

The Dodgeball League

Rules and Regulations

Section A – League Specific Equipment Regulations

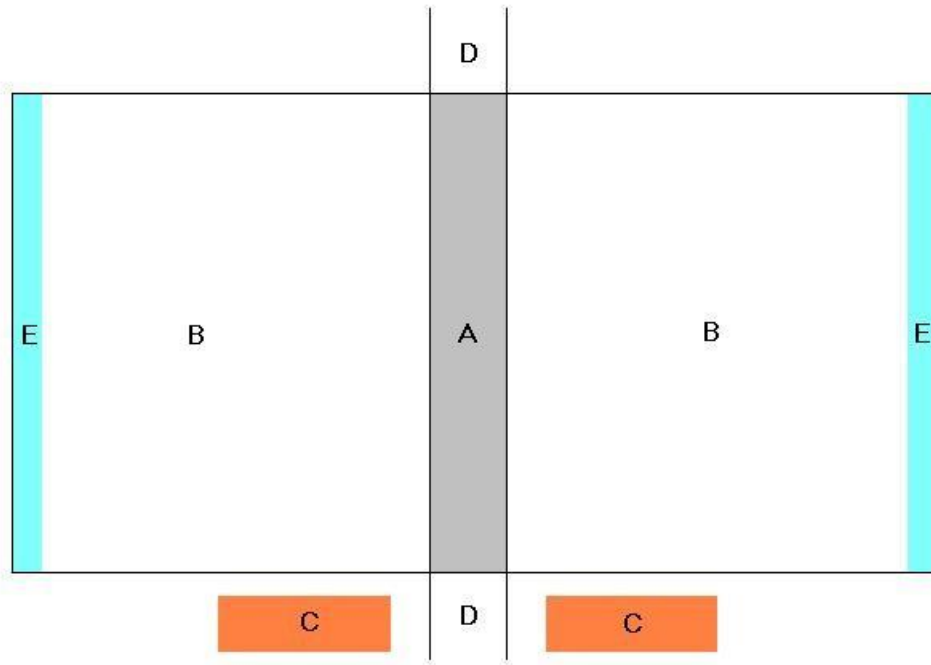
The Dodgeball League requires that all participants wear clean, non-marking gym shoes in order to enter the playing facility.

Section B – League Specific Rules of Play

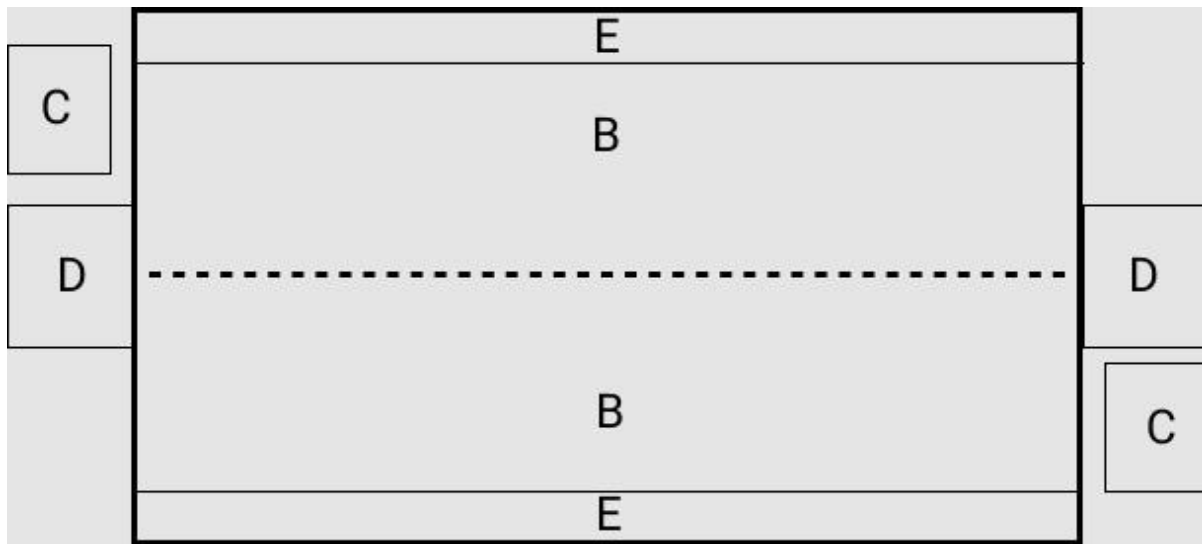
1. The Court
 - a. A standard basketball court forms the dimensions of the dodgeball court, with the exterior line of the basketball court used to define the boundaries of the dodgeball court.
 - b. Dimensions and relevant areas of the court for the dodgeball league Open Division (with colours) and W2STGD (Greyscale) are labelled and indicated on the diagram below.

