

Dodgeball Rules

Rules pertaining to Co-Rec play are listed in red

Rule 1: Responsibilities of the Team Captain

- Informing all players of the game time and location. This includes checking the playoff schedules the first day of posting and every day following competition.
- Making sure that all members of their team present a **valid OSU ID** prior to the start of every game. ID's are **required** at all intramural events and should be presented each time an individual plans to participate in an event.
- Represent each member of their team and be the only one to discuss rule interpretations and calls with the umpires/officials.
- Be familiar with all rules, schedules, policies, and procedures of the Intramural Sports Office and pass this information along to all team members.
- Assist the intramural sports staff with the implementation of the sportsmanship policy and stress to each participant its importance.
- Be at the site at least 10 minutes prior to the start of every contest in order to be sure the team roster is recorded on the scorecard and that any necessary equipment is checked out.
- Communicate with the intramural sports office throughout the season about any problems or concerns that may be occurring at the site.
- Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
- Making sure that all members of your team are eligible to play in an intramural contest. This not only include whether or not they are a student or faculty/staff member at Ohio State but also having full knowledge that each member is playing on a legal number of teams.
- Represent his/her team by cooperating with the supervisors at the site concerning any protest, incidents, or accidents that may occur as well as with the intramural sports staff the day following such occurrences.

Rule 2: Protest

- The judgment of the court monitors may not be protested.
- Rule interpretation by the court monitors or opposing team may be protested but must be protested at the time of the incident.
- To protest a rule interpretation, a team must call time-out, call for a rule interpretation protest and explain their protest to the event Graduate Assistant or Supervisor.
- If the protest is upheld, rule interpretation will be corrected, the team will be returned its time-out and play will continue from the point of protest.
- If the protest is lost, the team will lose its time-out and play will continue from the point of protest.
- If a team does not have a legal time-out, it may still call for the rule protest. A successful protest results in no penalties. An unsuccessful protest results in an unsportsmanlike penalty on the team.

- Protests of eligibility should be made immediately but must be presented to the Intramural Coordinator in writing by noon of the next business day. The protest of eligibility must be specific in its scope regards to who is being protested and why the person is being protested.

Rule 3: Teams

- Teams will consist of a six (6) player active line-up for each game.
- Substitutions of players will not occur during a game.
 - Exception: Injured, non-eliminated players may be replaced during a game but are ineligible for the remainder of that particular match.
 - All substitute players or eliminated players shall remain in the bench area at the end of each court.
- Teams may change active line-ups for each game of a match.
- Teams must field four (4) players to start a match.
- Roster limit is 12 players per team.
- The bench area for each team shall be at the end of the court beyond the basketball endline.
- All eliminated and substitute players shall remain in this area.

Rule 4: Field and Boundaries

- The dodgeball playing field shall be held with the volleyball court lines.
- The volleyball center line shall act as the dodgeball center line and may not be crossed by active players during play.
 - Exception: An active player may inadvertently cross the center line during the opening rush of the game. This shall be considered legal provided the crossing involved is caused by the person's momentum in attempting to secure a ball from the center line and does not result in a lingering presence or an attempt to eliminate an opponent from the opponent's side of the line. An advantage may not be gained from this crossing.
- The volleyball 10-foot lines shall act as the dodgeball attack lines.
- During play, all in-active players shall remain within the designated bench area.
- During play, all active players shall remain within the volleyball court boundary lines.
- Players may pass through their end-line only to retrieve stray balls that have not been picked up or returned to play and are lying on the ground.
- Players may not:
 - have any part of their body contact the playing surface on or over a side-line.
 - exit or re-enter the field through their side-line.
 - leave the playing field to avoid being hit by or to attempt to catch a ball.
 - have any part of their body cross over the center line and contact the ground on their opponent's side of the court.
- Players leaving the field to retrieve balls are out of play until their return and may not be hit for OUTS.
- Players leaving the field to retrieve balls must return immediately upon securing said balls.
- Balls leaving the playing field shall be rolled directly onto the field by bench players. Balls may not be passed to active players from the bench area.
- Balls bounding from one field area to another shall remain out of play until they can safely be retrieved. Players are not to leave their play area to retrieve such balls.

