

Dodgeball Rules

All games will be played in Shingleton Gymnasium.

All players must be registered on the team's roster on imleagues.com prior to being eligible to participate in any games.

Registration: 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.
 - No more than 6-males are permitted on the court per team. In order to play full strength, a team must have two additional players who identify as non-male.
 - 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 fewer remaining on the court, the referee shall call **OPEN COURT** and players may advance anywhere on the court.
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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.

Boundaries: A player must stay in bounds, the playing area will be the red curtain to the outside of the basketball court on the sides, and the red line on the bleacher side with the blue line being used on the main door side.

- 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

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.
- If a thrown ball strikes a ball in a player's possession, and that ball is dropped, the player will be eliminated. A ball may be used to block a thrown ball, but possession must be maintained.

Re-entry: If a ball is caught, the first player who was eliminated from 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 ball that hit them to avoid being out. If anyone else from their team catches it for them, player X is out. If player X catches the ball, the person who threw the ball will be eliminated.

OPEN COURT: During the match, **when there are 4 players or fewer remaining on the court, the referee shall call OPEN COURT and players may advance anywhere on the court.** Players must wait until the referee calls open 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's ejection. Three Yellow cards in a season will be a minimum one-game suspension. Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Director for Campus Recreation & Wellness prior to becoming eligible for participation. Any participant missing a scheduled meeting will receive an additional game suspension.