



Intramural Sports Dodgeball Rules



Intramural Sports Participant Manual

- All participants are required to adhere to the policies of Intramural Sports. This information is located online at <http://intramurals.athletics.cornell.edu>.
- In the Intramural Sports Participant Manual, you will find important information regarding:

Team Information	Participant Information
• Registration	• Eligibility
• Divisions	• Participation
• Playoffs	• Participant Conduct
• Sportsmanship	• Safety
• Forfeits and Cancellations	• Alcohol and Drug Policy
• Protests	
• Champions	

Location

- All games will be played at the Helen Newman Hall Gymnasium.
- Admittance into the facility requires a Cornell ID for every participant.

Tournament Format

- The tournament is a single-elimination tournament.
- Matches will be a best-of-three game series (3-minute games).
- If both teams have players standing after the three-minute time limit, the team with the most number of players wins that game. If each team has the same number of players remaining, the game will continue until one player is out.

Players

- Each game begins with six players competing on a side. Four players are needed to begin and continue play.
- CoRec Modification: Two male and two female players must be present to begin play. Neither gender may outnumber the other by more than one.
- Substitutions may only be made prior to the beginning of each game.

Start of Play

- Prior to beginning a game, six dodgeballs are placed evenly along the division line.
- All players take a position behind their end line.
- Following a whistle by the official, teams may approach the division line to retrieve the balls.
- Each/every ball retrieved at the opening rush must be taken behind the team's free-throw line extended (the attack line) before it may be legally thrown at an opponent.

Game Play

- The object of the game is to eliminate all opposing players by getting them out.
- An out is scored by:

- Hitting an opponent with a live thrown ball below the shoulders (the thrower is out). If a player ducks or takes a position with their head below where their shoulders would normally be when standing is the cause for the player being hit in the head, the player will be called out.
- Catching a thrown ball by your opponent.
- Causing an opponent to drop a held ball as a result of contact by a thrown ball.
- A player may block a thrown ball with a ball being held, provided the ball is not dropped as a result of the contact with the thrown ball.

Boundary Rules

- During play, all players must remain within the boundary lines. If a player goes out of bounds they will be called out of the game. The line is considered as part of the playing area.
- Players may pass through their end-line only to retrieve stray balls. When retrieving a ball, the player must immediately re-enter the playing field only through the end-line.
- A player may be handed a ball from out of bounds, provided the player receiving the ball remains completely within their team's field boundaries.

Sportsmanship

One of the major goals of our program is to provide a safe, fair and enjoyable playing environment for all participants. Unsportsmanlike behavior generally causes games to become not enjoyable, unfair, and in some instances, unsafe. If any player or team exhibits conduct that is deemed unacceptable by the Intramural Sports Staff, the team will receive an unacceptable sportsmanship rating. A second instance of unsporting behavior by any team member will result in the team being disqualified from the league.

*All rules not specifically covered in this document will be enforced as N.A.D.A. Rules.
All rules are subject to change by the Intramural Sports professional staff.*