

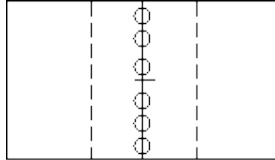
## **IM Sports – DODGEBALL Rules**

**TEAM:** A team consists of 6 players on the court and a maximum of 2 substitutes. After the first game your roster is finalized.

**PSU ID+CARDS:** All participants must show their current PSU ID+Card at all games to verify eligibility.

**CONDUCT:** The Yellow & Red card system is in effect. Any verbal abuse directed at an official will be an automatic Red Card and ejection from the tournament.

**COURT:** 60'x 30' – using the volleyball court lines.



**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.
3. If an opponent's LIVE ball is caught, an eliminated member of your team may re-enter.
4. If a player is holding a ball when a ball is thrown at them, they may use that ball to shield from being hit. If they drop the ball they are NOT out.

*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).*

**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. Players crossing any other boundary line other than the end will result in that player being "OUT."

**THE OPENING RUSH:** Game begins by placing the dodgeballs along the center line – 2 on one side of the center hash and 3 on the other side. Players take a position behind their end line. Teams may only retrieve the 2 balls to their right of the center hash on the officials signal. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

**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 1-minute 6 on 6 overtime period will be played.

**CYCLING IN:** Any LIVE ball that is caught will result in the thrower being out AND the catching team gaining a player (max. of 6 on the court). All out players must stand along sidelines while waiting to be cycled in to the game. **Teams have discretion over who cycles in.** A team loses their right to cycle in if they fail to put a player on the court within ten (10) seconds.

**TIME-OUTS & SUBSTITUTIONS:** Each team will be allowed one 30 second timeout per game. This is the only time a team may substitute players into the game, aside from injuries.

**PLAYERS** may compete for **ONLY ONE TEAM**. Once a person has played with a team, they cannot play with any other team. Violation will result in a forfeiture of the games involved with that player.

**QUESTIONS:** Intramural Sports, Room 2 IM bldg, 865-5401 (8am - 4:30pm, Mon-Fri).