

Shawnee State University

Intramural

Dodge Ball Rules

General Information

1. Consists of 5-8 players. The game is played with 6 players on the court for each team. A minimum of 5 players is needed to avoid a forfeit. At least one member of the opposite sex must play each game.
2. Each match is a best 3-of-5 game series. Each game will last a maximum of 8 minutes.
3. Game time is forfeit time.

Objective

Eliminate all opposing players by getting them "out". A player is declared out if:

1. A player is hit by a thrown ball below the shoulders before it strikes the ground;
2. A ball is thrown by a player is caught in the air before it strikes the ground;
3. A ball thrown by a player strikes an opposing team member in the head;
4. A player crosses over the center line;
5. A player crosses over a boundary line for any reason other than to retrieve a ball.

Winning

1. A team wins a game by eliminating all opposing team members prior to the expiration of time; or by having more active players on the court when time expires.
2. The first team to win 3 games wins the match.

The Court of Play

1. Games are played on a regulation volleyball court.
2. Teams and players are confined to the center line, sidelines, and end lines of the court.

Game Play

1. The game begins by spacing 6 dodge balls evenly along the center court line as players line up along the end lines.
2. Players "rush" the center line upon the blowing of the whistle. Balls must be taken behind the attack line before they can be thrown.
3. Players attempt to get opposing players out until all opponents are eliminated or time expires.
4. Players who are out, must sit behind their own baseline. Players who have been called out may not retrieve stray balls for their teammates.

5. Players may bring an eliminated teammate back onto the court of play by catching a thrown ball in the air.
6. A caught ball is not an out if it first deflects off a wall, bleacher, backboard, ceiling, or floor. A ball deflected off a player may be caught for an out.
7. Players holding a ball may use that ball as a shield. If the “blocked” ball is caught in the air, the person throwing the ball is out. If the ball strikes a teammate of the thrower in the air, the person struck with the ball is out.
8. If a person attempting to block a thrown ball with a held ball drops that ball, they will be called out.
9. A player MAY be called out if they are attempting to stall by not throwing a ball for 10 seconds or more.
10. Once the whistle blows, play stops immediately. All players keep balls in their possession.
11. In the event of a tie at the end of any game, sudden-death overtime will be played only with the current players in the game. The first team to eliminate an opposing player in overtime wins the game.