

INTRAMURAL DODGEBALL RULES

ID CARDS

- Prior to the start of intramural games, participants must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for.

NO ID – NO PLAY!!!

- After the timer and referees have verified that all teams have the required number of players, you are ready to play.
- Only captains should deal with officials on behalf of the team, and are responsible for the collection of all players' ID cards.

DEFAULT RULE

- Arrive 10 minutes early to allow games to begin on time
- A **5-minute** delay may be allowed for a team to gather a sufficient number of players
- Should a team not have the sufficient number of players after the **5-minute** grace period be granted, the game will default
- Players who showed up for the game, regardless of whether or not their game defaulted, will be given credit for being present

EQUIPMENT

- Official 8" elephant skin dodgeballs (6 per game)
- Wooden pins (4 per side)

RULES

PLAYERS

- Games are played 6 on 6 (3 males and 3 females)
- If 6 players are not available, a team may play with 5 players
- There must be a minimum of 2 males and 2 females present (the 5th player may be male or female)
- Line-ups can only be changed at the beginning of a game, no substitutions

SCORING

- Matches will be best 5 out of 9 games
- Each game has a 5 minute time limit
- 1 minute break between games

PLAYING AREA

- players must not cross the centre line
- game is played on a volleyball sized court
- during play, all players must remain within the boundary lines

- players may leave and enter through the backline to retrieve stray balls
- non-playing team members may assist the retrieval of stray balls by rolling them into their team members from behind the back line

START OF THE GAME

- Players lie face down behind their respective team's baseline
- The six balls will be placed on the center line
- The official will whistle once to start the game, and five seconds later to start the play of game
- Within the five second buffer, players cannot throw, and cannot be hit
- Any player caught throwing will be removed from the game
- Minor crossing of the centre line will be tolerated during the buffer
- Roughhousing and fighting for balls will not be tolerated during the buffer

RULES

- To eliminate a player you must hit them below the shoulders with a "live" ball or catch a ball they have thrown
- LIVE: a ball that has been thrown and has not touched the ground, the wall, another player, a pin, an official, the ceiling, etc.
- Once a player has been hit, they must sit on the sidelines for the remainder of the game
- If a person is hit with a ball, that is then rebounded and caught by a fellow team member, the person who threw the ball is out
- If a ball hits two people, then only the first person is out
- In the event of a ball rebounding off the chin/shoulder/chest of a person, and then hitting that same person in the head, that person is still out
- If a person is ducked, and gets hit in the head, the throw is legal and the person is out
- The first team to eliminate all six members of the opposing team or knock down all the pins shall be the winner
- Balls can be rolled or bounced off the walls to knock down a pin
- Balls hitting a player and then knocking over a pin are not allowed, the pin should be restored
- Players who knock down one of their own pins accidentally shall immediately replaced the pin
- If a game remains unfinished after the 5-minute limit, the winner shall be decided by:
 - most players remaining on the court
 - most pins remaining on the court
 - coin toss
- A player may use the ball as a shield to deflect other balls but
 - If the player holding the ball drops it in the process of protecting themselves, they are out
 - If a player knocks the ball out of an opponent's hand, the opponent would be out

- A player may not hold the ball for more than 5 seconds
 - There is no way to restart the 5 seconds once a ball has been picked up
 - A player who holds a ball too long may be called out by the ref
- Players who hit someone on the head must sit out the remainder of the game, at the discretion of the official.
 - A second offence in the match will result in an expulsion from the match and the individual will be subject to suspension from league play

OFFENSES

- The following offenses will result in a player being removed from a game
 - Throwing a ball before the 5 second buffer has expired
 - Being stationary in front of a pin
 - Cross the centre line
 - Leaving the playing area from the side lines and/or not returning immediately to the court
 - Hitting an opponent in the head (1st offense of the match)
- The following offenses will result in a player being removed from a match
 - Hitting an opponent in the head (2nd offense of the match)
 - Making physical contact with an opponent

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