

*The Complete FSU IM Dodgeball Rulebook is Available Online at [fsu.campusrec.com/im](http://fsu.campusrec.com/im)*

**No Tobacco** and **No Alcohol** are permitted in Tully Gym. Violators will be ejected.

**No Gum, No Food, and No Flavored Drinks** are allowed on the Gym Floor. Only **Bottled Water** is permitted.

## **PLAYER ELIGIBILITY & TEAM COMPOSITION**

Players **MUST** be valid, fee-paying FSU students, faculty or full-time staff. FAMU and regular TCC students are **NOT** eligible for FSU IM sports and events. All players **MUST** show current FSUCard prior to each match. All players & spectators must sign a liability waiver before entering the gym.

## **EQUIPMENT & PLAYING AREA**

Appropriate gym footwear must be worn. Cleats, boots, sandals, and flip-flops are not permitted. Hats and any other head wear that has a hard bill or creates a knot-like protrusion are not permitted.

Jewelry is **NOT** allowed to be worn by any participant during IM dodgeball. This jewelry consists of any visible rings (including wedding rings), watches, necklaces, earrings, studs, bracelets and any other such similar jewelry. Taping of jewelry is not permitted. Only medical alert bracelets are permitted. Any player in the game found to be wearing prohibited equipment (jewelry, etc) will be ruled out for the game and may not reenter for a subsequent game until the jewelry is removed.

Dodgeballs will be provided by the Intramural Sports staff at the game site. Each court will have its own color of dodgeballs. Only the designated color of dodgeball may be used on that court in the event of dodgeballs ending up on other courts.

The playing area shall be the normal volleyball court (grey lines in Tully Gym). Court lines are out-of-play. Out-of-play areas include anything outside the basketball court including walls, curtains, and the ceiling. Basketball goals & supports are out-of-play. Inactive players and spectators are out-of-play. Dodgeballs that hit out-of-play areas are immediately dead.

Active players shall make an effort to remain inside the basketball court at all times unless leaving the court to actively retrieve a dodgeball. Players cannot be put out while out retrieving a dodgeball. However, a player can be ruled out if he/she intentionally positions him/herself out-of-bounds.

## **MATCH LENGTH AND FORMAT**

Each match will consist of as many games as can be played within the 35-minute time limit. Each game shall last for no more than eight (8) minutes. Time for each game will be kept on a scoreboard visible to all players. A game is won when single player remains active on the court. If the time limit reached and 2 or more players remain active on the court, the game will be considered a draw (no winner).

Games will consist of up to 12 participants competing simultaneously.

## **GAME PLAY**

The object of the game is to put out all opposing players and be the lone survivor of the game.

To start a game, three (3) dodgeballs are placed on the 3-meter line (volleyball) on each end of the court. Players will start along and outside of the end line of the volleyball court (one foot may be on the endline). At the signal, players shall retrieve dodgeballs anywhere on the court. Once a ball is picked up, it may be thrown immediately or carried forward before being thrown.

Following the initial rush, dodgeballs may be collected and thrown from anywhere on the court.

A player is out when...

- (1) a player is hit anywhere at or below the shoulders (including clothing) by a dodgeball that is thrown by an active opposing player and that has not touched the floor or an out-of-play area / structure, unless the player is out-of-bounds actively retrieving a ball.
- (2) a player throws a ball that is legally caught (before any deflections) by an active member of the opposing team.
- (3) a player commits an illegal throw.
- (4) a player jumps or moves out of bounds (outside the volleyball court boundary lines) while attempting to dodge a ball.

A ball thrown by an active player remains live and able to put out an opposing player even if the thrower is put out while the ball is in the air.

When a player is hit in the head by a dodgeball...

(1) a player hit in the head by an untouched/undeflected ball who is positioned within 12 feet of the thrower shall not be out. In this case, the thrower is out.

(2) a player hit in the head by an untouched/undeflected ball who is positioned within 12 feet of the thrower shall be out. In this case, the thrower is safe.

(3) a player hit in the head by a deflected ball anywhere on the court shall be out. The thrower is safe.

(4) a player who intentionally ducks or positions his/her head to contact a ball anywhere on the court shall be out. The thrower is safe.

The 12 foot safety distance shall be enforced by the game officials who have the final decision on the matter.

When a player is put out, he/she shall line along any visible sideline or end line and take a position at least 1 yard (3 feet) outside the line. If in possession of a dodgeball, he/she may toss or roll it to a teammate or place it on the court.

## **PLAYER POSITIONING & LEGAL THROWS**

A player not in possession of a ball may take a position anywhere on the court (on either side).

A player in possession of a ball must stay on the side of the court on which he gained possession of the ball until the ball is thrown or dropped. A player in possession of a ball may cross to the other side of the court on if the ball is dropped or placed on the ground (out of player possession). The ball may be reclaimed once the player has crossed over the mid-court line. A player may not toss the ball to themselves in order to cross the mid-court line (ruled out for an illegal throw).

