DODGEBALL

GENERAL RULES FOR ALL INTRAMURAL SPORTS

1. Eligible Participants
   a. Only Harvard students and paying members of the Athletic Facility may participate.
   b. Guests may NOT participate in the league.
   c. All participants must read and sign the Sportsmanship Agreement provided by their team captain.
   d. Each team may roster up to 10 players.
   e. After submission of the roster, changes to the roster must be approved by the Athletic Director.
   f. Playing for multiple teams and multiple divisions is NOT allowed.
   g. Coaches will NOT be recognized and will be treated as spectators.
   h. Spectators are expected to watch from the balcony.
   i. Ineligible participants will result in forfeited games.

2. Forfeited Games
   a. Team are allowed a maximum of (1) forfeit. On the second forfeit, teams may be removed from the league.
   b. GAME TIME IS FOREFIET TIME. If the previous game runs late, games will start no later than 5 minutes from the end of previous game.
   c. Games may begin if each team has at least (4) players. For Co-ed leagues only, 2 of the 4 players must be female.
   d. Forfeited games will not be officiated.

3. Appropriate Attire
   a. Hats, watches, and jewelry are not allowed.
   b. Shirts must be worn at all times.
   c. Athletic shoes must be worn at all times.
   d. Hard braces such as knee braces may not be worn. Soft braces only.
   e. If any blood is spotted on a player’s uniform, that player will be forced to leave the game until no trace of blood remains or the player changes uniforms.

4. Non-Participant Safety
   a. Interference may be called and the play stopped, if the official deems that a person not participating in the game altered the play by walking through the gymnasium.
   b. Stoppage of play for non-intramural players to pass through the gym may occur.

VANDERBILT HALL SPECIFIC, DODGEBALL GAME RULES

5. Number of Players
   a. Teams will be made up of 4-10 players.
   b. 10 players will compete on a side at a time. Teams may start a match with as few as 4 players. (Less than 4 and the team must forfeit).

6. The Field
   a. The playing field shall be the boundaries of the volleyball court, divided into two equal sections by a center and attack-lines, ten feet from and parallel to the centerline.
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b. The area between the two attack lines will be referred to as the neutral zone.

7. Games and Matches
   a. The object of the game is to eliminate all opposing players by getting them “OUT”.
   b. Best of three games (2 of 3) wins the match. Each game is played until all players from one team have been eliminated.
   c. If neither team is eliminated after 10 minutes, the team with the most players will win.
   d. If a tie exists, a one minute sudden death overtime will happen with all players from each team returning to the court. Once a player is OUT, they may not reenter the game.
   e. If the tie still exists, the game will end in tie.

8. Opening Rush
   a. Game begin by placing the dodgeballs along the half-court line.
   b. Players take position behind their end-lines.
   c. Following a signal by the official, teams may approach the center line to retrieve the balls.
   d. Players may not slide or dive head first to retrieve the ball.
   e. Once a ball is retrieved it must be thrown behind the attack-line before it can be legally thrown. All subsequent throws may be made from behind the half-court line.

9. Team Zones
   a. Crossing into the opponent’s zone will result in an "OUT."
   b. Players may not reach into opponents zone to grab a ball
   c. Players may not physically pull another player into the neutral zone or prevent them from returning to their side of the court.

10. Outs
    a. Hitting an opposing player with a thrown ball below the shoulders. (Hits above the shoulders will not be counted). (Balls may not be kicked).
    b. If a player is hit in the head, the thrower is OUT.
    c. If a player ducks and is hit in the head, then the player that was hit is OUT.
    d. Any ball that comes in contact with the ground, ceiling, or wall is immediately considered to be dead.
    e. The thrower is OUT if the ball is caught before it hits the floor.
    f. A ball that has first hit you or a teammate and is then caught by you or a teammate and has not yet hit the ground, is a legal catch and will result in the opposing player being OUT and you or your teammate will stay IN.
    g. A deflected ball that hits anyone causes the player hit to be OUT
    h. If you have a ball in your hand, you may use it to protect yourself or to ricochet/deflect a ball to a teammate. If your teammate catches the ball, the player who threw the ball is considered OUT. If the ball then hits any part of you, you are OUT.
    i. If you attempt to deflect a throw with a ball in your possession and the ball in your possession is dropped, you are OUT
    j. A player that leaves the court while attempting to dodge a ball, if there is any doubt about why the player left the court the player will be considered OUT.
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k. Crossing into the opponent’s zone will result in an OUT
l. Players must throw the ball into the opponent’s zone within 5-10 seconds of receiving a ball. The Official will administer this count and signal the player OUT for delay of game.

11. Out Players
   a. Out players must immediately leave the playing area and stand next to the official.
   b. A player may come back into the game if a teammate catches a thrown ball by an opposing player.
   c. Players will return to the game in the same order that they went out.
   d. Anyone not in the game may kick or bat a ball back into play, but may not catch nor throw a ball into play.

12. Boundaries
   a. During play, all players must remain within the boundary lines, with the exception that players may leave the boundaries to retrieve balls.
   b. If a player leaves the court to retrieve balls, the player may still be hit with a ball by the opposing team and called OUT.
   c. A player may not exit the boundaries to avoid being hit.
   d. A player outside the boundaries may not throw at an opposing player until they have reentered.

13. Game Officials
   a. The authority of the official starts upon entering the playing field.
   b. Decisions made by the official shall be final.
   c. If an official fails to arrive for a game, the game will be forfeited and each team awarded a tie.
   d. The official has the authority to cancel a game if he observes unsafe playing conditions or unsafe player behavior. Cancelled games will be reviewed with the Athletic Director to determine which team will be awarded the win or loss.

14. Un-Sportsmanlike Conduct
   a. A player does not follow the referee’s instructions.
   b. Verbal taunting towards referee or opponents.
   c. Any action the referee determines is unsafe.
   d. Un-sportsmanlike conduct may result in players being asked to leave the gym or team forfeit.