



Vanderbilt University Intramural Sports Dodgeball Rules

I. GENERAL RULES

- A. Registration is \$60 for dodgeball teams.
- B. Each participant must present a valid Commodore card and be on the IMleagues.com roster in order to participate.
- C. All Vanderbilt University students, faculty, and staff are encouraged to participate in Intramural Sports. Leagues include Open, Co-Rec, and Greek. Individuals may participate in accordance with their own gender identity.
- D. Intramural sports with varsity or club sports counterparts are limited to either one former varsity athlete or two club sport members. Teams will forfeit all games in which they are found to be in violation of this rule.
- E. Teams should arrive 15 minutes before the scheduled start time of their game. Teams will be given a 10 minute grace period after their posted start time to have the minimum number of players required to begin. Once the grace period expires, the game will be declared a forfeit. Game clocks will be adjusted to account for late starts.
- F. Attire
 - 1. Uniforms – Teams are required to wear matching colored shirts. Teams will wear their respective color selected during registration.
 - 2. Shoes – all players must wear shoes (except those participating in sand volleyball). Tennis and running shoes are acceptable for all sports, and plastic cleats are acceptable for outdoor soccer, flag football, and softball. No player is allowed to wear metal cleats, play in sandals or play barefoot (exception: sand volleyball).
 - 3. Pads and Braces – No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges must be lined with appropriate slow-recovery padding. Volleyball players may wear standard kneepads.
 - 4. Jewelry - No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (e.g. body piercings) will not be permitted to play.
- F. Forfeit Policy
 - 1. Teams have a 10 minute grace period before games are declared a forfeit
 - 1. First offense = warning
 - 2. Second offense = ejection from the league without refund
 - 2. Captains must notify the Competitive Sports staff (Wade) via email of a forfeit **no later** than 3pm on game day to avoid penalty. Emails should be sent to wade.e.evans@vanderbilt.edu
 - 3. An attempt to reschedule the game will made by pro staff if ample notice is given and the opposing team is available

II. TEAM COMPOSITION

- A. A team consists of five (5) players on the court. A team may play with fewer than 5 (that would be a disadvantage as there are fewer players to eliminate).
- B. Extra Players: no more than 5 players per team may be on the court at a time. If a team has additional players, they may wait on the sideline to enter when their team catches an opponent's throw, but may only enter if less than 5 players are on the court at that time.

III. EQUIPMENT

- A. The game is played on racquetball courts 1 & 2 of the Vanderbilt Student Recreation Center. Two games will be played at a time. Neutral Zone: A player may advance to the mid-court line of the court but no further. They may reach over to retrieve a ball.
- B. Players must wear proper attire (tennis shoes, shirts etc.)
- C. Official dodgeballs will be provided on site by the Competitive Sports Staff.

IV. GAME TIME & LENGTH

- A. 30 minutes is allotted per match
- B. Teams will play a best 2 out of 3 format for all matches
- C. Teams will switch sides on the court after each match

V. START OF PLAY

- A. Three dodgeballs will be placed in the center and the teams charge for them to start the game.
- B. If a player is hit by a "fly ball", before it hits the floor and after being thrown by a player on the opposing team, that player is out.
- C. If a player catches a "fly ball", the thrower is out. Also, the catching team returns an eliminated player to their team. Players come back into the game in the order they were eliminated.
- D. A ball deflected by a held ball, whether caught or not, does not result in player elimination.
- E. A ball rebounding off a "catch" attempt may be caught before touching the floor by any in bounds player on the "hit" player's team. It may not hit the wall or door.
- F. A ball rebounding off a wall, door, etc. does not eliminate a player.
- G. When all the players of one team have been eliminated, the other team wins that match.
- H. If time expires before the game ends; the team with the most players on the court is declared the winner.

VI. AREA OF ELIMINATED PLAYERS:

- A. Eliminated players on each court will form lines on their side of the court next to the back wall. Keep in order of being eliminated. Re-enter on a "caught" ball in the same order eliminated.
- B. Eliminated players may not participate in the game.