

**EAST CAROLINA UNIVERSITY
INTRAMURAL SPORTS
TEAM DODGEBALL RULES**

I. GAME TIME AND SCORING

1. All matches will be the best three (3) out of five (5) games.
2. A game is won if all the players on a team are in “jail” or whoever has the most people not in jail at the end of the 4-minute time limit. If the game is tied at the end of the time limit, the teams will play sudden death. The first team to legally strike a player of the opposing team will be declared the winner of the game.
3. A full team shall consist of four (4) players. However, a team may start with three (3) players. A full Co-Rec team shall consist of two (2) men and two (2) women. When playing with three (3) players, the team may use one (1) man and (2) women or vice versa.
4. Teams must have three (3) players ready to play at game time or the team will have to forfeit the match.
5. Teams will switch ends of the court after each game.
6. All game balls will be supplied by intramural sports.
7. Equipment representing possible hazards to participants will not be permitted. Hats, jewelry, hard toe shoes, cleats, open toed shoes, exposed metal or hard unyielding plastic on braces, casts, etc. will NOT be allowed. Athletic shoes are required to participate.

II. RULES

1. All matches will be played on the Racquetball Courts located on the second floor of the SRC. The dividing line for teams will be the mid-line of the racquetball court.
2. The game will begin by placing one (1) ball at the mid-line and giving each team one (1) ball for a total of three (3) balls. Participants will line up at the end of the racquetball court (they must have at least a hand touching the back wall). The official will start the game by blowing the whistle. A player must ALWAYS throw the ball behind their SECOND line but may retrieve the ball anywhere on their half of the court.
3. A player may reach across the mid-line to retrieve a ball as long as no part of his or her body touches the opponent’s side of the court. In order to send an opponent to “jail” a player must strike them anywhere on the body. A strike of a player will consist of contacting the opponent anywhere on the body shoulders down, including clothing, excluding a held ball by the opponent; headshots do not count but if a player ducks and gets hit in the head they are out. A player is sent to “jail” if they step or place any part of their body into the opponent’s side of the court. A player is still in the game if they use a ball in their hand to deflect an oncoming ball from their opponents. When in doubt, the ball did not hit the player. Once the ball hits a held ball, the ball becomes dead (no one can go to “jail.”)
4. The “jail” is located on his/her side of the court in the corner of the racquetball court and is one square yard in size.
5. If a thrown ball is caught before the ball becomes dead (strikes the floor) the opponent who threw the ball is NOT sent to “jail.” However, one member of the team who caught the ball is freed from “jail.” The ball may bounce off of the wall and/or a player and it is still be considered a “catch.”
6. A ball that hits the wall or ceiling is still considered a live ball for catching purposes only.
7. In order to get a player out of “jail,” any team member (in or out of jail) must catch a ball while still in the air (includes a ball that hits off another player then hits the wall/ceiling). Team members in “jail” may not leave the “jail” area to catch a ball.
8. The ball becomes dead if it strikes the floor, official, or held ball. The ball is also considered dead if it hits the wall prior to hitting a player (opponent throws the ball and hits the back wall and bounces off and then hits a player = player is NOT in “jail”).
9. Players in “jail” may return balls to their teammate(s) as long as no part of their body touches outside the jail area in retrieving the ball. If this occurs, a ball must be given to the other team. Also, “jail”

members cannot hold the balls, if an official sees this ball being held by the jail member is given to the other team.

10. If a player releases the ball prior to being struck by an opponent, the ball is still a live ball. Once the player is hit, he/she cannot participate until they are in "jail."
11. The referee can rule a delay of game warning if one or both teams are stalling. The referee will then count down from 5 and each player must release the ball within that timeframe. If they do not, each player who has not thrown the ball will be sent to "jail."
12. Members of the "jail" cannot shield players that are still in the game. The referee will issue a warning the first time and will send the player to "jail" after the next offense.
13. In the event that there are NO officials, all players are responsible for making their own calls. Site Mangers on site may assist in rulings and enforce sending people to jail. Repeated attempts to not honor calls will result in a forfeit.
14. The Referee has authority to rule promptly, and in the spirit of good sportsmanship on any situation not specifically covered in the rules.

III. Unsportsmanlike Conduct

1. An official may issue a Yellow or Red card for discipline reasons
2. A player receiving a Yellow card must sub out for the remainder of that game.
3. A red Card issued for the second caution results in the ejection of that player and must leave the facility.
4. Yellow cards do not carry over from match to match.