

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL DODGEBALL RULES**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Each team will consist of six (6) players. Game time is forfeit time. Teams must begin and end the game with a minimum of four (4) players. Teams failing to be represented by at least four (4) eligible players at game time shall forfeit the game. The intramural supervisor shall have the official time piece.
3. Prior to each match, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. Each team may have a maximum of 12 players on their roster. **To be eligible, players must sign the official team roster prior to participating. THE SCORE SHEET IS NOT THE ROSTER!!** Roster checks will be made throughout the season. Players may sign the team roster in the SRWC Gym prior to any regular season game or at the SRWC front desk Monday through Friday, 8am – 5pm.
4. ALL jewelry must be removed prior to the start of the game. Hats or bandanas are not allowed.
  - a. PENALTY: A player seen wearing jewelry during a game will be automatically out.
5. All players must wear athletic shoes with non-marking soles.
6. The “field” will be one SRWC basketball court. The “equipment” will be 6 foam dodgeballs.
7. Each “match” will be the best of 5 games. Each game will last for 6 minutes. Each game is worth 2 points, in the case of a tie each team is awarded 1 point. To win the match, your team must have more points than the other team. Ties in the regular season shall remain a tie.
8. The object is to have the last player standing at the end of the time limit. This is accomplished by getting players “OUT” as explained below:
  - a. Each team will start behind their respective end lines until the scoreboard horn sounds.
  - b. The six balls will be placed on the centerline at the start of the match and each team may race to the middle to gain possession of a ball. The players must not cross the centerline in any form or fashion when going for the balls. Any player who goes out of bounds or crosses the line in play (center line or three point line) will be considered “OUT”.
    - i. Crossing a line will be defined as an entire part of the body completely exceeding the line on the floor. For example: The entire foot must cross the line to be considered out.
  - c. You may not throw a ball at any player until 10 seconds have passed on the game clock and the 10 second scoreboard horn has sounded. Once 10 seconds have passed, players may throw a ball at any of the opposing players.
  - d. **To count, balls must be thrown below the neck. If any ball hits an opposing player above the neck, the thrower will be considered “OUT”. On the other hand, any player who, at the discretion of the official, is found to be “ducking” intentionally to hit his/her head will be considered “OUT”.**
    - i. Ducking will be defined as the intentional lowering or moving of the head into or out of the path of a ball in any form or fashion. Ducking to avoid a ball is legal. If, in trying to duck to avoid a ball, another ball hits you in the head, you are still out for ducking.
  - e. Players will be called “OUT” for the following reasons:
    - i. A ball, thrown by an opposing player, hits you below the neck, and the ball then hits the floor.
    - ii. Once a ball is held, it becomes a part of the body and may not be used to deflect other balls. If the held ball is hit with a thrown ball, that person is out.
    - iii. The opposing player catches a ball that you have thrown.
    - iv. If a ball hits one player and one of his/her teammates catches the ball before it hits the ground, then the player who threw the ball is “OUT” and the player who was hit by the ball has been saved by his/her teammate.
    - v. If you or your team holds a ball for more than 15 seconds, this is considered a delay of the game. The last person holding this ball must roll the ball on the floor to the opposing team and is considered “OUT”. This will be implemented at the discretion of the game official.
  - f. You are not “OUT” if the ball hits the floor before it hits you.

- g. You are “OUT” for leaving the boundaries of the court to retrieve a ball. You MUST stay within the boundaries at all times unless you have no one who has been determined to be “OUT”. In this instance, only one person is allowed to cross the outside boundary lines to retrieve a ball. If more than one person crosses the boundary lines, every person after the first person will be considered “OUT”. If people on your team have already been declared “OUT”, they may stay on the sidelines and retrieve any balls that leave the court area.
  - h. Teams and players will make their own “OUT” calls, when a call is in question the final decision will be made by the official.
9. Players who are out and on the sidelines:
- a. May not enter the boundary of the court area at any time.
  - b. When they retrieve a ball they may give that ball to their team on the court.
  - c. May not cross the centerline extended to retrieve a ball. They must stay on their side of the court at all times, regardless of when the lines change for the people on the court.
10. Timing Rules:
- a. At the start of the game, no one may throw a ball at opposing players until 10 seconds have passed on the game clock.
  - b. Prior to 2 minutes left, everyone must stay on his or her side of the centerline.
  - c. At 2 minutes left and prior to 1 minute left, everyone is allowed to move all the way to the opposing team’s three-point line.
  - d. At 1 minute left, everyone is allowed to move over the entire court.
11. There are two ways of winning a game:
- a. One team gets the entire other team OUT before 6 minutes are up.
  - b. At the end of six minutes, the team with the most players left will be declared the winner.
12. In the event of a tied match in the playoffs, a 6<sup>th</sup> modified game will be played. This modified game will follow the same rules as a regular game with a few exceptions:
- a. This game will start with a cone at the center of each endline. The purpose of this cone will be explained below.
  - b. The zone lines move only once with 2 minutes left to go. No one is allowed to move past the three-point line at any time.
  - c. There are two ways to win this game:
    - i. If your team gets the other team entirely OUT.
    - ii. If your team hits the other team’s cone on the fly, then that game is over immediately. If the ball bounces off the floor and hits the cone, it IS NOT considered hit. If the ball bounces off an opposing team member and hits the cone, it IS considered hit.
  - d. If a cone has not been hit, and there are still even numbers of players on either side at the end of 6 minutes, time extends and the game becomes sudden death. The first team to get an opposing team member OUT or hit the cone will be declared the winner.
13. The Washburn Intramural Sportsmanship Rating System will be in effect. Officials will use red and yellow cards as follows:
- Yellow card: warning for minor unsportsmanlike offense; player must sit out for at least one play.
- Players who are issued a yellow card during a game in which they have already been tagged out will have to sit out the next game as well.**
- Red card: major or flagrant offense, or second yellow card; penalty point assessed, player is ejected.
- A player who is ejected from a match must arrange a meeting with the SRWC Director and/or SRWC Program Coordinator before the player or their team is eligible for further competition.

\*\*\*Sportsmanship cards carry over from each game of a match.\*\*\*

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