



# NU Intramural Sports

## Dodgeball Rules

### GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

### THE GAME AND FIELD:

1. Players must wear athletic clothing and appropriate footwear. No open toed shoes will be allowed.
2. **Object:** The object of the game is to get all your opponents "Out" by hitting them with the ball or by catching their throws. The team with the last player standing will be declared the winner.
3. **Game Length:** The victory will go to the team that wins the best of five games or the team with the most wins at the end of a half-hour.
4. Each team can have **6** players on the court. You must have at least **4** players to start the game. For the co-ed division, there must be at least one female present to start each match.
5. Hits only count if contact is made below the head. Hitting an opponent in the head will cause the thrower to be "Out"
6. **Ducking:** Players may not move their head into the ball. Ducking to avoid a ball is legal. However, a player hit in the head because of their own movement will be called OUT. This is a judgment call of the officials.
7. **Regeneration:** An OUT teammate can come back IN, if an IN teammate catches an opponent's throw
8. **Starting the Game:** Each team will start behind their respective end lines until the official blows the start whistle. The four balls will be placed at the centerline at the start of a match and each team must race to the middle to gain possession of a ball. The players must not cross the centerline in any form or fashion when going for the balls. Any player who crosses the centerline will be considered "OUT." A supervisor will blow a whistle at the 10-second mark. **No one may throw a ball at opposing players until 10 seconds have passed on the game clock.**

#### **14. "Outs"**

1. A player hit **below** their head is OUT; if a player is hit in the head, the thrower is OUT
2. The thrower is OUT if the ball is caught before it hits the floor
3. A ball that is deflected and then caught causes the thrower to be OUT
4. A player hit by the ball is **not** OUT if the ball hits the floor first
5. A deflected ball that hits anyone causes the player hit to be OUT
6. Players may not hold a ball for longer than 15 seconds. An Official will administer this count and signal the player OUT for Delay of Game
7. If you have a ball in your hand, you may use it to protect yourself or to ricochet/deflect a ball to a teammate. If your teammate catches the ball, the player who threw the ball is considered OUT
8. If you attempt to deflect a throw with a ball in your possession and the ball in your possession is dropped, you are OUT.

#### **15. Retrieving Balls Out of Play**

1. Players cannot leave the boundaries of the court to retrieve a ball, unless there is no one on their team that is OUT. If people on your team have already been declared OUT, they will be outside the boundaries and able to retrieve any balls that leave the court area.
2. If no one is OUT, one team member can cross out of bounds to retrieve the ball. If more than one person crosses the boundary lines, every person after the first person will be considered OUT.
3. People on the sidelines may not enter the boundary of the court area at any time.
4. When they retrieve a ball, they may give that ball to their team on the court.
5. People who are out can't cross the extended centerline to retrieve a ball. They must stay on their side of the court at all times.

#### **General Participant Play**

1. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

#### **Unsportsmanlike Conduct:**

##### **Yellow and Red Cards:**

No member of an intramural dodgeball team (including the team's captain or manager) may argue call with an official. This includes calls regarding caught balls or players struck with a ball. The calls and determinations of the officials are final. Players arguing or questioning (through word or action) calls will be issued a yellow card. This is a warning.

Players that continue to argue calls or who do so in an inappropriate manner will be given either a 2nd yellow card or a red card. Players given two yellow cards or one red card will be ejected from the contest and must leave the facility. A team that accumulates 3 UCs will forfeit their match regardless of the score.