

Dodgeball Rules

All games will be played in Shingleton Gymnasium. All players must be registered on the team's roster prior to being eligible to participate in any games.

All players and staff are required to be vaccinated or have a university-sanctioned exemption and may be required to show their proof using the Shenandoah Go App.

New for fall 2021: Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For dodgeball, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$10 to remain in the league

2nd team forfeit = \$15 to remain in the league

3rd team forfeit = Team removed from the league

*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

Rule Highlights for Dodgeball:

- The game starts with 8 players on the court for each team with a maximum of 15 allowed on the roster. 5-players are required to start a game.
- The following gender combinations are permitted for Dodgeball
 - Teams can play with the following breakdown of players:
 - 6-males & 2-females
 - 6-males & 1-female
 - 5-males & 0-females
 - **Any other combination of males and females that totals between 5-8 players and does not have more than 5-males on the court.
 - At no point can more than 6-males be on the court (only 5 if no females)
- Point Penalties for being late:
 - 1 - 2 minutes late = start with one eligible player out
 - 3 - 4 minutes late = start with two eligible players out
 - 5 - minutes late = **lose game 1, then MATCH is recorded as a 3-0 forfeit/default**
- Teams will be required to wear light (Home) or dark (Away) as listed on the main schedule.
- No players will be permitted to wear jewelry, brimmed hats, or anything with knots in it.
- During the match, when there are 4 players or less remaining on the court, the referee shall call **OPEN COURT** and players may advance anywhere on the court.

Starting Play: Balls will be placed in the middle of the court to start the game. All players must remain at their end line until the whistle blows. All players must stay on their side of the middle line. Players must return the balls past the 10-foot line on the volleyball court prior to throwing a ball.

Elimination: Any player hit with a ball thrown from the opposing team (shoulders and below) will be out (balls that hit the ground first are dead balls). The player must exit the playing field.

- A player is eliminated if while throwing a ball at an opposing player, it is caught in the air. The throwing player must exit the playing field.
- Eliminated players must stay in order of elimination along the sideline on their team's side.

Re-entry: If a ball is caught, the first player who was eliminated on the team of the person who caught the ball will re-enter the game.

Dead ball: If a thrown ball deflects off a ball in a player's possession, the ball is dead.

Save: A player may only save him/herself. If a ball hits Player X, only Player X may catch the deflection to avoid being out. If this occurs, the person who threw the ball is eliminated.

OPEN COURT: During the match, when there are 4 players or less remaining on the court, the referee shall call OPEN COURT and players may advance anywhere on the court.

Winning: Whichever team has the last player standing will win the game.

- The team that wins the best 3 out of 5 games will be declared the winner.

Player Conduct: Referees will have Yellow & Red Cards to use as needed for disciplinary actions or argumentative participants. A yellow card will serve as a warning. Two yellow cards in one match will result in a player ejection. Three Yellow cards in a season will be a minimum one-game suspension. If a player receives a red card that player is ejected (red card), he/she will be ineligible to play in the remainder of that match and the next scheduled match.

Boundaries: A player must stay in bounds, the playing area is the basketball court

- Players may only leave the boundary area to retrieve a ball. If they do, they must return immediately.
- A player may be eliminated while out of bounds