

Dodgeball

The Players

The game is played by two teams with six players on each team. Four players are the minimum required to avoid a forfeit.

The Court

The game will be played on a basketball court. The basketball court and the surrounding out-of-bounds areas are in play.

The Ball and Equipment

A round nerf ball about 16" in diameter will be used. All players must wear court shoes to be eligible to participate. Jerseys of like color must be worn at all times. Running shoes, turf shoes, and any non-athletic shoe will not be allowed. Players must remove all jewelry before each match.

The Game

The game will begin by placing eight balls on the division line. The participants will then line up behind their own endline of the basketball court. The official starts the game by blowing the whistle. Players run to the division line to retrieve balls. A player may run anywhere on the court except into the two designated jail areas to get a ball. Any ball considered out of play (i.e., on the track) will be set on the division line and made available to either team. A match is won by the first team to win two of three games. The game is won if all players on a team are in jail or whoever has the most people not in jail at the end of the 10 minute time limit. If the game is tied at the end of the time limit, the teams will go to a shootout.

The shoot-out will consist of the six players who were on the court at the end of the game. Team A will take a shot at a Team B player and teams will alternate for a total of three turns. Teams must decide which three players will take the shots and which three will be on defense. All shots must be taken immediately after the whistle blows from the free throw line. The defender must stand still until the whistle is blown and remain within the width of the free throw lane and behind the basketball court endline. Scoring is as follows:

1 point for the offense = Defender is hit with the ball

0 Points = Defender is not hit with the ball

-1 Point= Defender catches the ball in the air.

The team with the most points wins the shootout.

If the game remains tied after the shoot-out, sudden death will decide the winner. In sudden death, each team selects one player to play. Both players are given one ball at their respective end lines, the whistle is blown and the first player to legally strike the opponent will be declared the winner of the game.

The Rules

The object of dodgeball is to throw the ball at a playing opponent and strike them anywhere between the shoulders and feet. When throwing the ball at the other team, a player may not:

1. hit a player in the head with a ball,
2. run through either jail area, or
3. stall or take more than 30 seconds to throw the ball at the opponent, take a shot at the basket, or attempt to get a player out of jail.

Note: A violation of these rules results in the player going immediately to jail. The player who is hit in the head remains in the game. However, if a player dives in front of a ball

on purpose just to get hit in the head, that player will be sent to jail. A player struck by a thrown ball remains in the game if he/she catches the ball or if it is caught by a teammate before it touches the ground. When this happens the player who threw the ball is sent to jail. A player may also block a thrown ball with a ball currently in possession.

Players are expected to follow the honor system when hit and go to jail. A player that fails to go to jail upon being hit risks forfeiture of the game.

The Jail

A person struck by a legally thrown ball must go to jail. Jail is located on the opponent's side of the court, the bottom half of the free throw lane underneath the basket, with the lines being outside the jail.

A player or players may get out of jail if one of the following occurs:

1. Catch a thrown ball released by a teammate from behind the basketball court division line without the player's feet leaving the jail area. If the ball is caught by a player, that player must take the ball and proceed immediately up the sideline and touch his/her team's endline before they can become an active player. A player cannot be sent back to jail until they have touched their own endline.
2. A player makes a basket from anywhere on the court. Everyone standing in jail at the time of the basket is released from jail and must proceed immediately up the sideline and touch his/her team's endline before becoming an active player. A player that is released from jail after a made basket may not take any balls to their side of the court. A player on the way to jail but not yet in jail at the time the basket is made, remains in jail.
3. If a ball rolls into the jail area, a player in jail may throw it to a teammate who is beyond the basketball court division line. This action does not release a player from jail. Balls that are received by a teammate in front of the basketball court division line that have been kicked, tapped, or thrown by a person in jail will cause the receiving player to be sent to jail.

Eligibility

FAU students and faculty/staff members are eligible to participate. Participants are required to present a current FAU photo ID before each game. Participants should be aware that there is a risk of injury in participation of intramural sports due to the inherent nature of the activity. Individuals participate in intramural sports at their own risk.

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