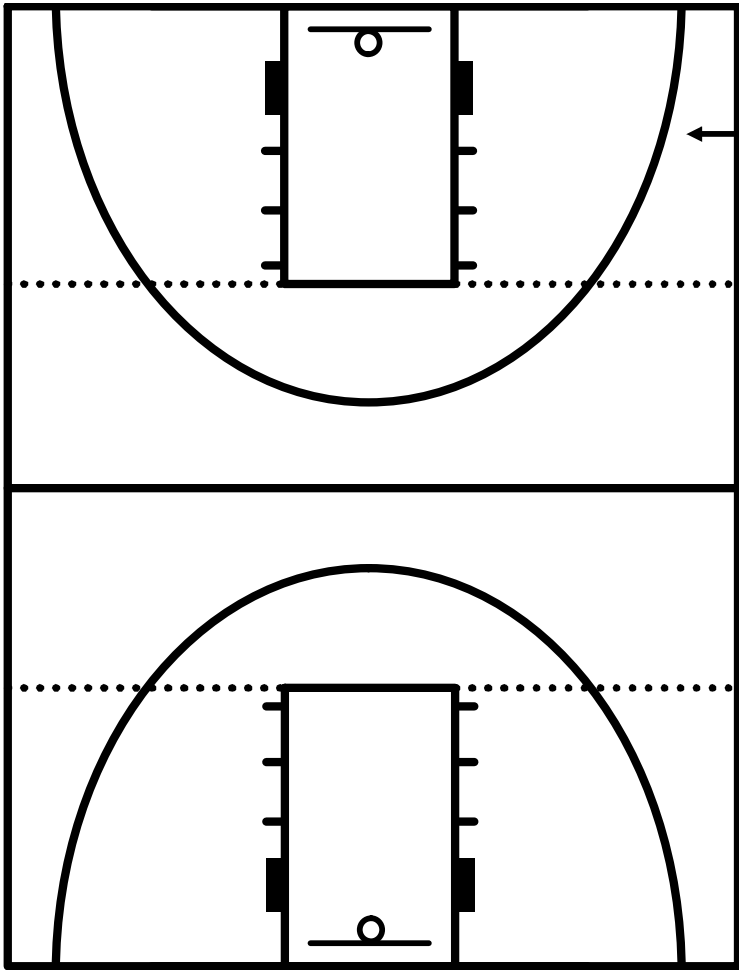


Florida State University Intramural Dodgeball Rules Quick Reference

1. Teams will play game-after-game (unlimited number) for 35 minutes.
2. Games start with 6 players (3 per gender) out-of-bounds on end line. At signal, teams may retrieve balls on RIGHT side and possess inside the 3-point arc before throwing. Only then can a team try to gather the opponent's dodgeballs off the line.
3. Players may not touch or cross mid-court line at ANYTIME.
4. Stay in bounds! If you are near an out-of-bounds line and you step on or over the line when dodging a ball, you will be called OUT!
5. BE HONEST! If hit, don't wait for us to call you out. Go ahead to catch-and-return line IN ORDER of elimination.
6. Catch... Player must possess inbounds and stay inbounds to make a legal catch. Out-of-bounds is no catch (if still caught: all are SAFE).
7. Catching a ball after it has hit a teammate... Everyone is SAFE.
8. Catch-and-return occurs only on initial throw and catch. In co-rec, the underrepresented gender must return on catch-and-return.
9. Head shots in front of FT line extended put thrower out (hit person is safe). Head shots behind FT line put out person (thrower is safe).
10. Make a basket... everyone (up to 6) is back in. With 1 opposing player remaining, make a basket... win game for your team.
11. Everything outside of the BB court is out-of-play. The ball is immediately dead when it hits an out-of-play area.
12. OK for active players to leave court to retrieve balls at anytime. Players CANNOT be put out when out of play retrieving balls. Players CANNOT cross mid-court to retrieve balls anywhere in gym. Spectators and subs CANNOT help with ball retrieval.
13. Players must be actively involved in the game. No placing or heaving. Excessive rolling will be deemed stalling. Rolls must be toward center court. Stalling may be called at any time by game official. Teams have 5 seconds to be actively involved. Penalty: Loss of all dodgeballs to opponent (who gets 10 seconds to restart play).
14. At end of 35 minutes, games in progress that matter to overall match score will be completed under new Instant Overtime format.
15. If tied after Instant OT, a 6-on-6 OT Showdown will be played.

Florida State University Intramural Dodgeball Court Diagram



BASELINE – Stay Inside Court Unless Retrieving Dodgeballs, Jumping Out When Dodging a Ball Puts Out Dodger

3-POINT LINE – Balls Must Be Possessed Within Arc on Initial Rush

FREE THROW LINE – Player Hit in Head Behind (Closer to Goal) are OUT



HALF COURT LINE – No Player May Touch Any Part of the Opponent's Side at Anytime, Anywhere in Gym



CATCH & RETURN CONE – Players Should Line Up Here in Order of Elimination to Prepare to Return on Catch

FREE THROW LINE – Player Hit in the Head in Front of Line (Closer to Half Court) are SAFE, Thrower is OUT

BASELINE – All Players Start Outside Court with Foot on Baseline at Start of Each Game and OT Session