

WESTERN WASHINGTON UNIVERSITY INTRAMURAL SPORTS

DODGEBALL RULES

All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wvu.edu/campusrec.

I. GAME TIME AND SCORING

1. A match will consist of the best three (3) out of five (5) games.
2. A game is won if all the players on a team are in jail or whoever has the most people not in jail at the end of the 8 minute time limit. If the game is tied at the end of the time limit, the teams will play sudden death. The first team to legally send an opposing team's player to jail will be declared the winner of the game. No players can be freed from "jail" during sudden death.
3. A full team shall consist of eight (8) players. A full Coed team shall consist of four (4) men and four (4) women. When playing with even numbers of players there must be an even number of men and women. When playing with an odd number of players to begin a game, there can be no more than one extra male or female.
4. Teams will switch ends of the court after each game.
5. The game is played with intramural balls only. All game balls will be supplied by the intramural sports department.
6. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, hard toe shoes, cleats, open toed shoes, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed.

II. RULES

1. The playing area of the court are as follows:
 - a. **The endline of the court will be the Basketball court endline extended.**
 1. With 2 minutes left in each game the endline will become the free-throw line extended. **Players can not make any plays from behind this new endline, including but not limited to trying to hit away balls from being shot at the basket.** If you are hit behind this endline, you are still out. Catches behind this endline don't count, and you cannot throw from behind the endline.
 - b. The dividing line for teams will be the division line extended (half court).
 2. The game will begin by placing five (5) balls on the division line. Participants will line up behind the endlines of the court. The supervisor will start the game by counting down. Players will then run to the midcourt line to retrieve balls.
 3. **A player may reach across the midcourt line to retrieve a ball as long as no part of his or her body touches the opponent's side of the court.**
 4. In order to send an opponent to "jail" you must strike them anywhere between the shoulders and feet. **A player is sent to jail if they intentionally hit an opponent in the head or step into the opponent's side of the court.**
 5. If a thrown ball is caught before hitting the ground the opponent who threw the ball is sent to jail.
*With a caught ball, a player from your team will be freed from jail **upon being given the ball.**
 6. A player may block a ball with another ball in possession, but if the player loses the original ball when, they are out.
 7. Any person who is struck legally by a ball, has his or her thrown ball caught by an opponent, or violates a rule must go to jail. The jail is located on your team's side of the court on the outside of the court.
 8. In order to get out of jail a teammate must catch a thrown ball from the other team and pass it to the person in jail.
*People will come out of jail in the same order that they entered jail.
 9. People in jail may return balls to their teammates as long as no part of their body touches outside the jail area in retrieving the ball.
 10. Players may retrieve a ball that is outside the court, but they must return to the court immediately after.
 - a. Players may not put another player out by throwing the ball from outside the court area.
 - b. You may be hit out if you are outside the court area. If you are hit legally, you will go to jail.
 11. If a player makes a basket in the opponents goal from his or her own side of the court, all players standing in the jail are free.
 12. **If the ball bounces off a player and is caught by a teammate before touching the ground, nothing happens.**
 13. Balls that strike any other surface (backboard, floor, wall, backboard supports) is dead.
 14. When a player returns to the court after leaving jail, that player must be given sufficient time to ready themselves before being thrown at. Once they are on the court and begin play, they are eligible to be hit out. **To avoid confusion, players should try to enter from the back of the court if they do not wish to start playing right away.**
 15. Players may not possess a ball for more then 5 seconds. **If you possess a ball for more then 5 seconds, you will be called out and must go to jail.**
 - a. To be considered out of possession you must advance the ball to the opponents side of the court.
 16. All players are responsible for making their own calls. Supervisors on site may assist in rulings and enforce sending people to jail. Repeated attempts to not honor calls will result in forfeit of the game.
 17. Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove any player. An intramural staff member must approve the player to re-enter. If the team has no substitutes, the player will be considered out until the bleeding is stopped and an intramural staff member has approved the player to return.

**ALL PLAYERS ARE ON THEIR HONOR AND NEED TO MAKE CALLS ON THEIR SIDE OF THE COURT.
CAPTAINS NEED TO BE RESPONSIBLE FOR THEIR TEAM AND SETTLE DISPUTES.**

IV. SPORTSMANSHIP POLICY

1. The Intramural Staff requires all participants and spectators to display good sportsmanship and proper court etiquette before, during, and after the game.
2. The supervisors will give each team a sportsmanship rating after each game. Teams will be rated as Outstanding, Acceptable, or Unacceptable. Any team that receives an unacceptable rating is suspended from further play until the captain meets with the Intramural Coordinator, and the team serves any penalty that is served. For more information see the Sportsmanship Rating section in the Intramural Handbook.
3. All participants are expected to adhere to an HONESTY POLICY with regard to eligibility, rules interpretation, and administrative procedures.
4. Any player ejected from a game for any reason shall be automatically suspended from further Intramural competition. Ejected players must arrange a meeting with the Intramural Coordinator to request reinstatement in the league.

Dodge ball Rule Clarifications:

1. To be called out for crossing the line center line, any part of ones body must cross completely across the line onto the oppositions side of the court
2. if a player coming back in after their own team catches a ball, crosses the line (all the way across) then they are considered on the court and that is when they are eligible to be put out; also the player entering must be on the court to put somebody out; there is no grace period given to the player once they step onto the court and they do not have to wait at all to knock somebody out
3. if a player is trying to block an opponents throw and the thrown ball deflects off the ball in their hand and directly into the body, then the player is out; but if a thrown ball deflects and the player drops the ball being used to block then the blocking player is still out. This rule is the only exception to the ball being dead if it hits/deflects off of anything
4. If a ball is caught, the ball must be rolled to the next player on your bench waiting to come in; the reason for this rule is so that there are no confusions on why people are coming in
 - a. if a ball is trying to be rolled over to the bench player and doesn't make, the bench player is still allowed to come in, same rules apply when stepping onto the court
 - b. if a player catches a ball but before he rolls the ball to the bench, but then gets hit by a ball, the player on the bench is still allowed to come in, and the person that got hit with the ball is still out
5. 5 second rule ~ the 5 second rule is put in so that there aren't people holding onto the balls the entire game; we understand that the players are focusing on the game and do not always hear the 5 second call so we are lenient on the 5 second call; we are not looking for ways to call people out