When three (3) or more participants remain active on the court, a thrower may only throw a ball at an opponent on the opposite side of the court. When only 2 players remain, players may throw at an opponent anywhere on the court (free-for-all). If an inactive player becomes active by catching a ball and returns to the court to increase the number of active participants to 3 or more, free-for-all play will continue with no restrictions on where the players may throw at an opponent.

## **ILLEGAL THROWS / ROLLING, PLACING, & HEAVING OF A BALL**

An illegal throw occurs when:

(1) the thrower throws a ball which intentionally or unintentionally hits an opponent in the head (before any deflections) as described above.

(2) the thrower steps on or over an out-of-bounds line or the mid-court line before, during, or after a throw.

(3) the thrower kicks, strikes, or spikes a dodgeball toward an opponent.

(4) the thrower tosses the ball to him/herself in order to cross the mid-court line.

For each illegal throw, the thrower is out. The throw cannot put out an opponent, but can be caught for a catch-and-return.

Balls may not be heaved outside of the court area (including onto the back bleachers). The heaver is out. Balls rolled or tossed onto the opponent's side of the court without the intent of putting a player out must be rolled or tossed within the opponent's 3-point arc. Balls rolled or tossed that do not go through this area and go out-of-bounds in the corner or out a sideline are illegal throws. The thrower / tosser / roller is out.

## **DEFLECTIONS**

A deflection occurs when a thrown ball hits off an opposing player or airborne ball and remains in the air. Players who deflect a ball or are hit with a deflected ball are out. Players may NOT use a dodgeball to deflect a thrown ball (the deflector is out).

All dodgeballs are live and are able to put people out until they touch the ground or any other object that is out of play and become dead. A thrown dodgeball may deflect off of multiple players, effectively putting out multiple opponents with a single throw.

## **ACTIVE PLAYERS: CATCHING A THROWN BALL**

A thrown dodgeball that is legally caught by a member of the opposing team while they are still in play and before it has struck an out-of-play area, the floor, or a player (undeflected) will result in the thrower being declared out. (*Direct throw and catch*)

A legal catch occurs when the catcher (1) begins the catching motion inbounds, (2) catches the ball, and (3) remains inbounds following the catch and establishes a stationary position inbounds while still in possession of the ball. If the catch is completed out-of-bounds, NO ONE is out. If the catch is dropped, inbounds or out-of-bounds, the failed catcher is OUT.

A ball that deflects off of another airborne ball can be caught to put out the thrower. A ball that deflects off a player and is subsequently caught by that player (before deflecting off a different player or object) also puts out the thrower. The catcher is safe. (*Direct throw and catch*)

A ball that has deflected off of another player and is subsequently caught by a different player does not constitute a legal catch. The catcher is safe. The thrower is safe. But the player the ball deflected off is considered out (still hit with a thrown ball). (*Indirect throw and catch*)

## **INACTIVE PLAYERS: CATCH-AND-RETURN**

Players that have been put out of the game may return to the game if they catch a thrown, deflected or undeflected, ball outside of the volleyball court lines and within the basketball court lines. This is a personal catch-and-return. (*Inactive player catch*)

Inactive players returning as a result of an out-of-bounds catch shall immediately return to the court (subject to being hit and re-put out immediately upon returning to the court with both feet in-bounds).

In summary,

(1) *Direct throw and catch*: A legal catch made inbounds, before deflection off of another player, puts out the thrower. No other catches put out the thrower. The catcher is safe.

(2) *Indirect throw and catch*: Any catch by an active player after a deflection, does NOT put out the thrower. The catcher is safe.

(3) *Inactive player catch*: Any catch by an inactive player before or after a deflection, does NOT put out the thrower. The catcher is entitled to return to the game.

## **BALL RETRIEVAL**

The retrieval of dodgeballs that leave the in-play area is limited to those players who are active or inactive in the game. Active players may leave the court at any time to retrieve balls for their team without penalty. Once out-of-play actively retrieving a ball, the player is not eligible to be put out. Players shall return to the court immediately once they have retrieved the ball. Excessive delays are prohibited.

Inactive players may assist in ball retrieval. Inactive players that catch an airborne ball out of bounds are eligible to return to play subject to the regulations outlined above. In retrieving dead (those that have hit the floor or other out-of-bounds object) dodgeballs, once a ball has been retrieved, it shall be placed along the court boundary for retrieval by an active player.

If three (3) or more balls become unretrievable, play may be stopped and all dodgeballs retrieved and moved onto the court. Balls shall be distributed evenly around the court prior to a restart. For any official restart, the remaining players shall position themselves outside the court boundaries (similar to the initial rush) and await a restart signal from the game official.

## **SPORTSMANSHIP**

Sportsmanship is an important part of intramural sports. Blatant violations of the established rules, stalling the game action, and excessive arguing can result in participant or spectator ejections or team dismissal from league or tournament play. Teams are responsible for keeping their spectators under control. Misconduct of players or team spectators may result in ejection and/or forfeiture of the game.

*INTRAMURAL SPORTS 850-644-2430 OFFICE [fsu.campusrec.com/im](http://fsu.campusrec.com/im)*