Dodgeball Rules

REFEREES
At least one referee/monitor will be provided for all matches. Officials are responsible for checking eligibility, attendance, controlling the game and keeping score. If an official fails to show, the teams will be responsible for scoring and calling their own games. Officials must be treated with respect. Each match is controlled by an official who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed to. The decisions of the officials concerning the play are final, there will be NO NEGOTIATIONS made between teams.

EQUIPMENT/ATTIRE
It is the responsibility of all intramural participants to ascertain whether their own health conditions make it advisable to participate in a particular sport. The University of Guelph does not assume ANY RESPONSIBILITY. Appropriate gym shoes and apparel must be worn at all times. All equipment for play will be provided. NO JEWELRY IS PERMITTED FOR ANY INTRAMURAL SPORT.

TEAM REQUIREMENTS
Teams are allowed a maximum of 10 players and must have a minimum of 6 players to avoid a default (so a minimum of 3 guys and 3 girls must be present at every match). The ratio of males to females must be equal; if an odd number of players are present, the extra player may be of either sex but a team cannot have more than one more of either sex on the court at any time.

DEFAULTS/FORFEITS
A 10 minute default rule will apply. If the minimum numbers of players are not present 5 minutes after the scheduled game time the team will lose their first game out of five games. Exactly 5 minutes after that if the team has still not met the minimum requirement the game will be officially a default and the official score will be 3-0. *No Added Time Will Be Given*

THE GAME
Also known as Jail Break Dodgeball
- A dodgeball match consists of 5 games
  - All 5 games will be played regardless of which team wins
  - At the end of the match, the score is reported as the number of games won for each team (i.e. 3 games to 2, 4 games to 1, or 5 games to 0). THERE ARE NO TIES!
- The object of the game is to eliminate all opposing players by getting them “out”
  - This is done by either hitting an opposing player with a thrown ball below the shoulders (headshots do not count) or by catching a ball thrown by your opponent before it touches the floor
- If a ball hits the floor before hitting a player, they are **not** out
- If the ball hits one player and then another, they are **both** out unless the ball is caught before it hits the floor
- A player is out if they drop/fumble/lose control of the ball whereby it touches the floor
- When a player gets out, they must go to the other team’s jail. In order to get back in the game they must throw a play out from behind the opposing teams court line at the back of their jail
- Players in jail may collect the balls from the whole jail area, but can only throw from **behind the back line of the opposing team's court**!
- The center line of the court divides both the zones of play and the jails as it extends outside the boundaries of the court
- Play begins when the referee/monitor blows his/her whistle after he/she has placed three dodgeballs in the middle line on the court. Teams must start behind the baseline of their respective halves of the court lying down flat and may enter the court to retrieve the balls only after the referee/monitor has whistled the start of play
- Once a player runs and retrieves a dodgeball, **before** they are allowed to throw it at the opposing team they must take the ball back to their baseline and then the ball becomes live

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**General Rules of Play**
- Once a player has been put out, he/she must IMMEDIATELY proceed to jail; once a jailed player puts out a member of the opposition, he/she must IMMEDIATELY return to his/her zone of play
- After possession of a ball is gained by any player, he/she has **5 seconds** to make an attempt
- Play is continuous as each team makes attempts at throwing the other team’s players out until either all players on one team have been put out or time expires

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If no players are in jail

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If there are players in jail on both teams

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- Once a player has been put out, he/she must IMMEDIATELY proceed to jail; once a jailed player puts out a member of the opposition, he/she must IMMEDIATELY return to his/her zone of play
- After possession of a ball is gained by any player, he/she has **5 seconds** to make an attempt
- Play is continuous as each team makes attempts at throwing the other team’s players out until either all players on one team have been put out or time expires
• **No player may leave the zones of play** in order to avoid being struck by an attempt or else they are automatically out

• A player in the zone of play may not have any part of their body touch any part of the opposing team’s zone of play OR their opponent’s jail OR cross the plane of any of the lines (unless the jail is empty). If this occurs, the player is **automatically out**.

• A player in jail may not have any part of their body touch any part of the opposing team’s zone of play OR their opponent’s jail in the act of an attempt, during any action of his/her attempt or while in possession of the ball. If this occurs the ball is considered dead and handed to the opposing team.

• Players may pass the ball to members of their team who are in jail (and vice versa) by throwing the ball only, they may not hand it to their team members across the center line

**NOTE**

• When there is one player remaining - In order for a team to remain in the game, a player from jail (who recently hit someone) must **get back to their side before the last player is hit**. If the last player on the court is hit before their teammate can make it back to their side, the game is over

• The winning team is the team with the higher number of players remaining on the court when time expires.

• If the games seem to be taking too long, enforce a 6 minute time period for each game and the winning team is the team with the higher number of players remaining on the court when time expires.

• If teams have an equal number of players remaining when time expires, sudden death will be played (i.e. the next team to put a member of the opposition out is the winning team).

**Playoffs**

• Players must have played one-third of their team’s regular season league games to be eligible for playoffs.

• All competitive teams are guaranteed at least one playoff match after the regular season. Playoff games are played in the same format as regular season games.

• If a player shows up ten minutes after the start time they are **not permitted** to play.