



# Dodgeball

## Intramurals Tournament



### Layout

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- Half court in rec gym
- Maximum of 7 players on the court
- Mixed, no minimum requirements of gender
- Best 2 of 3 games of 40 mins
- 60-minute timeout per game

### Tournament Play

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- Guaranteed 2-4 games (# of teams dependent)
- 6 balls are placed on the centerline in two groups of 3. Each group of 3 is placed at opposite ends of the centerline
- Opening Rush:
  - Players must be touching the back wall at the start of the game
  - After the starting countdown of "3, 2, 1 Dodgeball!" teams approach the centerline to retrieve the balls
  - Teams can only take the 3 balls to their right initially
  - Balls must touch the back wall before they are live otherwise the ball is dead
- Players attempt to eliminate opponents by hitting them with balls or catching their throws
- If a player is hit with a live ball, that player is out
- Eliminated players line up against the designated wall or on the sideline, which is to be announced at the start of the games, next to the center line, according to the order of elimination
- Players are to play by the honour system. If in doubt, player should call themselves out
- Play continues until one team is eliminated

### Rules

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- Players are not allowed to make contact with any boundary or out of bounds area during game play; they will be called out
  - during the opening rush, players may cross the centerline
- Players are not allowed to deliberately cross the centerline to make a play, they will automatically be out
  - a player who jumps across the line to throw: the thrown ball will not count; however, if caught, will be considered a catch
  - a player who crosses the line in an attempt to disrupt an opponent's catch: the opponent's catch will be considered successful, regardless of outcome
- A player is considered hit only if there is direct contact with a live ball released by the opposing team
- Hit etiquette: If a player is hit, they should drop all held balls, raise their arm to signal that they are out, and leave the court immediately and minimize gameplay disruption



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- Headshots: No deliberate head shots
- A player is not out from a hit until the thrown ball touches another object or surface.
- A catch is when a player retains full control of a ball released by an opponent. While possession does not require both feet on the ground, the player must land with both feet or any other part of his body inbounds
- If a player catches a ball, the thrower is out and one player returns to the catcher's side in the order of first out, first in
- Returning players after a catch must go straight to any part of their own back wall, and touch the wall to be reactivated
  - this must be done without hesitation to touch the wall or to delay reactivation.
  - if the player purposely touches a ball before reactivation, the ball becomes dead.
- Catches after blocks: It is considered a catch if an opponent's ball hits a blocking ball and is then caught by the blocker. The blocker, however, must have the blocking ball in possession when making the catch
- If a ball deflects off a player's body, only that player can make a legal catch afterwards. The ball is dead if another player touches it, or if it hits a surface or object before it is caught
- In order to make a successful catch, a player must maintain possession of all balls held at the time of initial contact
- You cannot make a catch while holding a dead ball
- A block is when a player uses ball(s) in possession to keep themselves from being hit
- Failed Block (deflection exception): A player is out if:
  - an opponent's ball hits a player's blocking ball and then hits the blocker's body or clothing afterwards.
  - a player drops their blocking ball(s) as a result of trying to block an opponent's ball.
  - a ball hits the blocker's fingers or hand first, or after, while trying to block.
- Dead balls cannot be used for blocking, a player is out as soon as they block with a dead ball
- Dead ball:
  - a ball that hits an object, surface or teammate before the player, or a ball declared as a dead ball by the referee.
- 10 second Holding Rule: Players can only hold the ball for 10 seconds. After 10 seconds, the ball is dead and must be turned over. It is the responsibility of players to know their ball's countdown status.
  - The 10 second count starts in these situations:
    - when a player picks up a ball
    - when a player holds down a ball that is on the ground for longer than 3 seconds
    - when a player maneuvers a ball alongside himself on the ground to move to a different position on the court
    - when the first ball is activated at the opening rush



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- The 10 second count is announced: The count should be announced loudly enough for the player to hear, yet the onus remains on the players to keep count themselves and to be aware of the referee's count. If the player has not released the ball, the player must turn over the ball
- How to turn over a dead ball:
  - after a 10 second count, a ball must be rolled over with the intention to touch the opposing team's wall, not just placed over the centerline.
- If a team has all 6 balls on their court, and they are not being used, opposing team will begin a 10 second holding rule on the ball closest to the centerline until it is played or turned over to the other team. If a player plays a ball, the countdown is transferred to that ball
- If there is only 1 player left from each team, showdown goes into effect after 10 seconds. The procedure for showdown is:
  - sideline counts down 10 seconds, ending with "showdown" to pause the game
  - the centerline boundary is dissolved, while the sidelines remain active boundaries
  - players begin with 2 balls in their hands at their respective walls.
  - the other 2 balls go at the ends of the centerline
  - when ready, showdown begins with a "3, 2, 1, showdown" from the sideline.
  - tagging the opponent in a showdown will not count; balls must be released in order to hit someone out
  - there is no 10 second dead ball count
  - if a victor can't be determined, then a showdown rematch will occur

### Points

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- Points will be awarded:
  - Win = 2 points
  - Loss = 0 points
  - Tie = 1 point

### Schedule

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TBD