

6 v 6 Dodgeball - Rules

Each player must present a valid Mason G Card before each contest to be eligible to participate.

No ID...No Play...No Exceptions!

Officials are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules. **NO ID...NO PLAY!**

Game time is forfeit time.

Officials who are in absolute control of the game will do the officiating. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. Only players and coaches (maximum of two) are permitted in the playing area. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

National Federation High School volleyball rules will govern all play for any rule not mentioned in the following intramural rules:

Game time is forfeit time.

THE EQUIPMENT

The official ball used in tournament and league play will be an 8" rubber-coated foam ball.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their endline only to retrieve stray balls. They must also return through their endline.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack line before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1minute sudden death overtime period will be played. Details on overtime can be found in the NADA Rule Book.

TIMEOUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game (series). At this time a team may substitute players into the game.

5 SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. More details can be found in the NADA Rule Book

RULE ENFORCEMENT

During pool play or regular season matches, rules will be enforced primarily by the "honor system"*. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor*. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and N.A.D.A staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

Cancellations

During inclement weather, only the intramural supervisor at the site can cancel games. Do not assume the game will be canceled, as the weather is very unpredictable. It is your responsibility as the captain to make sure your team is ready to play at game time. Canceled games during the regular season will not be rescheduled, and both teams will receive a tie. Playoff games that are canceled will be rescheduled as soon as possible.

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