UT TYLER REC SPORTS IM DODGEBALL
RULES AND GUIDELINES

Teams: Teams may have between 6 and 10 players on their roster. Games are played 6 on 6.

Field: Games will be played on the Volleyball Courts in the Main Gym (60’x30’). The center line is the ball line to begin games, the next dotted line as seen in the picture below is the throw line. Players may not cross this line (on the opposite side at any time.)

Boundaries: During play, all players must remain within the boundary lines. Players may exit, enter the boundaries only through their end line to retrieve stray balls.

Game: The object is to eliminate all opposing players by:
1. Hitting opposing players with a LIVE thrown ball below the shoulders
2. Tagging players with your ball inside the neutral area.
3. Catching LIVE balls thrown by your opponent before they touch the ground.

Definition: A LIVE ball is one that has been thrown and has not touch the floor, another player, ball or other items outside the playing field (wall, ceiling, etc.)

Rules of Play:
1. A match consist of the best of 7 games series. The first team to 4 games wins. Teams switch sides after each game.
2. 6 balls will be in play at all times. Teams may not posses all balls for more than 5 seconds. Failure to do so will result in the official stopping play and balls being distributed evenly.
3. There will be a 6 minute time limit on each game with a 30 second break between each game.
4. To begin each game, the 6 balls are placed on the center line. All players must be on the end lines. The official will blow the whistle to start play. Players may then rush the center line to retrieve the balls.

5. All balls must be taken back to the end line before that can be thrown at an opposing player. If the ball is not taken back, the throw will not count.

6. Play continues until one team is eliminated at the 6 minute time limit has concluded. At the end of the 6 minute time limit, the team with the most players remaining will win the game. In the case of a tie, play will continue as sudden death.

7. To start, player may not cross the first throw line, at the 3 minute mark, the official will signal that players may then move up to the opposite throw line. Finally, at the 1 minute mark, players may move up to the opposite throw line.

8. Clothing or considered part of a player’s body. Any ball that touches clothing is considered an out.

9. When a player is out, he/she must go to the end line and stand in order in which put out. Subs may enter the game from this line. These players should retrieve and ball thrown outside the area on their half court.

10. If the defender catches a “live” thrown ball, the thrower is out and the next play in line on the defender’s team may return to the game. This player must go directly to the end of the line before becoming a live player.

11. If a defender attempts to catch a live ball, but drops it, the defender, out.

12. The defender may block a “live” ball with another ball. That ball is considered dead after contact. If the defender drops his/her ball, the defender is out.

13. Any ball caught outside the playing area will not count. Players must remain inside the boundaries at all times… if a player leaves to avoid being hit, they will be called out.

14. Substitutes or the last player in line should retrieve stray balls outside the boundaries on their own end teammates. If a team has no substitutes, a player may go retrieve stray balls only by enters through the sideline will be called out.

15. Headshots resulting from high thrown ball will result in thrower being called out; a headshot caused from a player ducking/dodging will result in the defender being called out.

16. Players are expected to follow the honor code; if hit, a player is expected to go out on their own. Officials are in place to make final calls if there are any questions.

17. When put out, players should raise their hand to signal they are out and immediately step off the court through the end line to take their place in the reentry line.

18. Unsportsmanlike conduct will result in immediate ejection from the game or match.