- Players deemed to have illegally left the playing field shall be declared OUT.

Rule 5: Equipment

- OSU Intramurals will provide all game balls.
- The number of balls used in a regulation game is six (6).
- Game balls will be assigned to courts according to color. Each court will have game balls of the same color.
- Game balls entering a play area from another may not be used in the foreign courts play.
- Participants must wear athletic clothing. Participants may not play in jeans or other pants, etc.
- Participants must wear indoor athletic shoes with non-marking soles. No participant may play in cleats, boots, bare feet, socks, sandals or other open toed shoes.
- Jewelry of any kind is prohibited.

Rule 6: Match/Game Play

- Matches shall consist of the best 5 of 9 games.
- A game shall be played between two teams of six players.
- A coin toss shall allow the toss winning team to choose their side for the first game. The teams shall switch sides between each game.
- Overtime periods shall continue the alternation set in regulation.
- The object of dodgeball is to eliminate all opposing players by getting them OUT which occurs when:
 - an opposing player is hit with a LIVE thrown ball below the shoulders.
NOTE: If a player ducks or takes a position with their head below where their shoulders would normally be when standing (crouching, kneeling, sitting, rolling or laying) and this is clearly the cause for the player being hit above the shoulders, the player is OUT and the throw is considered legal.
 - a player catches an opposing player's thrown LIVE ball.
 - an opposing player is caused to drop a held ball as the result of a thrown LIVE ball, usually, but not necessarily always, when a ball is being used to block a thrown ball.
 - an opposing player illegally steps out of bounds.
- A LIVE ball refers to a ball that strikes or is caught by an opposing player without/before contacting the ground, another player, ball, official or other object.
- A player may use a ball to block throws from opposing players.
- Once players are OUT, they must immediately drop any balls in hand and exit the playing field at the nearest point, end-line or side-line
- If an OUT player intentionally contacts a LIVE ball before exiting, opponents shall be awarded a single free throw that may be taken by any active, non-OUT player.
- Players may not be re-activated during a game. Once OUT, a player is out until the next game of the match.
- Players OUT may not eliminate opposing players. Example: If a player is hit with a legal throw and then catches another legal throw, the second thrower is NOT eliminated.

Rule 7: Timing, Time-Outs, Substitutions

- Each game will have a 5-minute time limit.
- Each team will be allotted one time-out of 30 seconds per match. Play resumes after a

- time-out with the same players as prior to the time-out.
- All players are in jeopardy until the court officials recognize and signal a time-out or end of regulation.
- All throws released prior to the official whistle for time-out or end of regulation are LIVE until becoming dead. A throw released prior to the official whistle can eliminate an opposing player.
- Substitutions may not be made during a game.
 - Exception: Injured, non-eliminated players may be replaced during a game but are ineligible for the remainder of that particular match.
- Substitutions may only be made from game to game in a match.

Rule 8: Beginning a Game

- All six (6) dodgeballs shall be placed on the center line with three (3) on each side of the center circle.
- Players begin each game behind their end-line for the Opening Rush.
- At the official's signal, teams may approach the center-line to retrieve their dodgeballs. Teams may only take the three (3) balls on their side of the center line as they face it.
- Any balls dropped in the Opening Rush rolling over the center line and toward the opponent are lost to that opponent and may not be retrieved.
- A FALSE START will be called if players cross their end-line prior to the official's game start signal. A false start results in a ball being taken from the offending team's side of the center line and placed on the opponent's side. This will be repeated for each infraction.
- All balls must be carried or passed behind the attack line (volleyball 10-foot line) before being legally thrown at an opponent.
- Once a ball has been moved behind the attack line, it may be thrown from anywhere on the team's side of the court, including in front of the attack line.
- Once all balls are in play following the Opening Rush, all attack line restrictions end.

