

Rensselaer Intramural Sports

Dodgeball Rules Sheet

1. 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 and four after 5 minutes to prevent a forfeit.
2. A match consists of three games (the best two of three). Each game will last a maximum of 5 minutes. Each team will play two teams per night. **The supervisor/official will keep track of the time of each game.**
3. 4 balls will be used. Official(s) will place 4 balls in the middle of the playing floor. Players must start behind their own baseline before the start of play.
4. 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.
5. At the one-minute mark, teams may advance to the three-point arc regardless of the number of players remaining. (The three-point arc includes the whole arc, not just the top portion.) The official will notify you with a whistle and announcement.
6. 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.
7. 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, the thrower is out.
8. 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.
9. 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.
10. 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. 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.
11. All players are confined to the out of bounds cones/markers. Players may not leave the playing area on their own side of the playing floor to retrieve a ball unless there is no one out to retrieve it. 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.

12. 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. A player may be called out at the official's or supervisor's discretion for continuously stalling to avoid an outcome of the game.
13. Once a player is out, they must immediately leave the floor and stand behind their own baseline. **It's recommended that players who have been called out, retrieve stray balls for their teammates.**
14. **All balls retrieved out of bounds must be rolled back into the playing floor.** (No waiting for teammates to turn and catch the ball from you).
15. **An "out" player has a chance to re-enter the game ONLY IF a teammate catches a fly ball.** The "out" player(s) will re-enter in the order they left. For example: the first player out is the first player to re-enter, the second player out is the next player to re-enter, and so forth.
16. 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.
17. Time will end all games in the regular season. The team with the most players at the end of the game is considered the winner. If both teams have the same number of players it is considered a tie.
18. All decisions by officials/supervisors 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**). If a player receives second "technical" that player will be ejected from the game.
19. Scores are to be reported to the Coordinator within 24 hours of the game's completion.

Assumption of Risk and Hold Harmless Agreement (*please read carefully*)

Rensselaer Polytechnic Institute does not provide accident insurance coverage for injuries received by Intramural participants. Each participant should make sure that he/she has coverage either through family policies or the student insurance plan. We cannot emphasize this point enough.

By registering a team, team captains assume the responsibility that they shall make their teammates aware of the various risks of participating in this activity. Captain's that do not agree to this responsibility will not be entered into intramural leagues.

Participation in sporting and athletic activities involves certain inherent risks. These include, without limitation, the significant risk of serious personal injury or death and the significant risk of personal property damage or destruction, and hereby assume all risks and consequences associated with or arising in connection with such participation. Participants agree to indemnify and hold harmless the State of New York, the Board of Trustees of RPI, and Rensselaer Polytechnic Institute (RPI), and their employees and students, and all organizations involved in the coordination, hosting, staffing and contribution of equipment and supplies, and their agents, servants and employees from and against any and all claims, damages, actions, liability and expenses in connection with loss of life, personal injury and/or damage to property arising out of my participation in the above-referenced activity.