

**University of Oregon  
Intramural Sports**

**Dodgeball Rules**

**The Game**

1. 2 teams of 6 players
2. Minimum to start is 4 players (COED: at least 1 person from each gender must be playing)
  - a. Since the game is 6v6, the MAXIMUM amount of people from each gender playing is 3.
  - b. Example: Team shows up with 5 guys and 2 girls. This team must play 3 guys and 2 girls the entire game, because they can only have a maximum of 3 guys or girls throughout.
3. Matches are best 3 out of 5 games
4. Teams will have a 5 minute grace period from game time to get required players there.

**The Court**

1. Playing area is basketball court lines.
2. The court is divided into 2 sides by a center-line and has attack-lines 3m behind, and parallel to, the center-line.

**Eligibility**

1. Current U of O students, faculty and staff, spouses of students/faculty/staff members
2. Every player should be on the roster by 8:00am the day of your game, or 8:00am Friday if your team plays on Saturdays and/or Sundays
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Players can only play on one gender specific and one coed team at the same time
6. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

**Equipment**

1. Intramural Sports will provide game balls
2. Proper attire and non-marking shoes are mandatory
3. Eye glasses are NOT permitted; Contact lenses or protective goggles are highly recommended

**Timing**

1. Each game has a 5-minute time limit.
2. If neither team has been eliminated at the end of 5 minutes, the team with the greater number of players remaining will be declared the winner.
3. In the case of an equal number of players remaining after regulation, a sudden death overtime period will be played.
4. The first team to eliminate an opposing player in overtime will win the game.
5. Overtime will begin with all 6 players coming back onto the court.

**Time Outs**

Each team allowed one 30-sec timeout per game. The game clock will only stop during a timeout.

**Substitutions**

**May only be made between games, or in the case of an injury.**

**The Game**

1. The object of the game is to eliminate all opposing players by getting them "OUT".
2. A player will be "OUT" if:
  - a. He/She gets hit by an opposing player below the shoulders with a LIVE ball
  - b. An opponent catches a LIVE ball before it touches the ground
    - i. If an opponent bobbles the throw and catches it, then the thrower is out

- ii. A ball may only be caught by the first person that the ball first makes contact with (for instance, if a player throws a ball at player A and it pops up and is caught by player B, then player A is still out and the catch does not count).
- c. He/She crosses mid-court or a boundary line  
Stepping on any boundary line is considered leaving the court
- d. He/She attempts to catch a ball and drops it
- e. He/She makes contact with an upright opponent to the head. (if opponent ducks or lowers their body to avoid contact and is contacted in the head, no foul has occurred.)

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor, another ball on the floor, referee, or other item outside of the playing field (wall, ceiling, etc.) A ball that hits a player is DEAD.

3. Dodgeballs are placed along the center line – 3 on each side of the center hash
4. Players take a position behind their end line.
5. Games start on supervisor's signal. Teams may then retrieve balls from the center line.
6. Once a ball is retrieved it must be brought back into play and taken behind the attack-line before it can be legally thrown.
7. Players may be hit while retrieving balls.
9. A player may deflect a ball thrown by an opponent with a held ball (however, if the player blocking the ball drops the ball that they previously possessed as a result of blocking the thrown ball, then the person blocking the throw is out).
10. Once a ball has made contact with something (i.e. opponent, wall, another ball, etc.) it is DEAD.
11. A deflected ball is also DEAD ball.
12. If a player catches a ball, the first of his/her team mates that got out previously will be allowed to re-enter the game
13. Headshots will result in the thrower being called out.
14. The hand is part of the body, and if a ball hits the hand while holding a ball, the person shall be ruled out.
15. A player that has been ruled out may not retrieve balls for their team. In doing so, the opposing team will be awarded those balls.
16. Players must stay within the basketball court boundary lines during play. Players may leave the lines to retrieve a ball, but must do so quickly. Players may be hit while retrieving balls as well.
17. If a player throws a ball while they are outside the basketball lines, it will be void and does not count.
18. If a player throws a ball and makes a basket on their opponents basketball hoop, it is a JAILBREAK and all teammates are back in the game. Air-balls may be caught and the thrower is out. Once the ball hit the rim or backboard it is considered a dead ball and the ball may not be caught to get the thrower out.

### **5-Second Violation**

If a clear advantage is being gained by holding the balls then a 5 second stalling violation will be called. A violation will result in the referee stopping play and the ball being given to the opposing team.

THE REFEREE'S DECISION IS FINAL – NO EXCEPTIONS!

### **Sports Code**

1. All participants and spectators are governed by the SPORTS CODE available in the SRC.
2. Only captains may address supervisor
3. Team captains are responsible for their sidelines and spectators.
4. Negative consequences for the team may result as a direct reaction to spectators' behaviors or actions.

NO drugs or alcoholic beverages permitted on University property

## **PROTESTS**

A judgment call can NOT be protested. (i.e. if a referee rules a player out by contact)  
Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over) Only protests involving player eligibility will be considered. All other protests will be handled by the referee during the match.

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