Rule 9: Forfeits

- Six (6) players are a full team for Dodgeball.
- Teams must have a minimum of four (4) players to begin a match.
- Game time is forfeit time. Teams must have the minimum number of players at game time to avoid forfeit.

Rule 10: The Game

- The first team to legally eliminate all opposing players will be declared the winner of that game.
- If neither team has been completely eliminated at the end of regulation, the team with the greater number of players remaining shall be declared the winner of that game.
- If an equal number of players remain after regulation play, a two-minute overtime period shall be played.
- The overtime period shall be played as regulation with the object being to eliminate the other team entirely.
- If after the first overtime, an equal number of players remain, Sudden-Death Play shall occur. In Sudden Death Play, the first team to eliminate an opposing player shall be declared the winner.

- Sudden-Death Play shall not be timed. Play will continue until the first team eliminates any ONE player.
- Overtime and Sudden Death Play shall be begin with a single ball in each remaining players' possession. The players shall begin play from the baseline and may move forward on the official's signal.
- Extra balls shall be placed on the center line and be at the disposal of the first player to reach them.

Rule 11: Stalling and 5-Second Violations

- The trailing team must be given the opportunity to eliminate the leading team's players.
- There shall be no stalling by the leading team to keep the trailing team from this opportunity.
- That leading team may not collect and hold all of the dodgeballs to keep them from the opposition.
- The officials will call a stall and begin a 5-second count when no balls are at the disposal of the trailing team and no play has been made by the leading team.
- Before the end of the 5-second count, a ball must be put at the disposal of the trailing team by either attacking, throwing or rolling it to their side of the court. Throwing a ball over and beyond the end-line would not be included.
- 5-second violation penalties
 - First violation --- stoppage of play and the balls evenly divided between the two teams. Play begins again with all players on their respective baselines.
 - Second violation --- FREE THROW for opposing team.
 - A FREE THROW is a penalty in which one player is allowed an unobstructed throw at his/her opponent without risk of elimination even if the throw is caught by the opposing player.
 - The opposing player chosen for the FREE THROW will receive a ball at the attack line and have 5-seconds to make a play.
 - Play begins again with the balls distributed evenly between the teams and all players on their respective baselines.
 - Third and subsequent violations --- Ejection of one (1) player from offending team. Ejections will be made alphabetically from the remaining players.
- The 5-second count ends when, in the opinion of the official, a ball is at the disposal of the trailing team if not necessarily secured by the team.
- Stalling rules will also apply in Overtime.
- Stalling rules will NOT apply in Sudden Death Play.

Rule 12: Unsportsmanlike Conduct/Unfair Tactics

- Unsportsmanlike Conduct includes but is not limited to:
 - Hits above the shoulder or with intent to harm.
 - Foul language.
 - Unnecessary roughness.
 - Arguing with court monitors, supervisors, GAAs, or other staff.
 - Other unsporting comments or actions such as taunting, trashing talking or baiting of opponents as ruled by the court monitors or staff.
- Unfair Tactics includes but is not limited to:
 - Crushing the air from the dodgeballs
 - Hiding the dodgeball under clothing.

- Other unfairly deceptive tactics as ruled by the court monitors or staff.
- These fouls will result in a FREE THROW.
- Any player receiving two (2) unsportsmanlike conduct fouls is disqualified from the match and falls under OSU Intramural conduct penalties.
- Any team receiving three (3) unsportsmanlike conduct fouls in the same match is disqualified from further play. The team captain then falls under OSU Intramural conduct penalties.

Rule 13: Honor System

- Players are expected to rule whether they are OUT or still active.
- Court Monitors will be present to rule on any disagreements between players.
- Court Monitors may, if deemed necessary, act as an official throughout the entire match.
- Court Monitors will rule on unsportsmanlike conduct penalties, unfair tactics and award free throws.
- All decisions made by Court Monitors are final.

Modifications have been made to suit our Ohio State programs.

*For any questions or clarifications, please contact the
Intramural sports office at RPAC 292-2732.*