

# Intramural Dodgeball Rules

The following set of rules addresses gameplay for intramural dodgeball. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

- Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.
- Eligibility:** All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.
- All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.
- All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.
- All players must have played in one regular season game to be eligible for the playoffs.
- Pre-Game:** All participants must present a valid Ole Card to participate in any intramural activity.
- There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.
- No ID, No Play!**
- Equipment:** No jewelry may be worn.
- Forfeits:** To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.
- Timing:** There will be two 20 minute halves. Teams will play as many points as possible during each half. When the half expires, the officials will allow the on-going point to finish.
- Scoring:** For each point played, the winning team will be awarded one point toward their final score.



**Overtime:** If the game is tied at the end of the second half, one final point will be played to determine a winner.

**Players:** Teams may have up to 6 players on the court at any one time. Teams must have at least 4 players to avoid a forfeit.

Each team will designate up to 4 players to participate in each point. All other rostered players are considered substitutes and may only enter between points.

**Boundaries:** The game will be played on a standard volleyball court.

All players must remain inside the volleyball court, unless they are leaving the court to retrieve a ball. If a player leaves the court to dodge or catch a thrown ball, that player is out.

Teams must remain on their side of the center line.

**Live/Dead Ball:** A ball is considered live from the time it is thrown until it contacts the floor, end wall, ceiling, opponent's head, or another ball.

Additionally, a live ball becomes dead when caught.

A thrown ball remains live when contacting a side wall.

**Starting a Point:** To begin each point, there will be an opening rush between opposing teams.

After a ball is retrieved on the opening rush, it must be brought back to the 10-foot line before it can be thrown at an opponent. If a player fails to do this, the ball is dead and no player can be put out with that throw.

Players are not permitted to dive or slide on the opening rush.

**Outs:** To win a point, the team must eliminate all opposing players prior to their team being eliminated. A player is out if they:

- Are hit by a live thrown ball below the shoulders and the ball is not caught by a teammate
- Throw a live ball that is caught by an opponent
- Intentionally throw a live ball that hits an opponent in the head, directly
- Cross one foot over the center line completely
- Block a live thrown ball with a held ball, and subsequently, drop the held ball

Eliminated players must immediately move to their right side wall nearest to the center line. They must stand with their back against the wall in the order they were eliminated.



Eliminated players may never deflect a live ball; however, they may deflect a dead ball toward a teammate.

If an eliminated player interferes with play, the officials may stop play and remove as many players as they deem fair.

**Regeneration:**

When a player catches a live thrown ball, the thrower is out and the catcher's teammate may regenerate. The regenerated player must tag their end wall within 6 seconds to be considered back in play.

Players must regenerate in the order they were eliminated.

Additionally, players may catch a live ball that has hit a teammate to save their teammate. If this occurs, no player is regenerated, but the teammate that would have been eliminated by this throw is saved.

**Delay of Game:**

Teams may not delay the game by causing inaction. If this occurs, the officials may institute penalties as they see fit.

**Ending the Point:**

The point is over when all players on one team have been eliminated.