Last Updated September 21, 2022

Court for Open



Court for W2STGD



LEGEND

- A. Dead Zone The area at the center of the court is the dead zone. No person is allowed to step on the marker defining this area, or inside the area itself (A). Note That on the W2STGD Court, no dead zone exists, a centre line is instead indicated by a dashed line.
- B. Playing Areas
- C. Inactive Player Area - The area beside the official with the score clock is reserved for players who are not playing in this round, or who have gotten out during the current round (C).
- D. Officials/Scoreclock Area – The area at the midline on the outside of the court is the official’s area (D)
- E. Start/Return Area - All players must start each game at the Start return area, which is against the back wall of their side. A player who is returning to the game after a caught ball must touch the back wall in the start/return area to become an eligible player again.

2. The Players

- a. The Dodgeball League is a Five-a-side league, meaning that teams may not have more than FIVE (5).
- b. Each team is required to field FOUR (4) players at the commencement of a match. Failure to have 4 eligible players present at the start of a match will place the offending team in violation of either the Default or Forfeit policy. See Sections C1 and C3 for more information on these policies.
- c. A team may be allowed to continue a game so long as THREE (3) eligible players remain on the field. A team may only be allowed to have three players present on the field as a result of an injury or an ejection to one of their players. If a team is unable to maintain the minimum number of players on the field, they will be assessed a 3-0 loss.
- d. In competitive mixed competition, each team may have no more than THREE (3) self-identifying males on the field at any phase of play.

3. Gameplay Equipment

- a. The official and exclusive ball of Dodgeball will be the 6" and 7" Super Skin Dodgeball and/or 6" Rhino Skin Dodgeball.
- b. No more than 6 balls will be used in play at any time.

4. Gameplay Time

- a. The duration of the match is 5 sets, each lasting FOUR (4) minutes.
- b. Officials reserve the right to both reduce game time and prematurely end games for reasons related to scheduling or participant safety.

5. Tie/Overtime Rules

- a. Games which end as a draw at the end of regulation during regular season games will be recorded as such
- b. If a tie occurs during a playoff game, teams will start a new 5 vs. 5 sudden death game. The first team to knock an opposing player out wins the match.

6. Beginning the Game

- a. Each team lines up on opposite sides of the court prior to the start of the game. The designated home team chooses the side of the court they wish to begin play on.
- b. After the officials determine that both teams are present and ready, the balls will be equally set along the deadzone boundaries (Open/Mixed) or spread evenly along the centre line (W2STGD). Both teams must be touching the far back wall on their side of the court in order for the match to start. Once the whistle is blown, both teams may then approach the deadzone/centre line to collect as many balls as they can.
- c. Before a ball becomes active (and can then be thrown), each ball must touch the back wall. A ball may not be used to deflect a thrown ball before it becomes active.

7. Gameplay

- a. A player is called out:
 - i. When they are struck by a ball before the ball strikes the ground or other permanent structure/surface not within the playing court. The player out is retired during the game to the Player Return Area.
 - ii. When an attempt is caught by a player of the opposing team prior to striking the ground, wall, or other surface outside the playing court the thrower is out.
 - iii. When a player mishandles a ball, causing it to be dropped to the floor prior to an attempt being made
 - iv. When their attempt strikes the head of an opposition player. If the official deems the contact to be incidental, the player making the attempt will only be called out.
 - v. When their attempt strikes an opposing player and is then caught by a member of the same opposing team. Both opposing players remain in the game.
 - vi. The player is deemed to have been in violation of any Rec equipment policies
- b. No player may leave the court of the play to avoid being struck by an attempt. Any player doing so will be called out by the official.
- c. The dead zone – In no case shall a player step into the dead zone at any time. Any player doing so will be called out by the official.
- d. Leaving the Court When Out – Players shall immediately leave the playing area when called out. Failure to leave the court immediately can result in a forfeit of the game by the offending team as determined by the official. Players must also raise one of their hands to indicate that they are out until they have left the court.

