



DODGEBALL RULES

Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

A. COURT

- a. A player must stay in bounds, which is the area inside the lines that regulate a volleyball match.
- b. Players may only leave the boundary area to retrieve a ball. If they do, they must return immediately.

B. PLAYER SAFETY

- a. The following items are not permitted to be worn at any time while participating in IM sports:
 - i. Earrings with hoops
 - ii. Casts
 - iii. Combat boots, five-fingered (Vibram) shoes, open-toed shoes, metal cleats
 - iv. Participating without footwear
 - v. Ridged or pointed jewelry which, in the opinion of the staff, may cause harm to any participant
 - vi. Jewelry (rings, necklaces, ankle bracelets, watches, fitness trackers, non-hoop earrings, rubber bands, etc.) which is not prohibited by the above rules may be worn.
 - vii. Refer to the Intramural Sports Participant Guide page 13.

C. TEAMS

- a. Each team is allowed 15 players on their roster.
- b. Each team plays with 8 players on the court at a time.
- c. A minimum of 5 players are required to start the game, and to avoid a default.

D. STARTING THE GAME

- a. 6 dodgeballs will be placed at the middle line to start the game.
- b. All players must remain at their end line until the whistle blows.
- c. All players must stay on their side of the middle line.
- d. Players must return the balls past their "volleyball serving line" before throwing a ball.

E. ELIMINATION

- a. Any player hit with a ball thrown from the opposing team (shoulders and below) will be out and must exit the playing field.
 - i. Balls that hit the ground first are dead balls.
- b. If an opposing player catches a ball in the air, the throwing player is eliminated and must exit the playing field.
 - i. If a ball is caught, the first player who was eliminated on the team of the person who caught the ball will re-enter the game.
 - ii. A player may only save themselves if a ball hits Player X, only Player X may catch the deflection to avoid being out. If this occurs, the person who threw the ball is eliminated.
- c. Eliminated players must stay in order of elimination along the sideline on their team's side.

F. DEAD BALLS

- a. Balls that hit the ground first are considered dead.
- b. If a thrown ball deflects off a ball in a player's possession, the ball is dead.

G. ENDING THE GAME

- a. During the match, when there are 4 players or less remaining on the court, the referee shall call OPEN COURT and players may advance anywhere on the court.
- b. Whichever team has the last player standing will win the game.
- c. The team that wins the best 3 out of 5 games will be declared the winner.

H. REFEREES

- a. Final decisions will be made by the referee.
- b. Referees will have Yellow & Red Cards to use as needed for disciplinary actions or argumentative participants.
 - i. A yellow card will serve as a warning.
 - ii. Two yellow cards in one match will result in a player ejection.
 - iii. Three Yellow cards in a season will be a minimum one game suspension.
 - iv. If a player receives a red card that player is ejected (red card), he/she will be ineligible to play in the remainder of that match and the next scheduled match.
- c. Any player caught violating this rule or any other rules/policies will face the disciplinary action listed in the IM Sports Participant Guide.

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