

6 on 6 Dodgeball Rules 4/7/08

1. Team Size

1. 6 players constitute a full team (Team size is subject to change depending on facility space).
2. A game may start with 4 players.
3. Co-Rec. teams must start all games with no more male players than female players 3 male and 3 female players or 2 male and 4 female. Teams must have a minimum of two females to start a match.
4. All players must present a valid SUNY Oswego ID to be eligible to play.

2. Game Schedules

1. Games will be played Sunday, Monday, Tuesday, and Thursday evenings from 6 p.m. – 11 p.m. in Swetman Gym.

3. Equipment

1. Players must wear proper attire (tennis shoes, shirts etc.).
2. Official "dodgeballs" will be supplied.
3. Six dodgeballs will be used per court.

4. Playing Time, Time-outs, and Player Substitutions

1. Matches will be decided using the best of 7 format. The first team to win 4 games will be declared the winner of the match.
2. There is a 5-minute time limit for each game.
3. Games not finished in the allotted time will be decided by a head count. If there is a tie, then that game is considered a tie.
4. If the match ends in a tie then a Sudden Death overtime period will be played. If a game ends in a tie, then a Sudden Death overtime period will be played with 3 players. Each player will start with a ball at their own end line. In overtime the first team to legally eliminate a player will be declared the winner.
5. Each team is allowed one 60 second time-out per match.
6. Substitutions can only be made between games or during time outs.
7. A forfeit will be given at game time unless the other team captain approves a grace period as stated in our intramural policies and procedures.

5. Game Play

1. The object of the game is to eliminate all opposing players by getting them out.
2. An out is scored by:

A. Hitting a player with a live thrown ball below the shoulders.

Note: A player who is hit in the head (who did not duck) is **not** out. The thrower is out. If the player hit in the head did duck, there is no consequence.

B. Catching a live thrown ball by your opponent. ALSO: The team that caught the ball returns an eliminated player to their team. Players return to the game in the order that they were eliminated.

C. If a thrown ball is deflected and then caught before it hits the ground, the thrower is out.

D. If the player drops the ball used to deflect the throw, that player is out and the

original thrower remains in, but if that ball is caught the thrower is out and the hit player remains in. Also if a player touches a deflected ball but does not catch it, that player is out.

E. A ball rebounding off a “catch” attempt may be caught before touching the floor by any in bounds player on the “hit” players team. It may not hit a wall/backboard, etc.

Result: The thrower is out.

F. A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball.

G. Out-Of-Bounds: Catching a ball out-of-bounds does not count. If a ball is deflected off one player and he/she or a teammate catches it out-of-bounds the first player is still out because the catch does not count. A player hit, a ball caught, or a ball thrown outside the boundaries of the court does not count.

H. A ball rebounding off a wall, backboard, etc. does not eliminate a player.

I. When all the players of a team have been declared out, the other team wins the game and the score is reported to the supervisor. A new game begins if time is remaining.

6. Boundaries

1. During play, all players must remain in the boundary lines.
2. Players may pass through their end line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
3. When retrieving a ball, the player must also immediately re-enter the playing area only through their end line.

Note: A player not immediately re-entering the playing area may be declared out.

4. A player may be handed a ball, provided the player receiving the ball remains completely within their teams’ field boundaries. Players may be handed a ball while standing out of bounds.
5. A player may be declared out if:
 - i) Any part of their body contacts the playing surface on or over sideline.
 - ii) They enter or re-enter the field through the sideline.
 - iii) They leave the playing area to avoid being hit by or attempt to catch a ball.
 - iv) They have any part of their body cross the centerline and contact the ground on their opponents’ side of the court.

Note: A player may, without penalty, step on the centerline.

7. Beginning the game

1. The game begins by placing an equal number of dodgeballs along the centerline on each side of the hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.
2. Players take position behind their end line.
3. Following the signal by the official, teams may approach the centerline to retrieve balls. Teams may only retrieve balls placed to the right (as they face the centerline) of the hash mark. If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.

8. Opening Rush Rule

1. Each and every ball retrieved at the opening rush must first be taken or passed beyond the attack line and into the team’s back court before it may be legally thrown at an opponent.

9. Area of Eliminated Players

1. Eliminated players will form line on their side of the court next to the end line. These players must remain in the order that they were eliminated with the first person eliminated closest to the end line. Every time a ball is “caught” the eliminated players from that team can re-enter the game in the order eliminated.
2. Eliminated players may throw an out-of-bounds ball back to their team; they may not throw a ball at the other team or hold on to the ball. If an eliminated player holds on to a ball, the official or supervisor will warn them to throw the ball to a teammate or roll it away from them. If they do not comply within 5 seconds after the warning, one of their teammates will be eliminated by the opposing team’s choice.

10. Stalling and 5-second Violation

1. A team trailing during a game must be given the opportunity to eliminate an opposing player. This requires that the trailing team must have a ball at their disposal.
2. It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all the balls they must get at least one ball across the attack line and into the opponent’s back court. If this is not done within 5 sec., then a 5-sec. Violation will be called.
3. A team may avoid a 5-sec. violation by rolling or throwing a ball into the opponent’s back court, not throwing at the opponent.

Note: Only an official can call a 5-sec. violation.

First Violation: Stoppage of play and the balls will be divided evenly between teams. Play will continue with “Balls in hand.”

Second Violation: Free throw for opposing team – a penalty in which one player is allowed an unobstructed throw at their opponents without risk of elimination. This is possible because a caught free throw doesn’t result in an out for the thrower.

Third Violation: Ejection of one player from the offending team, at the choice of the opposing team.

11. Rule Enforcement

1. Rules will be enforced primarily by the “honor system”. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. Two officials will supervise all contests.

12. Sportsmanlike Conduct:

1. Minor Penalty: As a result of a player in violation of unsportsmanlike behavior he/she will be remove from the game. If the player committing the penalty is already “out” then the team will be penalized by removing one additional player who is closest to the person committing the minor penalty. (i.e. slamming a ball, using vulgar language, taunting, delay of game...etc.)
2. Major Penalty: Any player demonstrating severe unsportsmanlike behavior such as but not limited to verbal or physical abuse of officials, participants, or spectators will be ejected. The team will receive a zero sportsmanship rating and play a man down for the remainder of the match.

12. Safety: Players may not lift or support their teammates in catching a throw etc.