Dodgeball Tournament Rules & Information

Tournament Format:
1. Teams will be entered into a double-elimination tournament.
2. Matches will be played on Mondays in March from 8pm to 9:30 pm.

General Information:
1. Games will be played on the basketball courts in the Knapp Center Gym.
2. All participants are required to present a valid picture identification during check-in. If a participant fails to present the picture ID, he/she will not be eligible to participate.
3. No individual will be allowed to compete who is suspected to be under the influence of drugs or alcohol.

Dodgeball Rules

PLAYERS & EQUIPMENT
1. Each participant must present a valid ID in order to be eligible to participate.
2. Each team shall consist of **six (6) players.** Each team must have a minimum of four (4) players in order to begin a game.
3. Participants may play for **ONE TEAM ONLY.**
4. Game balls will be provided for each game.
5. Uniforms: **Team players should wear the same color t-shirt.**
6. Shoes: Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, combat boots, or hiking boots are not allowed. **No player will be allowed to participate in bare feet.**
7. Jewelry: No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
8. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
GAME FORMAT
1. A match will consist of a best two (2) out of three (3) games series.
2. All matches will be officiated by at least one (2) official. The officials will be responsible for determining if a player is OUT. All decisions made by the officials are final.
3. Each match will begin with a coin toss. The team winning the toss will have its choice of either side of the court. Teams will alternate sides following each game.
4. Each game will begin with the players of each team standing on the baseline of its respective side of the court.
5. The official(s) will line six (6) balls along the center line and then assume their positions. The head official will then signal play to begin.
6. Following the signal by the official, teams may approach the center line to retrieve the balls; this is known as the Opening Rush.
7. Each ball retrieved at the Opening Rush must first be taken behind the 3-point arc before it may be legally thrown at an opponent.

RULES OF THE GAME
1. The object of the game is to eliminate all opposing players by getting them OUT.
2. An OUT is scored by:
   a. Hitting an opposing player with a LIVE thrown ball below the shoulders.
   b. Catching a LIVE ball thrown by your opponent.
   c. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball.
   d. A player stepping over a boundary line.
3. The boundary lines are the outer and center lines of the basketball court.
4. If a player ducks or lowers their head to avoid a throw, and the ball contacts their head, it is not considered a “head shot” and the individual will be OUT.
5. Any player not taking an active part in the game – ie. holding all the dodgeballs, hiding in the corner, shall be declared OUT by the official.
6. A LIVE ball is a thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, ball, official, or other object.
7. Once a player is OUT, he/she must immediately exit the playing field.
8. Substitutions will only be allowed during the period between games.
9. Only players who are OUT may retrieve balls that are out of bounds.
10. If no one is OUT, only one person may go out of bounds to retrieve any dodgeballs.
CODE OF CONDUCT

1. It is the responsibility of the team captain to control their team and interact appropriately with the game officials. Captains are also responsible for informing team members of their playing and the rules of the game.

2. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the facility and future Intramural Sports events.