

DODGEBALL Rules & Regulations

The University of Akron Student Recreation & Wellness Services Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or 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 as well as the Site Supervisor.

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played in the 2-court gymnasium of the Student Recreation & Wellness Center.
- Following three (3) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided their sportsmanship rating maintains a minimum average of 9.
- Each team will consist of 6 players; a minimum of four (4) is required to avoid a forfeit.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
 - Teams may be comprised of any combination of males/females.
- A player may only play on one (1) team in any given league (i.e.: one single-gender team, and one co-rec team).
- Each team shall designate to the Officials a player as the court captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide all required equipment.
- Non-marking athletic shoes must be worn. No sandals, boots or non-athletic shoes will be allowed.
- Players may wear a headband made of soft pliable material. No other headwear will be allowed.
- **All jewelry must be removed, and can NOT be taped over.**
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- The match will be played the best out of five (5) varied games **with all 5 games being played.**
- Each game will have a maximum time limit of 8 minutes.
- When the 8 minutes expires, the team with the most players remaining on the court will be the winners. (With the exception of Cones dodgeball, see below)
 - If both teams have the same amount of players, a 1 minute overtime period of standard dodgeball to be played. These can be repeated as often as needed until a winner is determined.

THE GAME:

- Games will be played on a standard size basketball court.
- There will be one game of "Standard" dodgeball then 4 variations of dodgeball.

- **Standard Dodgeball rules (below) will be used for all 5 games, regardless of version, unless differences are otherwise noted.**
- **Standard Dodgeball**
 - Six (6) dodgeballs will be used.
 - Officials will place all six (6) balls along the center court line at the beginning of each game.
 - **Players must start behind their own baseline and must be touching the back wall with at least one hand before the start of play.**
 - When the whistle is blown, players may retrieve the ball from the center line, but no ball may be thrown until it has been brought back and touches the back wall
 - Teams and players are confined to the centerline, the walls, and the curtain.
 - Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball.
 - A player hiding behind a curtain or crevice, to avoid being hit, will be called out.
 - The centerline is the offside line.
 - When throwing the ball, a MAJORITY of the player's foot must NOT cross the center line.
 - When retrieving balls from the center line to begin the game, players may cross over the center line marginally but not completely.
 - **Balls may not be kicked.**
 - Players will be called out if a thrown ball hits them on the fly.
 - Thrown balls must hit opponents below the shoulders, no head shots; the thrower will be called out.
 - If a player ducks or is on the ground and is hit in the head, the player hit will be called out.
 - Throwers will be called out if a ball they throw is caught on the fly.
 - When a ball is caught, the first player who was out on the catching team may return to the court to play.
 - Players may return to the court from anywhere on their sideline.
 - **Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, and official do not count as an out if it hits a player or is caught.**
 - **Deflections off a teammate do count, and thrower is out and the player to be hit is safe.**
 - 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 unless a player catches the originally thrown ball.
 - If a player is stalling, or making no attempt to play a ball (approximately 10 seconds) they may be called out.
 - Once a player is out, they must immediately leave the floor and sit by the wall at mid-court in the order they were declared out.
 - Players who have been called out cannot: retrieve stray balls for their teammates (that ball will be given to the other team) or actively shield teammates from throws as they are leaving the court.
- **Doctor Dodgeball**
 - One of the six players will be declared the doctor and will wear a different colored jersey.
 - This player may not throw any dodgeballs.
 - **The doctor is safe when sitting on their bottom and their arms at their sides within the semi-circle located directly above the free throw line on the basketball court.**
 - If any part of their body is touching the ground on our outside the lines of the semi-circle, players may attempt to get the doctor out.
 - If a player is called out, then they must immediately sit down where they were declared out.
 - In order for players that are out to come back into play, they must be touched by the doctor.

- The doctor must be **completely out** of the safe zone to save people.
- When saved by the doctor, that player must go and touch their back wall to be back in the game.
- Catches do not bring a player back into the game, but still declare throwers out.
- **Cones**
 - There will be 4 cones placed on each half of the basketball court, each with a wiffleball placed on top of said cone.
 - If at any point during the game a wiffleball falls off the cone in any way (hit, tapped by player, wind, etc.), it must stay off of the cone.
 - Players may not touch or hold the wiffleball on the cone in order to make sure it does not fall.
 - Eliminating and returning players will follow the same guidelines as standard dodgeball with the following modification in case of a tie breaker:
 - The objective is to knock all 4 wiffleballs off of the cones as this will be the first tie breaker in case the game runs out of time.
- **Hoopball**
 - Catches still get throwers out, but do not bring players back in.
 - If a ball is thrown from behind the center line and hits the opponent's back board or rim, the first player that is out may return.
 - If a ball is thrown from behind the center line and goes through the opponent's hoop, then all players that are out may return.
 - Balls that just hit the opponent's net or the uprights above the backboard will not bring any players back in.
 - If a ball hits the uprights and on its downward flight touches the backboard, no players may return since the uprights consider the ball to be dead.
- **Corners**
 - The basketball court will be split into 4 equal quadrants.
 - Only 4 balls may be used and each quadrant will start with a ball, with everyone starting in each corner accordingly.
 - Teams will split up their players and place them in opposite quadrants (diagonally).
 - Balls may be thrown in any direction.
 - When players are out, they will line up like standard rules in a designated spot but when a catch is made, they may choose which of their two quadrants that they wish to play in.
 - All returning players must touch the back wall to become active again.
 - Once a quadrant is completely eliminated, the opposing team now claims that as their playing territory and may move in and out of quadrants as they desire.

AWARDS:

- The winning team will receive Intramural Sports Champion T-shirts.

Updated 7/30/18