Intramural Sports
Dodgeball Rules

Registration: November 9th (Monday) – November 17th (Tuesday)
All teams must be registered by 11:59 PM on Tuesday, November 17th.

Cost: $15 per team

Event will take place on Saturday, November 21st

DIVISIONS OF COMPETITION:
Fraternity      Men’s      Co-Rec      Women’s/Sorority

FORMAT: This is a six player single-elimination tournament. All games will be played at the Helen Newman Hall Gymnasium.

ELIGIBILITY: Players are eligible to join one single gender (Fraternity, Men’s, Women’s) and one Co-Rec Team regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (page 3). Teams will be allowed to add new players to their roster throughout the tournament. All roster additions will be handled through IMLeagues.com or at the game site. If a participant does register at the game site, they will need to have created a profile by the time their game is played. If the Intramural staff has to create an IMLeagues profile for an individual that is added to a team, a $5 administrative fee will be charged to the team captain for each instance.

VALID CORNELL ID CARDS: Before anyone can participate, each player must present their Cornell picture ID when they check in at all events. NO ID = NO Play. There are no exceptions to this rule.

SAFETY:
1. Proper attire must be worn. No jeans or dress pants allowed.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. Taping of exposed jewelry will not be permitted. This is for your safety as well as others.
3. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Director of Intramural Sports for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

National Amateur Dodgeball Association (NADA) rules shall govern play during the tournament; the Director of Intramural Sports has the authority to modify said rules at his discretion.

GAME RULES:
- Each game begins with six players competing on a side. Four players are needed to begin and continue play.
Co-Rec Modification: Two male and two female players must be present to begin play. Neither gender may outnumber the other by more than one.

- 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.
- During play all players must remain within the boundary lines. The boundary lines are defined as the lines of the volleyball court. Players can only pass through their end-line to retrieve balls. Upon returning, players must re-enter through their end-line.
- 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. Players are only allowed to grab the three balls to their right of the center hash mark.
- Each/every ball retrieved at the opening rush must be taken behind the attack line before it may be legally thrown at an opponent. After the ball has been retreated behind the attack line, players are allowed to throw it from anywhere on their side of the court.
- A player may not (or will be out):
  - Have any part of their body contact the playing surface on or over a sideline.
  - Exit or re-enter the court through their sideline.
  - Leave the court (sideline or end-line) to avoid being hit by or attempt to catch a ball.
  - Have any part of their body cross over the center-line and contact the ground on their opponents’ side of the court.
- Players are eliminated by:
  - Being hit by a thrown live ball below the shoulders.
  - Throwing a ball that is caught in the air by their opponent. A live ball deflecting off player A remains live only to player A and may only be legally caught by player A.
  - Having a ball knocked out of their hands by a thrown live ball.
  - Stepping out of bounds (with the exception of retrieving a loose ball) or across the center-line.
- A player who catches a live ball thrown by their opponent is allowed to bring an eliminated teammate back into the game.
- All throws must be below the shoulders. Intentionally hitting anyone in the head with a ball is illegal (as well as unsportsmanlike) and the participant who threw the ball will be declared out.

**SPORTSMANSHIP RATING:** Good sportsmanship is required of all participants. Players, coaches and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated.

If you have any questions please contact us at (607) 255-8063 or email us at intramurals@cornell.edu