



Dodgeball Rules

Each participant is responsible for presenting a current BU ID at game time. NO EXCEPTIONS

Teams

Games shall be played with four (4) to six (6) players.

Official Game = 4-6 players present

Forfeit = Less than 4 players present

No substitutions or time-outs are allowed during play, but players may substitute between games.

The Court

- A. All games will be played in Collins Gym
- B. The playing area will be a rectangular area on the court which is used for Volleyball
- C. The court shall be marked with end lines, attack lines and a center line.
- D. Boundaries
 - 1. During play, all players must remain in the boundary lines.
 - 2. Players may pass through their end line only to retrieve stray balls.
 - 3. When retrieving a ball, the player must immediately re-enter the playing area at the closest point to where he/she retrieved the ball.
 - 4. A player shall **NOT**:
 - a. Leave the playing area to avoid being hit or to attempt to catch a ball.
 - b. Have any part of their body contact the playing area on their opponents' side of the court.
PENALTY: The player will be declared out.
 - c. **Balls may be thrown from anywhere behind the mid-line**
 - d. The purpose of the attack line is to create a barrier for the beginning of each game, i.e. in order to throw at an opponent you must retreat behind the attack line after the initial signal to begin play

Equipment

- A. All players must wear clean athletic shoes.
- B. Participants must remove all jewelry before playing.
- C. Intramurals will provide dodgeballs which participants must use.
- D. Hats and bandanas may not be worn.

The Game

LIVE BALL: A thrown ball that has not contacted a player, the ground, a wall or another ball.

- A. B. Each game will have a 6 minute time limit.
- C. Game will begin when whistle is blown and members may run to middle line to get balls.
- E. The object of the game is to eliminate all opposing players by getting them out.
- F. The first team to legally eliminate all opposing players will be declared the winner.
- G. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
- H. If each team has equal number of remaining players at the end of regulation, an overtime period will be played.

I. An out is scored by:

1. Hitting an opposing player with a LIVE thrown ball below the neck.

NOTE: If a player is hit in the head or neck through their own action of ducking, they are out.

2. Catching a LIVE ball thrown by an opponent.
3. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball.
4. An opposing player stepping out of bounds.

NOTE: Players who are out must move to the wall behind their team's end line and may not touch any of the dodgeballs for the remainder of the game.

J. **When a LIVE ball is caught the player throwing the ball is out and a player from the opposing team is allowed to return to the game.**

K. A player who strikes an opponent in the head or neck with a thrown LIVE ball will be declared out for the remainder of that game. A second occurrence will result in an ejection from the match and a reduction of the number of players on that team by one.

L. A player may block a thrown ball with a ball being held provided that the held ball is not dropped as a result of the contact with the thrown ball.

Beginning of Game

- A. Prior to the beginning of the game, 6 dodgeballs are equally spaced along the center line.
- B. Players will take a position behind their end line, and at the supervisor's signal may approach the center line to retrieve balls.
- C. Each ball retrieved at the opening rush must first be taken behind the attack line before it may be legally thrown at an opponent.

Stalling and Five Second Violation

- A. A team trailing during regulation must be given the opportunity to eliminate an opposing player.
- B. The team with more players on the court shall not control all of the dodgeballs for more than five seconds. If the leading team controls all the balls, they must make a legitimate effort to get at least one ball across their opponents' attack line.
 1. **First Violation:** Play will be stopped and the dodgeballs will be distributed evenly between the teams. Play will continue with dodgeballs in hand.
 2. **Second Violation:** One member of the violating team will be out.

Overtime

All overtime periods will begin at full strength with an equal number of dodgeballs in hand. Teams will take a position behind their end line. At the supervisor's signal, play will begin, and the first team to eliminate ONE opposing player will be declared the winner.

Taunting: Any team guilty of taunting another team or instigating any type of threatening situation will be removed from the league for the remainder of the regular season and postseason.