

Intramural Dodgeball Rules

National Amateur Dodgeball Association (NADA) rules will be in effect except for some modifications:

General Information

- Prior to Game Time:
 - Players must check in at the court they are scheduled to play. Valid McKendree student, faculty, or staff IDs must be presented at check-in.
- NO ALCOHOL OR TOBACCO is allowed at any intramural venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

Players

- A legal team shall consist of six (6) players, but a team may start with a minimum of four (4) players. Maximum roster is 9 players.
- A speaking captain must be designated for each team. They alone may appeal to the supervisor, and then only on interpretations of the rules.
 - **Games are self-officiated.** Any discrepancies must be settled by team captains immediately. If they cannot decide, the Campus Recreation Supervisor will make a ruling and play will continue. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

Equipment

- **No jewelry is permitted during play**
- Campus Recreation will provide dodgeballs.
- Teams are recommended to wear like colored shirts with numbers.
- **NOTE:** You must schedule an appointment with the Campus Recreation Director prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Competitive Sports Staff on duty shall be final.

Game Regulations

- If scheduled as a game regular season, the season will be held, followed by a single elimination playoff for qualifying teams.
- The game will be played on a standard volleyball court. Rectangular, split in half, and with an attack line located 5 feet from the centerline
- **Each game will last 5 minutes. A match will consist of the best 3 out of 5.**
- The first team to legally eliminate all opposing players will be declared the winner.
 - If neither team has been eliminated at the end of the five (5) minutes, the team with the greater number of players remaining will be declared the winner.
 - If an equal number of players remain after regulation play, a 3-minute sudden-death overtime period will be played.
 - All overtime periods will begin with an equal number of “balls in hand” behind a teams’ end line. Any player left on the court after regulation will remain on the court for overtime. The first team to eliminate any one (1) opposing player will be declared the winner.
 - **Teams must win three (3) out of five (5) games.**
- Eliminating an opponent may be done by:
 - Hitting an opposing player with a LIVE thrown ball.
 - A player hit directly in the head will not be called out
 - A player may not duck their heads in front of an oncoming ball, if they do so, they will

be called out.

- If the Campus Recreation staff deems a player is intentionally throwing at a person's head, they will be subject for ejection.
- Catching a LIVE ball thrown by your opponent before it touches the ground.
 - A player from the team who catches the ball will be allowed to return to play.
 - Players may only come back into the game **in the order in which they were eliminated.**
- **Definition: LIVE:** A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, or other item outside of the playing field (wall, ceiling, etc.)
- Players will begin each game on their own end line. Each team will be provided three (3) balls to start the game. There are six (6) total available during play. Balls will not be placed on the centerline to start a game.
- Eliminated players must walk behind active players or jog off the court. These players may not purposely deflect incoming dodgeballs.
 - First offense – Verbal Warning
 - Second offense – A player on the offending team will be eliminated
 - Third offense – Team will be disqualified
- A player shall not:
 - Have any part of their body cross over the centerline and contact the floor on their opponent's side of the court.
 - **NOTE:** A player may, without penalty, step on the centerline.
- The team winning the coin flip will have choice of sides to begin the match.
- No team time-outs will be allowed, except for injuries.
- All games are self-officiated. If there are discrepancies, the team captains must reach an agreement. If no agreement can be reached, the preceding play will be re-played. If the dispute cannot be resolved within one minute, the game will result in a double forfeit.

Stalling & 5-Second Violation

- A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
- It is illegal for the leading team to control all the balls for more than five (5) seconds. If the leading team controls all the balls (i.e. all the balls are located on their side of the center line) they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within five (5) seconds, a "5-second violation" will be called. A team may avoid a 5-second violation by throwing or rolling a ball into the opponent's backcourt.
- Penalty for 5-second violation(s):
 - First Violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with "balls in hand".
 - Second Violation: FREE THROW for the opposing team- a penalty in which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination. This is possible because a caught "free throw" does not result in an "out" for the thrower.
 - Third Violation: Ejection of one (1) player from offending team

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start down one (1) game.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in).

Mercy Rule

- There will be no mercy rule for Intramural Dodgeball.

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - * If applicable: The top two teams of each pool will advance to a single elimination playoff, unless otherwise specified by Campus Recreation.
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.