- e. Possession Laws - Each team has 15 seconds to make an attempt on the other team after gaining or re-gaining possession. If the team holds the ball longer than 15 seconds, the official calls for the ball and bounces it into the opposite court. Play continues.
 - f. Delay of Game – A team is obligated to begin making an attempt whenever possible. When a team purposefully does not make an attempt on the opposing team for the purposes of running out the clock, a delay of game penalty may be assessed. Such a penalty may be assessed if, after a period of 20 seconds, a team makes no attempts while having the opportunity to do so (i.e. there are balls on their side of the court). Officials will assess 1 point to the opposing team in the event of a delay of game penalty.
 - g. Deadballs – A deadball is an attempt which can be deemed null for reasons such as striking an official, being kicked, or making an attempt which remains out of the boundaries of the court. When a deadball is declared, for reasons of kicking or team interference, the possession is taken by the official from the offending team and given to the other team by rolling the ball into their court.
8. Returns
- a. Players are allowed to return to the field of play after being put OUT when a member of the same team catches an attempt of the other team before the attempt has struck the ground, wall, official, or other item not natural to the playing court. A returning player is not part of the play until they touch the back wall. Any attempt to interfere with a thrown ball while returning to play will result in the returnee being out once again.
 - b. A player must start the game to be eligible to return after a caught ball.

- c. The player who is first to return after a caught ball by his/her team must be the person who has currently sat out the longest (first out, first back in, second out, second back in), and MUST be closest to the official/centerline
9. 1 on 1 Play
 - a. If play gets to the point of a 1 on 1 match between players, play is stopped.
 - b. 1 on 1 play occurs only within the red-marked volleyball court lines
 - c. Each player is given 2 balls
 - d. All other regular rules regarding attempts, outs, headshots and deadzones apply
 - e. First player to make a successful out wins the game for their team. If both players still remain at the end of regulation play, the game ends in a tie
 - f. If both balls are used up by both players without any being in reach of either player, the officials will stop the game, and 1 on 1 will be reset.
 - g. Players MAY NOT leave the red-marked volleyball court for any reason while play is in. To do so will result in the offending player being called out, and the other team winning.
10. Injuries
 - a. Play and time is suspended when an injury occurs. The injured player must leave the court and cannot return until the next game. The injured player may be substituted for if the team has a valid substitution.
 - b. Blood: play is immediately stopped if there is blood present.

11. Substitutions

- a. Substitutes are only allowed if an injury occurs.

12. Ending the Game

- a. A set ends when:
 - i. All players on one team have been put or called out
 - ii. Time expires
 - iii. A forfeit occurs
- b. At the end of each set, each player remaining counts as 1 point for that team.
- c. The team with the most points at the end of 5 sets is the winner.
- d. Teams should change sides after each set.
- e. A match ends when:
 - i. All 5 sets have finished
 - ii. Maximum time expires (25 minutes)
 - iii. A team is unable to play due to forfeit or default

13. Misconduct

The following actions will trigger immediate ejection from the game with no possibility of return, and a suspension of that player from the Dodgeball League pending the outcome of a Supplemental Disciplinary System hearing.

- a. A throw which the official deems to have TARGETED the head of an opposition player
- b. Physical or verbal abuse of other participants, officials or spectators
- c. Violent conduct
- d. Other behavior which an official or staff member deems excessive

Section C: League Specific Facilities of Play

1. The Dodgeball League will take place at the Student Recreation Centre
2. Spectator Policies: While spectators are welcomed and encouraged to attend Intramural Leagues, the following regulations apply:
 - a. Spectators may not enter the playing surface, without express permission of an Intramural Staff member or official.
 - b. Spectators must remain within the designated spectator areas, listed below:
 - i. Student Recreation Centre: Designated benches at the edge of the court. These benches will be separate from the players bench.