Rule 1 Player, Field, & Equipment

Section 1: Team

Teams will be made up of 8 players. A minimum of six players will compete on a side; others will be available as substitutions.

Co-Rec teams must start all games with no more male players than female players: 4 male and 4 female, 2 male and 6 female, etc.

Substitutions may enter the game only during timeouts, or in the case of injury. Co-Rec teams may not substitute male for female players.

Section 2: Field Dimensions and Markings

The game will be played in Memorial Gym.

The playing field shall be a rectangular surface free from obstructions at least 84ft long and 50ft wide.

The playing field shall be marked with sidelines, end lines, attack lines, and a center hash mark.

Section 3: Boundaries

During play, all players must remain inside boundary lines.

Players may pass through their end line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.

When retrieving a ball, the player must also immediately re-enter the playing field only through their end line.

Note: A player not immediately re-entering the playing area may be declared out.

A player may be handed a ball, provided the player receiving the ball remains completely within their team’s field boundaries. Players may be handed a ball while standing out of bounds.

A player shall not:

a. Have any part of their body contact the playing surface on or over the sideline.

b. Enter or re-enter the filed through their sideline.

c. Leave the playing field to avoid being hit by, or catching a ball.

d. Have any part of their body cross the centerline and contact ground on their opponents’ side of the court.

e. Note: A player may, without penalty, step on the centerline.

f. Penalty for Article 5 violation: Player will be declared out.

Exception to 1, 3, and 5d: During the opening rush, many players cross the centerline. Officials should refrain from calling players out unless a definite advantage is gained by the action.

Section 4: Equipment
The official ball used in tournament and league play will be an 8-inch rubber coated ball.
The standard number of balls for an 8-player game is four.
Participants must wear shoes. No metal cleats are allowed.
Participants must wear shirt and shorts/sweatpants.

Rule 2 Game Play

- Section 1: The Game

Matches will begin with the flip of a coin.
The team winning the coin flip will have a choice of sides to begin the match.
Teams will alternate sides after each match.
A game will consist of the best two out of three matches.
The object of the game is to eliminate all opposing players by getting them out.
An out is scored by:
  a. Hitting an opposing player with a live thrown ball below the shoulders.
  b. 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.
  c. Catching a live ball thrown by an opponent.
  d. 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).
  e. An opposing player stepping out of bounds.

Live (defined) – A thrown ball that strikes, or is caught by an opposing player before contacting the ground, another player or ball.

A player may block a thrown ball with a ball being held provided the held ball is not dropped as a result of the contact with the thrown ball. Note: A ball deflecting off a held ball and striking the holder is no longer a live ball.

- Section 2: Timing, Time-outs, & Substitutions

A 5-minute time limit has been established for each game.
Each team will be allowed on 60-second time out per game.
Only the court judge’s whistle starts and stops the clock.

All players are in jeopardy until the court judge recognizes and signals the beginning of a time out or end of regulation time. Exception: All live balls in flight at the time of an official’s signal to end regulation time or begin a time out remain live, and may eliminate an opponent, until they become dead.

During time outs, teams may substitute players. Substitutes may be players who did not start the game, or players who wish to re-enter after having been declared out.

Note: Co-Rec teams may not substitute male for female players.
Section 3: Beginning the Game

Prior to beginning a game, an equal number of dodge balls are placed along the centerline on each side of the center hash mark. A standard game consists of 4 balls, 2 on each side of the hash mark.

Players then take a position behind their end line.

Following a signal by the official, teams may approach the centerlines to retrieve the balls. Teams may only retrieve balls placed to the right (as they face the center line) of the hash mark. If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.

Section 4: Opening Rush Rule

Each and every ball retrieved at the opening rush must first be taken beyond the attack line and into the team’s backcourt before it may be legally thrown at an opponent. Example: Following the opening whistle, a player rushes and is the first to secure a ball from the centerline. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent.

Section 5: Declaring a Winner

The first team to legally eliminate all opposing players will be declared the winner.

If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.

In all overtime periods, the first team to legally eliminate any one opponent will be declared the winner.

Section 6: Overtime

If an equal number of players remain after regulation play, a 3-minute sudden death overtime period will be played.

Overtime will begin with the number of players left standing at the end of regulation time. Sudden death still applies.

All overtime periods will begin with an equal number of “balls in hand” behind a team’s end line. The first team to legally eliminate any one opposing player will be declared the winner.

No time outs are allowed during overtime.

Substitutions and/or additions are permitted only prior to the start of any overtime period.

At the end of each overtime period, if no players have been eliminated, an additional player from each team – to a maximum of 8 – will be placed back into play.

The sudden death format continues through all extra periods.

Section 7: Stalling and 5-second violation

The following procedure will be used to prevent overtime:

A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent’s backcourt. If this is not done within 5 seconds, a violation will be called. A team may avoid a 5 second violation by throwing or rolling a ball into the opponent’s backcourt. This does not mean throwing the ball over and through an opponent’s end line.

Note: Only a court judge or official may call a 5 second violation. Penalty for a 5 second violation:

First violation: Stoppage of play and the balls evenly divided between the teams. Play continues with “balls in hand.”

Second violation: Free throw for the opposing team – a penalty in which one player is allowed an unobstructed throw at their opponents without risk of elimination. This is possible because a caught free throw does not result in an out for the thrower.

Third violation: Ejection of one player from the offending team. Note: The stalling rule does not apply to overtime periods.

Rule 3 Officials and Their Duties

- Section 1: Court Judges and Officials

All contests will be supervised by a court official.

Rules will be enforced primarily through no less than 2 court officials. These court officials will rule in all situations.

The court official’s responsibility will be to rule on all situation or violation of any rule. THE COURT OFFICIAL’S DECISION IS FINAL.

Any player receiving 2 technical fouls in a game will be ejected and suspended a minimum of one game. Suspensions will begin after a meeting with the Intramural Coordinator. Severe infractions or multiple technical fouls may result in suspensions from matches or tournaments.

Note: A court official is not required to warn a player before calling a technical foul.

- Section 2: Unsportsmanlike Conduct

Unsportsmanlike conduct may include but is not limited to:

- Foul language
- Hits above the shoulders
- Unnecessary roughness
- Arguing with officials, staff, participants, or fans.
- Abuse of the honor system.

- Section 3: Protests
Protests will only be accepted in cases involving use of an ineligible player. Protests of judgment calls will not be accepted.

Rule 4 Tournament Format and Tie Breakers

- **Section 1: Match Play**

  Matches will be decided using a best-of-three format in which the first team to win 2 games will be declared the winner of the game.

  During pool play, or round robin play, all three games will be played regardless of the results of the first two games.

- **Section 2: Scoring**

  A +/- score will be assigned to each game based on the number of team members left standing at the end of the game. If Team A eliminates Team B and still has three players left standing, Team A receives a game win and +3 rating, and Team B receives a game loss and -3 rating. Any team winning an overtime game receives a +1 rating. Losers of an overtime game will receive a -1 rating.

- **Section 3: Tie Breakers**

  In the case of teams finishing pool play with identical win/loss match records, the following tie breaker procedures will be used:

  - Step 1: Head-to-head match record between tied teams.
  - Step 2: Games win/loss record between tied teams.
  - Step 3: Total +/- rating between tied teams.
  - Step 4: One game playoff