



DODGEBALL RULES

ELIGIBILITY

1. Each participant must have **one (1)** of the following:

- Valid Student ID.
- Proof of payment of appropriate registration fee (\$75.00/person - non-member).

2. All participants must be registered on the official roster and must have picture ID at all times. Additions not permitted **after five (5) weeks** of regular season play. Exceptions will ONLY be made by Intramural Coordinator.

3. All participants on the official team roster must play at least two (2) regular season games for those players to be eligible for the play offs.

4. **Six (6)** players per team are permitted on the floor at the same time.

5. Co-Ed Rule - teams may have a maximum of five (5) **males/females** on the floor at the same time.

6. An automatic forfeiture of a game only happens if not enough players (3) show or by decision of the supervisor.

Inclusivity

At the University of Lethbridge, we value equity, inclusion and diversity. University of Lethbridge acknowledges the commitment to representing the diverse communities we serve. And while we have gender-based leagues, they are inclusive of the LGBTQ2S+ community, transgender and genderqueer persons. We encourage participants to play where they feel comfortable.

ELEGIBILITY SPOT CHECKS

Before team play the referee may randomly pick a player from any or every team and ask for their school identification number (or other proof of eligibility) and their name. If the name and number don't match up, the referee will check the whole team for eligibility. If more ineligible players are found, penalties could include a loss for the night or for multiple offences, a recommendation for removal from intramurals for the whole team.

THE TEAM

Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury. Players cannot play on more than one team in the same division

THE FIELD

The playing field shall be a rectangle 60 feet by 30 feet (volleyball court), divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

THE EQUIPMENT

The official ball used in tournament and league play will be an 8" rubber-coated foam ball. There shall not be more than 6 balls in play at any one time

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)

CATCHING A BALL

If a ball is caught and is still considered live the throwing player is out and the catching players team is allowed to bring on another player to a maximum of 6 on the court. Players re-enter in the order that they went "OUT".

SAVING A TEAMATE BY CATCHING A BALL

If you catch a ball before it touches the ground but after it has hit a teammate, the first player does not have to leave play but neither does the thrower of the ball.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Should a player be hit by a ball after they have left the playing surface through a side boundary they will be called "OUT." Any player that repeatedly goes out of boundaries intentionally but is not retrieving a ball will get a warning, after two warnings in a game they will be called "OUT".

THE OPENING RUSH

Game begins by placing the dodge balls along the center line - three (3) on one side of the center hash and three (3) on the other. Players then take a position with behind their end line. Following a signal by the official, teams may only approach the centerline to the right of the center-hash in the opening rush, (if in the rush a player crosses the center line they will not be called out if they return to their side of the court quickly). This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown, but the target does not have to be behind the attack line.

WINNING A MATCH

The winner of a match in regular season is the team that wins 4 out of 7 games. In post season a quarter and/or semi final match is played until a team wins 4 games out of 7 and the final match is played as a best of 9.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit

has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a "THROW-OFF" will take place. The throwers will be placed by the official an equal distance from the centerline and given a single ball, once placed they cannot move from that spot (except for jumping straight up or falling straight down) until both players have thrown the ball or a thrower is hit. If neither thrower is hit the first time, the throw-off is repeated until there is a clear winner. If both balls are in the air at the same time and both players are hit then the throw-off is reset again.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game. Only a player on the court may call a timeout.

PLAYERS ON THE SIDELINES

Players on the sidelines are encouraged to cheer for their teammates but are not allowed to challenge calls or try and bring attention to missed calls (as this will just distract the referee from the game).

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds.

RULE ENFORCEMENT

During pool play or regular-season matches, rules will be enforced primarily by the "honor system" but the court supervisors will be able to make the final ruling on any situation in which teams cannot agree.

DISRESPECT TO THE SUPERVISORS OR REFS, FIGHTING, UNSPORTING CONDUCT, OR DELIBERATE INTENT TO INJURE WILL NOT BE TOLERATED AND WILL RESULT IN AN AUTOMATIC EXPULSION FROM OUR LEAGUES

WINNING IS NOT EVERYTHING - PARTICIPATE AND HAVE FUN!!

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[Horns Recreation](#)

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