

## Department of Recreational Sports | Intramural Sports

### 4v4 Dodgeball Information Sheet

#### Rules of the Game

1. The game is played between two teams of 4 players. Each team must have **at least 3 players** to begin a match, but the game may continue if ejections or injuries force one team below 3 players.
  - a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute grace period is given.
    - i. If a team (or teams) doesn't have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
    - ii. If one team is present at the start of the grace period (scheduled game time), that team has the option to accept a win for the first game and start the second game when their opponent arrives during the grace period. However, the present team may also elect to decline the penalty and start the first game with a score of 0-0.
  - b. For CoRec games, only half of the players actively participating for a team may identify as the same gender. For example:
    - i. 4 players → gender max 2
    - ii. 3 players → gender max 2
  - c. **Only two Sport Club or Registered Student Organization team members may be on a team roster in their sport or allied sport.**
2. The game is played on a basketball court.
  - a. The dividing line (which remains neutral) is the half-court division line used for basketball.
3. To win a match, a team must win 3 out of 5 games.
  - a. Regular season games ending in a tie are recorded as such.
  - b. During the playoffs, all matches will be played until there is a winner.
4. All games are self-officiated. If a rule discrepancy occurs, the captains should consult the Intramural Supervisor on duty to resolve the situation.
5. Beginning the game:
  - a. The game begins by placing 5 balls along the dividing line.
  - b. The players must line up along the basketball court end line.
  - c. A game starts by teams counting down, "3, 2, 1...", at which point players may run to retrieve balls.
  - d. A player may not run to the other side of the court to get a ball. A player may reach over the division line to get a ball as long as no part of their body touches the other side of the court.
  - e. Any ball considered out of play will be brought back into play at the earliest possible time.
6. The object of dodgeball is to throw the ball at a playing opponent and strike them anywhere between the shoulders and feet. **A single thrown ball may knock out more than one player.** When throwing the ball at the other team, a player may not:
  - a. Hit a player in the head with the ball - the throw is nullified; no player is out but no player may catch the ball and free a player (it is as if the throw did not occur).
  - b. Step or touch the floor past the division line. This action will result in that player going to jail.
7. A throw ball becomes dead when it hits the ground, a basketball hoop or support, a wall, the ceiling or any structure hanging from the ceiling, or a player in jail.
8. A player may not be in possession of a ball for more than 10 seconds. If a player holds the ball for longer than 10 seconds, they will be sent to jail for delaying the game (e.g., kicking a ball is considered in possession).
9. A player struck by a thrown ball remains in the game if they catch the ball or if it is caught by a teammate before it becomes dead. When this happens the player who threw the ball is sent to jail.
10. A player may block a thrown ball with a ball in their possession, but if blocking a thrown ball causes the player to lose possession, they will be sent to jail.
11. A player goes to jail if:
  - a. They are struck by a legally thrown ball between the shoulders and feet.
  - b. If a legally thrown ball is caught by a player of the other team prior to the ball hitting the ground, the basketball hoop/supports/backboard, or a wall.

12. Jail is located along the sideline on a team's side of the dividing line between the free throw line and the end line.
  - a. Anyone in the jail is responsible for keeping the balls from going out of play.
  - b. Anyone in jail may kick or bat a ball back into play, but may not catch or throw a ball into play.
  - c. Jail is for players who have been knocked out of the game.
13. A player may get out of jail if one of the following occurs:
  - a. A teammate catches a ball thrown by an opposing player prior to the ball becoming dead.
    - i. The player who has been in jail the longest returns to play.
  - b. A teammate knocks over the opponent's jailbreak cone with a thrown ball.
    - i. Everyone in jail returns. Note: a ball that first contacts the floor, wall, etc. and subsequently knocks over the opponent's cone counts as a jailbreak.
  - c. The other team knocks over their own jailbreak cone in an attempt to block a ball from striking it or in any other way causes the cone to be knocked over. In this situation:
    - i. The other team has the option of taking the knockdown and freeing their players who were in jail at the time of the knockdown.
    - ii. The other team may decide to replace the cone and continue play with anyone in jail remaining there. The game captain will be responsible for this decision.
      1. *Note: The jailbreak cone may only be used once during a game.*