



Intramural Dodgeball Rules

All players must present a valid Duquesne ID prior to the start of the game.

NO ID, NO PLAY, NO EXCEPTIONS

All teams must sign-in before each game, adding of players to official roster after the first game is prohibited.

Players will not be allowed on the court until the preceding game on their court is finished.

FORFEIT

- A forfeit will be assessed if a team is not ready to play five (5) minutes after the scheduled time. The supervisor's watch is the official game time on the field.
- If a team forfeits one (1) game during the tournament, they will be dropped from further competition.

PLAYERS

- A team will consist of six (6) players with two (2) being of the opposite sex. A game may begin with as few as four (4) players present (1 being of the opposite sex). A roster may consist of a maximum of ten (10) players.

ATTIRE

- Participants are encouraged to remove all jewelry prior to competing
- Athletic shoes and athletic attire are required for participation. Unacceptable attire includes jeans, jean shorts, khaki pants/shorts, button-down shirts, hiking boots, and street shoes.
- **Items of clothing with profanity will not be tolerated and will result in a penalty for the team**

EQUIPMENT

- All required equipment (pinnies & dodgeballs) will be provided by the Recreational Services Department.

LENGTH OF GAME

- The format will be best three (3) out of five (5) games.

MISC.

- Upon being hit by the ball, the "out" player must remove their jersey and stand along the side of the court until the end of the game.
- The team with the last player "standing" will be declared the winner and will advance to the next round of the tournament.
- If a player catches a ball thrown by a player of the opposing team, the thrower will be out.
- The ball may not be thrown above the neck.

CONDUCT

- **Unsportsmanlike** conduct includes: profanity, obscene gestures, and abusive or obscene language and/or actions.
- Any forms of deliberate violent contact (including striking with the elbow, kicking, kneeling, etc.) will result in immediate ejection of the player from the game and one game suspension.
- Fighting of any kind will result in expulsion from the league and possible one-year suspension from University Intramurals
- Any player ejected from a game by an official or supervisor must leave the field immediately and will be suspended from the league for one (1) game. If a player is ejected a second time, the entire team will be expelled from the league for the season.

REMEMBER: Altercations occurring during an intramural competition will be referred to Judicial Affairs Office and are subject to Duquesne University policies.