



DODGEBALL

Regulations published in the Tyler Junior College Rec Sports Handbook will be the governing policies for all intramural sports. Participants are responsible for possessing a thorough understanding of these regulations and their implications.

1. PLAYERS & EQUIPMENT

- a. Each participant must present a valid TJC Student ID or Faculty/Staff ID with the correct sticker in order to be eligible to participate. If a participant has lost his/her ID card, they will need to present a government issued ID for the time being, BUT will need a student ID before their next game!
- b. Each team shall consist of five (5) players. Each team must have a minimum of two (2) players in order to begin a game. If there are an insufficient number of players, the team will have 10 minutes to get the minimum number of players to show. Play will start as soon as the team has the minimum number of players present.
 - i. **COED MODIFICATIONS** A Coed team shall consist of two (2) males and two (2) females per team. Each Coed team must have a minimum of two (2) players (at least 1 of each gender) in order to begin the game. Team may not have more than two (2) of either gender on the court at one time. Legal gender combinations are as follows: 2M/2F, 1M/2F, 2M/1F.
 - ii. **FORFEITS** A forfeit will be declared after the 10 minute wait period. During the 10 minute wait period, a team will be penalized for showing up late. Below are the guidelines for being penalized:
 - o 5 minutes: The team that does not have enough players will lose Game 1.
 - o 10 minutes: The match will be forfeited with a score of 3-0.
- c. Game balls will be provided for each game.
- d. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, combat boots, five-finger shoes, or hiking boots are not allowed. No player will be allowed to participate in bare feet.



e. **Jewelry:** Participants are NOT permitted to wear any visible jewelry. If participants choose to wear jewelry, it must be completely covered BEFORE arriving at the game site, with a band-aid or athletic tape. The Department of Recreational Sports WILL NOT provide band-aids or athletic tape to cover jewelry items. If covered, jewelry must remain flush with the skin and not be protruding out; this is for the protection of all participants.

f. There will be no hats, bandanas, plastic headbands, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.

g. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.

2. PLAYING AREA

The playing field shall be a rectangle divided into two (2) equal sections by a center line and attack lines parallel to the center line.

3. THE GAME

a. The object of the game is to eliminate all opposing players by getting them OUT. **An OUT is scored by:**

- i. Hitting an opposing player with a LIVE thrown ball **below** the shoulders
- ii. Catching a LIVE ball thrown by your opponent before it touches the ground.
- iii. Causing an opponent to drop a held ball as a result of contact by a thrown LIVE ball. (Usually occurs when a ball is being used to block a thrown ball.)
- iv. A player touching or crossing any of the boundary lines on the court and touches an area outside of the boundary in an attempt to dodge a ball.

Definition:

LIVE: A ball that has been thrown and has not touched anything except another player or just the ball that is in possession of another player. A ball becomes dead when hitting an official, the ground, court dividers, wall, a ball not in possession of a teammate, players out of the game, spectators, or other object. A dead ball that hits a player or is caught does not result in an OUT.



A ball is considered LIVE if the ball is in flight at the time of an official's signal to end regulation time.

4. BOUNDARIES

- a. During play, all players must remain within the boundary lines.
- b. A boundary line itself is considered "out of bounds". A player dodging a ball and makes contact with or crosses the boundary line is considered OUT. This is a judgment call by the officials and **their ruling is final.**

5. BEGINNING THE GAME

- a. Each match will begin with a coin toss. The team winning the toss will have its choice of either side of the court. Teams will alternate sides following each game.
- b. Game begins by placing the dodgeballs along the center line – Five (5) will be placed on the mid line where they are first come first grab.
- c. Players then take a position with one hand on the wall until a whistle or verbal signal is given to begin the game.
- d. Once a ball is retrieved it must be taken behind the attack line before it can be legally thrown.

6. TIMING AND WINNING A GAME

- a. The first team to legally eliminate all opposing players will be declared the winner.
- b. A match will consist of a best three (3) out of five (5) games series. Each game will have a 5-minute time limit with a continuously running clock.
- c. **If time expires before the completion of the game, the game will result in a tie (regardless of the number of players remaining on either team.**
- d. Sudden Death Overtime (if needed): The overtime period will begin with each team selecting any two (2) of their own players to go back on the court - must be one (1) male and one (1) female for Coed games. Each player will start on their designated wall with (1) ball in hand. The first team to eliminate both opposing players will be declared the winner.
 - i. During the overtime period, if a team with 2 players remaining catches a live ball, the player who threw it is out, but may NOT bring in a 3rd player to the court.



- ii. The same 2 players for each team will be used for duration of the overtime period.
- e. All games will be officiated. The official will be responsible for determining if a player is OUT and returning game balls to the playing field that would have otherwise not re-entered the field of play, if needed. All decisions made by the official is final.

7. RULES OF THE GAME

- a. Once a player is OUT, he/she must immediately go to the players box in the corner of the court.
- b. If a LIVE ball is caught, then one player from the team that caught the ball is allowed to re-enter the game.
- c. **Retrieving balls:** Players may not reach across the midline to retrieve balls.
- d. **Stalling Rule:** In order to reduce stalling, a penalty will be called if either team has control of five (5) or more balls for more than seven (7) seconds. "Control" is defined as having the ball on a team's half of the court and easily accessible to the players, regardless if it is in possession of a player or not.
 - i. Teams in violation of this rule will be penalized a player (currently on the court) of the offending team's choice.
 - ii. Teams who attempt to violate the spirit of the rules in any way will be warned. Each following violation will result in the player being called OUT. If multiple players are involved, one (1) player involved will be called OUT, at the choice of the violating team.
- e. **Substitutions:** Substitutions will only be allowed during the period between games.

8. THE OFFICIALS AND CODE OF CONDUCT

- a. Intramural officials will be used to officiate Intramural Dodgeball. All decisions by the official is final. **ARGUING A DECISION WILL NOT BE TOLERATED!** Players arguing after given a warning will be given a "technical" and will have to sit out for the remainder of that game. If a second "technical" is given to the same player during the entire match, that player will be ejected from ALL Intramural Sports indefinitely and will have to be reinstated by the Coordinator of Intramural Sports before being allowed to participate again.



b. **Verbal Conduct:** The use of profane language directed to one's self or another will not be tolerated. Arguing with an official or player in an unsportsmanlike manner will not be tolerated. Failure to abide by this rule may result in consequences listed above.

c. **Ejections:** A player ejected from a match shall not participate in that match again. The official may eject a player from the court area if deemed necessary. If ejected from the court area, the player shall leave within two minutes. Failure to do so will result in that team to forfeit the game. An ejected player is automatically disqualified from ALL intramural contests in all sports until they see the proper staff member in charge of that sport.