IM Sports – DODGEBALL Rules

TEAM: A team consists of 6 players on the court and a maximum of 2 substitutes. After the first game your roster is finalized.

PSU ID+CARDS: All participants must show their current PSU ID+Card at all games to verify eligibility.

CONDUCT: The Yellow & Red card system is in effect. Any verbal abuse directed at an official will be an automatic Red Card and ejection from the tournament.

COURT: 60’x 30’ – using the volleyball court lines.

GAME: The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.
3. If an opponent’s LIVE ball is caught, an eliminated member of your team may re-enter.
4. If a player is holding a ball when a ball is thrown at them, they may use that ball to shield from being hit. If they drop the ball they are NOT out.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).

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. Players crossing any other boundary line other than the end will result in that player being “OUT.”

THE OPENING RUSH: Game begins by placing the dodgeballs along the center line – 3 on one side of the center hash and 3 on the other side. Players take a position behind their end line. Teams may only retrieve the 3 balls to their right of the center hash on the officials signal. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

TIMING AND WINNING A GAME: The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute 6 on 6 overtime period will be played.

CYCLING IN: Any LIVE ball that is caught will result in the thrower being out AND the catching team gaining a player (max. of 6 on the court). All out players must stand along sidelines while waiting to be cycled in to the game. Teams have discretion over who cycles in. A team loses their right to cycle in if they fail to put a player on the court within ten (10) seconds.

STALLING: Stalling is not permitted and will result in the elimination of a player. Teams must retrieve a ball and make a legitimate throw within 10 seconds. Throws must be no higher than 8 feet, and must be near an opposing player.

TIME-OUTS & SUBSTITUTIONS: Each team will be allowed one 30 second timeout per game. This is the only time a team may substitute players into the game, aside from injuries.

PLAYERS may compete for ONLY ONE TEAM. Once a person has played with a team, they cannot play with any other team. Violation will result in a forfeiture of the games involved with that player.

QUESTIONS: Intramural Office, 101 Intramural Bldg., 8am-5pm (M-F), (814) 865-5401

Last Modified 4/14/2017