

IM Dodgeball Rules for 2006

1. Matches are scheduled into half-hour time slots. Do NOT start a game after 25 minutes have passed.
 - a. If a game started before 25 minutes have passed is continuing past the end of the half-hour time slot, then the team with the most players on the court wins that game. If the teams have the same number of players as time expires then the game is a tie.
2. Matches are won by the team that wins a greater number of games in the half-hour time slot.
3. Games are to be contested 5-on-5.
 - a. In Division I there are not required to be any females on the court, but girls may play if they are on rosters. In Division II there are required to be at least 2 girls on the court for each team at the start of every game.
 - b. If one of the teams is short either one or two females or players overall, the match is not a forfeit. The match should still be played, but with the team that is short players playing without replacements for their girls, or playing down personnel overall.
 - i. Example 1: Team 1 has a full line-up for their match, but Team 2 has six males and only one female. Team 1 will play the match with its full line-up of six players including at least two females on the court for each game, but Team 2 will play with only four males and one female, with no replacement for the missing female.
 - ii. Example 2: Team 1 has a full roster for their match, but Team 2 has only two males and two females. Team 1 will play the match with its full line-up of six players including at least two females on the court for each game, but Team 2 will play two players short.
 - ii. Example 3: Team 1 has a full roster for their match, but Team 2 has only one male and two females. Team 2, being more than two players short, forfeits the match.
4. Games will begin with each player touching the back wall of their respective side of the gym and with the six dodgeballs lined-up across the centerline.
 - a. In grabbing a ball AT THE START OF THE GAME ONLY a player may have part of his/her body cross into the other team's side of the court.
 - b. At the start of the game, no ball is "live" (live being defined as capable of getting someone out) until it is behind the free throw line on the side of the court of the team that first possesses it
5. A player is out when:
 - a. The ball hits him or her from the shoulder down.
 - i. If a thrown ball hits a member of the opposing team from the shoulders up when the member of the opposing team is ducking or diving, the member of the opposing team is out
 - ii. If a thrown ball hits a member of the opposing team from the shoulders up when the member of the opposing team is not ducking or diving, then the player hit by the ball is not out. Neither is the thrower, unless their intent is clearly malicious.
 - b. A ball thrown by him or her is caught by a player on the opposing team.
 - c. If a player crosses the center line while throwing a dodgeball then the ball is not live, and thus neither the thrower nor any members of the non-throwing team can be called out on the play.
6. A ball is live from the time it leaves the throwers hand until the time it hits the ground, wall, or any other part of or equipment in the gym (netting, backboard, etc)
 - a. A ball continues to be live when it has been thrown and hit a member of the opposing team
 - i. If a ball is thrown, hits a member of the opposing team, then hits a second member of the opposing team before hitting the ground, the second member is out as well

- ii. If a ball is thrown, hits a member of the opposing team, and then is caught by a member of the opposing team before it hits the ground, then the thrower of the ball is out and the member of the opposing team who was hit is still in
7. One player who started the game and has since been out can, when a teammate who is still in catches a live ball thrown by a member of the opposing team, reenter the game.
- a. This is in addition to the member of the opposing team who has thrown the ball also being out. There is, in essence, a double-penalty for throwing caught balls.
 - b. If the team that catches a thrown ball already has its six players on the court, then they do NOT get a seventh player.
8. Blocking (defined as a player using a dodgeball or multiple dodgeballs in their possession to bat away balls thrown at him or her) IS allowed.
- a. A blocked ball that is popped up into the air is still live, meaning that if it is caught by a member of the non-throwing team than the thrower is out, and if it hits a member of the non-throwing team (including the one has just blocked the ball in any part other than his or her hand) and then hits the ground then that member of the non-throwing team is out.
 - i. When blocking, the hand is considered an extension of the dodgeball, which means that if a player's dodgeball-holding hand is hit while they are attempting to block a thrown ball, it is a successful block and the blocking player is NOT out
 - ii. If, in an attempt to block a thrown ball, a player's dodgeball(s) are knocked out of their hand by the thrown ball, than he or she is out, EVEN IF THE THROWN BALL NEVER TOUCHES HIM OR HER.
9. A game is over when one team has no players left.
10. No kicking balls at members of the other team—if a ball is kicked in the air across the line it is a special case where the ball is not live, but if it is caught the kicker is out.
11. A player may reach across the center line to pick-up a dodgeball on the other team's side, however, he or she may not touch the floor on the other teams side.
- a. If the player reaching across does touch the floor, than the ball is to be given to the other team.
12. No stalling to preserve a lead, either in a game or in a match. That's lame.
13. Don't cheat. This is IM Dodgeball and it's supposed to be FUN. Be honest—if you're hit go off, or if your thrown ball is caught, go off. If the IM Committee receives repeated reports about unsportsmanlike behavior from specific players or teams, the IM Committee reserves the right to ban those players or teams from subsequent matches or, in extreme cases, to suspend those teams or players for the rest of the season.