

**COLORADO STATE UNIVERSITY
INTRAMURAL SPORTS
COED DODGEBALL RULES**

Who can play:

- Full-time fee paying students and Recreation members may participate in this League.(see Intramural Sports Policies and Procedures)

Rules:

Line up:

- Each team consists of four players on the court at once (two males and two females).
 - Any extra players must wait outside the racquetball courts until the end of each game.
 - The minimum line up to start a game is two players (one female/one male).

Waiver:

- All players must sign their team waiver before they are allowed to play.
 - No player may be added after the waiver deadline.

Forfeit:

- Game time is forfeit time
 - Please see the Intramural Sports Policies and Procedures for our full forfeit policy
- An Intramural SUPERVISOR must approve the forfeit.

Time:

- Games will be played for either three minutes (running clock) or until all the players of one side have been legally eliminated.
- At the end of three minutes, if neither team has been eliminated, the team with the greater number of players remaining wins.
- If both teams have an equal number of players at the end of three minutes, a sudden death overtime period will be played. Once ONE person is hit, the game is over.
- The object is to win the best of nine games.

Time Outs:

- NO time-outs during game play.

Substitutions:

- Substitutions are only allowed between games.

Five-Seconds:

- A violation will be called if either team controls all the balls for more than five seconds.
 - This will result in the offending team losing a player.

Start:

- Games begin by placing the dodgeballs along the center line at equal intervals.
- Players must start touching the back wall.
- On the whistle, teams approach the center line.
- Once a ball is grabbed, the player must touch the back wall before it can be legally thrown.
- Sides will alternate between games.

Out:

Definitions:

- LIVE ball - A ball that has been thrown and has not touched anything other than an active player or another ball.
- DEAD ball - A ball that touches the floor, wall, official, player who is not active in the game.

The object is to eliminate all players by getting them “out”. This can be done by the following:

- Hitting an opposing player with a LIVE ball and the ball touches something DEAD.
- Catching a LIVE ball thrown by your opponent before it touches anything making it DEAD.
- Touching fully across the half line with any part of the body including any extension of the body. (e.g. a held ball)

Special Circumstances:

- If a **NONMOVING** player **WHO IS STANDING** is hit in the head, that player is **NOT OUT**.
- If a **MOVING** player is hit in the head, that player is still out.
- Any player who, if judged by an official, hits someone in the head **maliciously with intent** is out.

Boundaries:

- All players must remain in the racquetball court.
- Once eliminated the player must go to his or her designated side (right side of court facing your opponent) and **REMAIN IN CONTACT** with the wall on their own teams half of the court.
- The eliminated player **CAN** hit or kick balls back to their team mates.
- Eliminated players **CAN NOT** grab, hold onto or keep possession of a ball. If an eliminated player leaves the wall while in contact with a ball, the opposing team may bring on another player.

Equipment:

- All participants must wear athletic apparel and court approved shoes i.e. volleyball shoes, basketball shoes, or cross trainers. If they don't have this, they will not be able to participate

- **No jewelry is permitted during Intramural events**

Protest:

- Protest must be declared at the time of the incident by the team captain. No protest will be considered based on an officials judgment call, or after the game has been completed. This includes the checking of waivers for illegal players.

*****ALL PARTICIPANTS MUST BRING THEIR STUDENT ID IN ORDER TO PLAY*****