
DODGEBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL AMETUER DODGEBALL ASSOCIATION RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

ALL DIVISIONS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
- 2.1 **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
4. **TEAMS:** Five (5) players on the court constitute a team; a game may be started with no less than four (4) players per team. Teams may only have a maximum of nine (9) players on their full roster.
5. **CLUB TEAM MEMBERS:** No more than two (2) member of the active club dodgeball teams' rosters are eligible for participation in the game per team. No more than two (2) member of the club dodgeball teams may be listed on the same team's roster.
6. **BURDICK HALL RULES:** All Burdick Hall rules will be followed during intramural dodgeball contests.
7. **OFFICIALS:** Intramural Dodgeball at Towson University will be self-officiated by players on the court. An Intramural Sports Supervisor will be present to oversee the game. Rules will be enforced primarily by the "honor system." Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
8. **GAME EQUIPMENT:** Towson University Intramural Sports will provide dodgeballs.
9. **UNIFORMS:** Teams that are designated as 'Home' on the IMLeagues schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on the IMLeagues schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced sportsmanship rating.

10. JEWELRY: No jewelry may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert bracelets are not considered jewelry; they must be taped down with the medical information visible.*

PLAYING THE GAME

11. STARTING EACH GAME: The game will begin with six (6) balls lined up on the mid-court line. Three (3) balls will be on one side of the line and three (3) on the other side. Members of each team will line up along the MAC court end line. At the Supervisors signal, the game begins.
12. MATCHES AND GAME TIME: Each match will be 20 minutes long, with a running clock. The winner of the match is the team who wins the most games during the time period. The first team to legally eliminate all opposing players is declared the winner of the game.
 - a. If neither team has been eliminated when time expires, the team with the greater number of players left will be declared the winner of the game. If an equal number of players remain, a 2 minute, sudden death overtime period will be played.
13. ELIMINATING PLAYERS: Opponents can be eliminated the following ways:
 - Hitting an opposing player with a live thrown ball below the shoulders. *Note: If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is legal.*
 - Catching a live ball thrown by an opponent. *Note: If a player on Team A catches the ball thrown by a player on Team B, the Team B player is out and if Team A has any players who are already out, one may reenter. The player that reenters must be the least recent player eliminated.*
 - Causing an opponent to drop a live ball as a result of contact by another thrown live ball (usually occurs when a ball is being used to block a thrown ball).
 - An opposing player stepping out of bounds attempting to dodge a thrown ball.
 - Teams cannot possess all six (6) balls at one time. If they do, the opposing team can call “stalling” and the team with all six (6) balls has five (5) seconds to get rid of one ball or the player closest to the midline will be eliminated.
14. NEUTRAL ZONE: When the game begins, players who run up to the line for a dodgeball may not be counted as out if the opposing hits them before they leave the neutral zone. The hit will not be counted and play will continue. *Note: The neutral zone will be defined as the area in-between the midline and the attack line (marked by the spike restriction line on the volleyball court)*
15. USING THE BALL AS A SHIELD: Using the ball in that player’s hand to shield his/her self is legal, as long as the player does not drop it when another ball contacts it. If the ball is dropped, that player is eliminated. The ball that is deflected remains live until it hits the ground or a wall.
16. BOUNDARIES: During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

17. **RETRIEVING BALLS OUT OF BOUNDS:** In order for teams to retrieve a ball that has gone out of bounds. Players must leave and reenter the court from the backline of the playing area to step out of bounds (not on the sidelines). If a player exits through the sidelines, the player will be considered out when their entire body leaves the playing area. Players who are already out may not retrieve balls that have gone out of play and give to teammates.
18. **THE OPENING RUSH:** Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
19. **PLAYERS MAY NOT:**
 - Enter or re-enter the field through their sideline.
 - Leave the playing field to avoid being hit by, or catching a ball.
 - Have any part of their body cross the centerline and contact ground on their opponents' side of the court.
 - Note: A player may, without penalty, step on the centerline.
20. **WINNING A GAME:** A team wins the game when all players on the opposing team are eliminated.
21. **OVERTIME:** In the event that time expires prior to a team being eliminated, the team with the least members eliminated will be the winner of the game. If the teams have the same number of eliminated players, a 2 minute sudden death game will take place. The original five players of the previous game will start the overtime period. An opening rush will occur and the first team to eliminate a player will be awarded the game.

SPORTSMANSHIP

22. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
23. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
24. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.

25. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

26. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.