The Campus Rec Department will do all scheduling. All players need to be on a team roster and have liability waiver completed. Please refer to IM handbook for policies and regulations. Team Fee is $10 per team.

I. **Players/Teams/Court:**

A. Each team is allowed up to six (6) players on the roster.

B. Dodgeball is played between two (2) teams of four (4) players each including a maximum of two (2) substitutes.

C. A team needs at least three (3) players to start a game. If a team does not meet these requirements, their game will be declared a forfeit.

D. The game will be played on the volleyball court.

II. **Rules of Play:**

A. **Games are to begin promptly:** Forfeit time is five (5) minutes. If a team is not prepared to begin the first game of a match, they shall have five (5) additional minutes before forfeiting the second game and the match.

B. Time between games of a match will be a maximum of three (3) minutes.

C. Matches will consist of the best (2) out of (3) games. Time limits for each game will be five (5) minutes. If time expires, the team with more players on the court wins.

D. Teams are encouraged to wear matching color jerseys or t-shirts.

E. Games will start with each player on both teams touching the end line of the court. Once the official/supervisor blows the whistle, players then may retrieve any of the 4 balls on the right side of the center line.

F. Each team is allowed 4 balls.

G. No balls will be thrown until the player that is attempting the throw is behind the ten (10) foot line. A player may retrieve a ball between the center line and the ten (10) foot line, but must be behind the ten (10) foot line when he/she throws the dodgeball.

H. The dead zone area is the area between the center line and the ten (10) foot line. While in the dead zone area a player may only block or retrieve balls for his/her team. If the player is hit by the opposing team he/she is **not** out.
I. Upon being hit by a ball, the “out” player must head to designated team bench.

J. A player can also be called out if the player steps out-of-bounds to avoid being struck, crosses the center line (including reaching over the line to retrieve the ball), the ball he/she threw was caught, throwing the ball while touching the ten (10) foot line, throwing inside the dead zone area or the official takes action to control the game (i.e. taunting, fighting).

K. If a player is hit with a ball that has bounced off of the side or back wall, past the center court line, the player will not be out.

L. A ball thrown at an opponent that is holding a ball can deflect off the ball without the opponent being “out”. If it hits the opponent after deflecting off the ball, that player is “out”, must drop the ball immediately, and leave the playing area.

M. Please No Head Hunting. Headshots resulting from a high throw, will result in the thrower being out. A player who duck or dodges a ball and is hit in the head, is out.

III. Special Rules:

A. If a team has only one (1) player left on the court and that player doesn’t get hit for ten (10) seconds the whole team is able to come back into play. This can only happen once per game for each team.

B. Once a team has used their ten (10) second rule the Espe rule will be in affect. The Espe rule states, no player may camp out in the dead zone area in the attempt to run out the game clock. The official will warn the player one (1) time then if it occurs again the player will be called out for stalling.

C. In order to throw a ball at the opposing team, the player must have both feet touching the ground and behind the ten (10) foot line. If the player does not have both feet on the ground and behind the ten (10) foot line he/she will be called out.

D. To be considered in the dead zone area the player must have both feet touching the ground inside the center line and ten (10) foot line. If the players foot is in contact or is straddling the ten (10) foot line and is hit by the opposing team the player is out.

G. A ball that is caught or a ball that is deflected off a ball and caught causes a teammate from the catching team to return. The thrower is out.
H. A player may leave and return to the court only to retrieve a ball and only through the end line of their half of the court. If a player leaves to retrieve a ball from the sides the player will be called out. Players may only retrieve balls on there half of the court. No player may camp out in the out-of-bounds area. If this occurs the official will warn the player one (1) time then if it occurs again the player will be called out. Players who are out may not retrieve balls for teammates who are still in. If this happens they will sit an additional turn.

I. A player out-of-bounds is off limits until he/she returns back to the playing surface.

J. If a thrown ball strikes an opposing player and goes in the out-of-bounds area his/her teammate can catch the ball if he/she leaves through the end line. If this happens the player who throws the ball is out.

K. A thrown dodgeball can hit an unlimited number of players and still be caught for an out. Once the ball is out of the air it can not be caught.

L. Once the five (5) minute game clock has expired. Any game which comes down to an equal amount of players and the teams both used their ten (10) second rule, then the official/supervisor will blow the whistle and declare sudden death overtime.

M. The sudden death overtime will start with the player or players on their respective end line. Once the official/supervisor blows the whistle, the player or players then may retrieve the ball or balls on the right side of the center line. Once the player or players retrieve their ball they cannot leave the rectangle floor marking. The player or players are out when they are hit by a thrown ball, steps out of the rectangle, steps or reaches over the center line. The last player standing is the winner.

N. Rectangle dimensions: Width of volleyball court and between the ten (10) foot line to ten (10) foot line on the volleyball court.