

6v6 Dodgeball Rules

Mission Statement:

Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students, and U of A Faculty/Staff and Affiliates that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. **If your team forfeits, \$5 will be charged to the Bursar's accounts of any absent team members.**

Rule 2: The Game, Players and Equipment

1. Games shall be played between two teams of 6 players each. Teams must start and end with a minimum of 4 players. There is a maximum of 20 players per team.
2. A match consists of a best 3 out of 5 games. Each game will have a 5 minute running clock with a 1 minute break between each game. Teams switch sides after every game.
3. If all players from one team are not completely eliminated at the end of the 5 minutes, the team with the most players remaining will be declared the winner of that game. If both teams have an equal number of players remaining at the end of a game, there will be an untimed sudden death period in which the team who first eliminates a member from the opposing team will be declared the winner of that game.
4. In an effort to maintain the safest environment possible please abide by the following:
 - a. All rings, necklaces, studs, watches, bracelets etc. must be removed prior to playing.
 - b. All braces with metal/hard plastic must be wrapped or removed
 - c. Individuals wearing casts are not allowed to play.
 - d. All body piercings must be removed or covered prior to playing.
 - e. Proper athletic attire is required. Shoes must be gym or running shoes with a rubber soled bottom. No jeans, button shirts or hard soled shoes are permitted.
 - f. Headgear is not allowed to be worn, except for one piece head/sweat bands that do not have to be tied or do not have any form of knots
5. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe or not within the spirit of the game.
6. Each team shall designate to the Supervisor a captain. The captain shall address the Supervisor on matters of interpretation or to obtain essential information.
7. Game balls will be provided. Note: The balls used for this league are nonstinging, but can still be thrown at a faster pace than a nerf ball. Thus, some amount of danger may be present if hit in an uncovered/sensitive area (i.e. head, stomach, back, etc.).

Rule 3: General Game Play

1. Each game starts with 6 balls lined up on the mid court line.
2. Before play starts, each team member must be touching the back wall on their side. Once the Supervisor sounds the horn, play will begin. The 3 balls located on the teams' right side are designated to their team at the start of the game. Once the team goes to retrieve the ball from the mid court line the ball must come back and the ball must touch the team's back wall. From this point on, any person contacted by a thrown ball on the fly is out of the game.
 - a. Deflections off the wall or floor do not count, but deflections off a teammate will count.
 - b. A deflected ball off of a person is still a live ball.
3. Once a player has been hit, they should immediately raise their hand and run off the court to the out of bounds area on his/her team's side.
4. Balls may be held and used to deflect other thrown balls.
5. A player may not hold the ball for longer than 15 seconds. Any player caught stalling will be declared out.
6. A player is only allowed to be in possession of up to 2 balls at any given time.
7. If a held ball is used to deflect a thrown ball, the player holding the ball is not out, unless the deflected ball hits a part of his/her body and is not caught. If a deflected ball hits a teammate who does not catch the ball, or that ball is not caught by another player, the teammate who was hit is out.
8. The person throwing the ball is out if an opposing player catches the ball on the fly or off of a deflection from a person, not a deflection off of a wall or the floor. Once the ball is caught, the teammate that has been out the longest is the one who re-enters the game.

Rule 4: Clarification/Points of Interest

1. If a player from Team A hits a player from Team B and that same ball deflects and hits another player from Team B, both players from Team B are out.

**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**