



Dodgeball Rules

1. All participants must check in with the court supervisor or referee prior to scheduled start time to avoid a forfeit fine.
2. All students, faculty, or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook. **All participants must present their valid Wake Forest ID Card – NO EXCEPTIONS!!**
3. Players may only play on one male/female team, and one co-rec team.
4. Persons Subject to the Rules – Team representatives including: players, substitutes, replaced players, coaches, fans and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game.
5. A team consists of six players. A team may have additional players that may enter in succeeding games. Three players are required by game time prevent a forfeit.
6. A match consists of best three out of five games. Each game will last a maximum of 8 minutes. At that point, the team with the most remaining players wins the game. If the two teams have the same number of players remaining, then the game will go into sudden death format (next player eliminated loses)
7. Six (6) balls will be used. Officials will place three (3) balls at the off sides line for each team. Players must start behind their own baseline before the start of play. Once the whistle is blown players must grab the balls and take them back to their own foul line before throwing them. Any put outs that are made by players in disobedience of this rule shall be declared invalid.
8. A floating off-sides line will be used. This line will be marked with cones at the end of each line. When throwing the ball, a player must not have either foot **completely** across the line when **throwing**. After the ball has been released, it is permitted for a player's **momentum** to carry them over the boundary line, so long as they immediately return to their side of the court and do not attempt to pick up a ball while on the other side of the boundary line.
9. Players will be called out if a thrown ball, not a kicked ball hits them **on the fly**. The ball must hit a player **below the shoulders** to be considered an out. If a player is hit in the head, **no player** will be considered out. If a player ducks or is on the ground and is hit in the head, the player hit will be called out.
10. Rules will be enforced by the "honor system." Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor. The referee's responsibility will be to rule on any situation that teams cannot agree and for rule interpretations. **The referee's decision is final – NO EXCEPTIONS.**

11. If a player catches a ball, the thrower is out and a teammate of the person that caught the ball is allowed to come back into the game.
12. Players will be called out if a ball they throw is caught on the fly. If a ball is deflected off of a player, and caught by a teammate, both the thrower and the hit player are out. The receiving team will have the right to bring that player back in just as they would under rule # 11.
13. Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, and official do not count as an out if caught. Deflections off a teammate do count, and both players are out.
14. If a ball hits another ball, which a player has in their possession, it does not make either player out. If the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.
15. If a ball hits another ball, which a player has in their possession, and that ball is caught by a teammate, the person who threw the ball is out.
16. If a ball hits another ball, which a player has in their possession and that ball hits a teammate, the person who was hit is out.
17. All players are confined to the out of bounds cones. Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. If a player goes out of bounds to avoid getting out, the official will call them out. If a ball is thrown into the bleachers, it must be given to the team that is on that side. **No putouts can be made while the thrower is out of bounds; however, if the receiver is hit while out of bounds then he will be called out.**
18. If a player is stalling, or making no attempt to play a ball, they will be ordered to roll the ball to the other side by the official. **Players have five seconds to release the ball once they gain possession.** A player may be called out at the official's or supervisor's discretion for continuously stalling to avoid an outcome of the game.
19. Once a player is out, they must immediately leave the court. **Players who have been called out can not retrieve stray balls for their teammates, or that ball will be given to the other team.**
20. Once the whistle is blown all action will stop and play will be reset. Teams will keep the same number of balls they had prior to the whistle being blown.
21. **The half court shot rule** will be implemented into a match if both team captains wish to add this variation. This issue must be settled upon before the start of the match, as this rule cannot be added or subtracted once play begins. The inclusion of this rule enables teams to re-enter all eliminated players by the successful completion of a shot on the opposing team's basketball goal. If a shot does not deflect off anything, then it may be caught by the opposing team to eliminate the shooter. There is also no rule that protects the shooter from being putout during his release of the ball.
22. **Corec specific rules-** Participation: It is ideal for all teams need to have 3 guys and 3 girls playing at a time. You can have one less guy and/or girl in the game but the minimum to play is 2 guys/2 girls per squad. Corec catch rule: All rules apply equally to guys and girls during a corec game, except when a guy catches a ball thrown from a girl on the opposing team. In this instance, the catch will have no impact on the game; the girl will not be eliminated from play, as under normal circumstances and the receiving team will not be able to re-admit an eliminated player.

All decisions by officials are final; **ARGUING DECISIONS WILL NOT BE TOLERATED.** Players arguing after given a warning will be given a "technical" and will have to sit out for the remainder of that game and all of the next game (if a player receives a "technical" in their last of the match or last game of the day they will have to sit out the very next match they play).

