

## **\*\*All NADA Rules apply with these modifications**

### Rule 1. **Teams, Field, and Equipment**

- A. Teams
  - 1. Teams will consist of 6 players with a minimum of 4 players to avoid a forfeit.
  - 2. Substitutions may enter the game only during time-outs, or in the case of injury.
- B. Field
  - 1. Arena
    - a. UM Intramural Dodgeball will be played indoors in the gym.
    - b. The playing field will use the volleyball lines.
    - c. There will be sidelines, end-lines, attack lines, and a center line.
  - 2. Boundaries
    - a. During play, all players must remain within the boundary lines.
      - i. The lines are like soccer, in that, the line is in play.
    - b. Players may pass through their end-line only to retrieve stray balls.
    - c. When retrieving the ball, the player must also immediately re-enter the playing field only through their end-line. Any player not immediately re-entering the playing area may be declared OUT.
    - d. A player may be handed a ball as long as they are inside the boundaries.
    - e. A player shall **not**:
      - i. Have any part of their body contact the playing surface over a side line unless retrieving a stray and it must be noted by the court monitor.
      - ii. Exit or re-enter the field through their sideline.
      - iii. Leave the playing field to avoid being hit by, or attempt to catch, a ball.
      - iv. Have any part of their body cross over the center-line and contact the ground on their opponent's side of the court. During the "opening rush," many players will cross the center-line. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by that action.
  - 3. Equipment
    - a. The official balls will be provided by the Intramural Department.
    - b. All players must wear non-marking tennis shoes at all times.
    - c. Players must wear shirts at all times.

### Rule 2. **The Game**

- A. Games will be played in a "best-of-three" format in which the team to win two (2) games will be the winner of the match.
- B. A coin toss will determine which team will begin on what side. Teams will alternate sides following each game.
- C. The object of the game is to eliminate all opposing players by getting them OUT. An OUT is scored by:
  - 1. Hitting an opposing player with a LIVE thrown ball below the shoulders. NOTE: If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.
  - 2. Catching a LIVE ball thrown by your opponent.
  - 3. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball. (usually occurs when a ball is being used to block)
  - 4. An opposing player stepping out of bounds.
- D. The definition of a live ball is a thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, another player or ball.

- E. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball. NOTE: A ball deflecting off a held ball and striking the holder is no longer a LIVE ball.

Rule 3. **Timing, Time-outs, and Substitutions**

- A. Each game will be limited to 7 minutes in duration.
- B. Each team will be allowed one (1) 60-second time-out per game.
- C. Only the Court Monitor's whistle starts and stops the clock.
- D. All players are in jeopardy until the Court Monitor recognizes AND signals, the beginning of a time-out or end of regulation time.
  - 1. All LIVE balls in flight at the time of the signal remain LIVE.
- E. During time-outs, teams may substitute players. Subs may be players who did not start the game, or players who wish to re-enter after having been out.

Rule 4. **Start of the Game**

- A. Prior to the game beginning, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. 6 balls total with 3 on each side of the hash.
- B. Players then take a position behind the end line.
- C. Following a signal by the official, teams may approach the center-line to retrieve the balls. Teams may only retrieve balls placed to the RIGHT (as they face the center line) of the center hash mark. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.
- D. Each/every ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent.

Rule 5. **Declaring a Winner and Overtime**

- A. Declaring a Winner
  - 1. The first team to legally eliminate all opposing players will be the winner.
  - 2. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be the winner.
  - 3. If both teams have the same number of players at the end of regulation, an overtime period shall be played.
- B. Overtime
  - 1. The overtime period shall be 3-minutes in length
  - 2. Substitutions may be made prior to start of overtime
  - 3. The first team to eliminate any ONE opposing player will be declared the winner.
  - 4. All overtime periods will begin with an equal number of "balls in hand" behind a team's end line.
  - 5. No time-outs are allowed during overtime.
  - 6. At the end of each overtime period, if no players have been eliminated, an additional player from each team (max 6) will be placed back into play and another overtime period will commence.

Rule 6. **Stalling and 5-Second Violations**

- A. A team with more players than the opposing team may *not* be in position of all 6 dodgeballs for more than 5 seconds.
- B. If the leading team does control all of the balls, they must make a legitimate attempt to get at least one ball across the attack line and into the opponent's backcourt.
- C. A team may avoid a 5-second violation by throwing or rolling a ball into the opponent's backcourt. This does not include throwing a ball over and through an opponent's end-line.
- D. Consequences for failure to get a ball to the opponents side are as follows:

1. First violation: Stoppage of play and balls will be divided evenly and play continues with “balls in hand.”
2. Second violation: FREE THROW for the opposing team – a penalty which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination.
3. Third violation: Ejection of one (1) player from offending team.

Rule 7. **Officials and Court Monitors**

- A. All contests will be supervised by at least one Court Monitor.
- B. The Court Monitor’s responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the Court Monitor if they feel a player has violated any rule. **THE COURT MONITOR’S DECISION IS FINAL.**
- C. Court Monitors may warn players and call technical fouls on those who display unsportsmanlike conduct.
- D. Court Monitors will check the eligibility of all players. All players are required to have a valid Cane Card at all times.

Rule 8. **Co-Rec Rules**

- A. All Dodgeball rules apply except for the following:
  1. Teams must start all games with no more male players than female players (i.e.: 3 male & 3 female, 2 male & 3 female, etc.)
  2. Male players cannot substitute for female players.

Rule 9. **CONDUCT OF PLAYERS & ADVISORY BOARD**

- A. If a player receives two unsportsmanlike conduct warnings in one game, he/she will be ejected from the game. Ejections carry an appearance before the Advisory Board (see next rule) before he/she can play again.
- B. Any team, which receives three unsportsmanlike conduct warnings in one game, will automatically forfeit the game, and be suspended from play until they appear before the Advisory Board.
- C. **ADVISORY BOARD**
  1. The IM Advisory Board is made up of students from all areas of campus.
  2. The board meets weekly when necessary and their decisions are final.
  3. If a player is ejected, they must call 305-284-8501 to schedule their hearing.
  4. Once a player is ejected they are self-suspended until they appear to the board.
  5. If the ejected player chooses not to appear, he/she will remain suspended. This means he/she is not allowed to play in any Intramural or Special Event until he/she appears before the board.
  6. If he/she does not to contact the IM office within one week, the team that he/she was affiliated with will become suspended until the ejected player schedules a meeting with the Advisory Board.