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McGILL INTRAMURALS DODGEBALL RULEBOOK

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Changes in yellow

ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for. **NO ID. - NO PLAY!**
- All player IDs will be inspected by the scorekeeper and immediately handed back to the participant. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill Intramural program.

DEFAULT RULE

- A five **(5) minute** delay to the start of the game will be granted if a team has an insufficient number of players to begin.
- The amount of time that the start of the game was delayed will be subtracted from the first half of play.
- Should a team still have too few players following the delay, the game will be classified as a default. The offending team will automatically lose the game **5-0 (7-0, 7-0, 7-0, 7-0)**. If both teams do not have enough players, it will result in a double default.
- To begin the game, each team must have a minimum of **(6) players** on the court, dressed, signed-in and ready to play at the scheduled starting time.

EQUIPMENT

- Official elephant skin dodgeballs (6 per game)
- Wooden pins (4 per side)

UNIFORM

- Dodgeball teams are not required to wear matching uniforms. See Article 4.1 (McGill Intramural Uniform Policy) of the IM Handbook.

PLAYERS

- Games are played 7 on 7
- If 7 players are not available, a team may play with 6 players

SCORING

- Matches will be best 5 out of 9 games
- Each game has a 5 minute time limit
- 1 minute break between games

PLAYING AREA

- Players must not cross the centre line
- Game is played on a volleyball sized court
- During play, all players must remain within the boundary lines
- Players may leave and enter through the backline to retrieve stray balls (only if they have 7 players or less checked-in – “Ball Retrieval” section)
- Non-playing team members may assist the retrieval of stray balls by rolling them into their team members from behind the back line (see “Ball Retrieval” section)

START OF THE GAME

- Players lie face down behind their respective team’s baseline
- The six balls will be placed on the center line
- The official will whistle once to start the game, and ten seconds later to start the play of game
- Within the ten second buffer, players cannot throw, and cannot be hit
- Any player caught throwing will be removed from the game
- Minor crossing of the centre line will be tolerated during the buffer
- Roughhousing and fighting for balls will not be tolerated during the buffer

RULES

- To eliminate a player you must hit them below the shoulders with a “live” ball or catch a ball they have thrown
- LIVE: a ball that has been thrown and has not touched the ground, the wall, a pin, a loose ball on the ground, an official, or the ceiling.
- NEW: The ball is still considered “LIVE” if it hits a player or deflects off a ball a player is holding
- Once a player has been hit, they must sit on the sidelines for the remainder of the game. When a ball is caught eliminated players can re-enter the game but must do so in the order they were eliminated.
- If a person is hit with a ball, that is then rebounded and caught by a fellow team member, the person who threw the ball is out. If the rebound is dropped by the team member both players are out.
- If a ball hits multiple people, then all players it hit are out. The ball is still considered “LIVE”. A ball is not dead until it hits the ground, wall, etc.
- In the event of a ball rebounding off the shoulder/chest of a person, and then hitting that same person in the head, that person is still out
- If a person is ducked, and gets hit in the head, the throw is legal and the person is out
- The first team to eliminate all seven members of the opposing team or knock down all the pins shall be the winner
- Balls can be rolled or bounced off the walls to knock down a pin
- Balls hitting a player and then knocking over a pin are allowed. The ball is still considered “LIVE”.
- Players who knock down one of their own pins accidentally shall immediately replace the pin
- If a game remains unfinished after the 5-minute limit, the winner shall be decided by:
 - most players remaining on the court
 - most pins remaining on the court
 - coin toss
- A player may use the ball as a shield to deflect other balls but:
 - The incoming ball is still considered “LIVE” after the deflection. Therefore, if the ball deflects and hits any part of the body of the player holding the ball, they are out. If the deflected ball hits another player, they are out.
 - If the player holding the ball drops it in the process of protecting themselves, they are out
 - Players cannot knock a ball out of an opponent's hands using their own hands. This is a violation and the player would be out.
- A player may not hold the ball for more than 5 seconds
 - There is no way to restart the 5 seconds once a ball has been picked up

- A player who holds a ball too long may be called out by the ref
- Players who hit someone on the head must sit out the remainder of the game, at the discretion of the official.
 - A second offence in the match will result in an expulsion from the match and the individual will be subject to suspension from league play

BALL RETRIEVAL

- If a team has MORE than 7 players checked-in:
 - The extra players who are not involved in the set can help with ball retrieval
 - Players involved in the set are NOT allowed to leave the court to retrieve balls
 - Players who are involved in the set but are out cannot help with ball retrieval. They must stay in line in the order they were out.
- If a team has 7 or FEWER players checked-in:
 - Players involved in the match are now allowed to leave the court to retrieve balls. However, they must immediately return to the court/play once they have gathered the balls.
 - Players who are involved in the set but are out cannot help with ball retrieval. They must stay in line in the order they were out.

OFFENSES

- The following offenses will result in a player being removed from a game
 - Throwing a ball before the 5 second buffer has expired
 - Being stationary in front of a pin
 - Cross the centre line
 - Leaving the playing area from the side lines and/or not returning immediately to the court
 - Hitting an opponent in the head (1st offense of the match)
- The following offenses will result in a player being removed from a match
 - Hitting an opponent in the head (2nd offense of the match)
 - Making physical contact with an opponent