Everyone hit by the thrown ball remains in the game
 - One teammate may **RE-ENTER** the game per catch
- If a player is struck by a **LIVE BALL** (including a ball deflected by another ball), that player is **OUT**
- If a player attempts to **DEFLECT** a thrown ball with a held ball and drops the held ball, that player is **OUT**
- Each player has **15 seconds** to throw the ball that is in their possession.
- If 2 players are hit at the same time they are out, if they are the last 2 left in the game and they are hit at the same time, a replay would occur.
- **Thrown balls can eliminate a player thrown off of the side wall.**
- An **OUT PLAYER** must stand with their back to the wall on the **RIGHT SIDE** of the court.
- An **OUT PLAYER** may **NOT** hold balls for their teammates, but they **CAN** kick a ball that rolls to them. **They may never deflect a thrown ball.**

- ✓ Headshots
 - Illegal headshot
 - A thrown ball hits a standing player in the head or neck. The **THROWER** shall be **OUT**.
 - Legal headshot
 - A thrown ball hits a player who is prone, bending, or ducking.
 - A player may **NOT** move their head into the path of the thrown ball.
 - The **STRUCK** player is **OUT**, and the thrower remains in the game.

- ✓ Reset-When the Court Officials declare a reset, 2 balls shall be return to each team. All remaining players shall touch the back wall, and the Court Officials shall signal an official, or IM staff