



I. Policy and Procedures

- A. For all Policy and Procedures, please refer to Columbia University's Intramural Handbook which can be found on perec.columbia.edu under Intramurals, Rules & Policies, as well as under Handbooks/Manuals on the Columbia University's imleagues.com website. All Intramural participants are responsible for knowing all of the Intramural Policy and Procedures.
- B. Leagues offered:
 - 1. **Open-Recreational**
 - 2. **Open-Competitive**
- C. All players must present a valid Columbia University identification (CUID) or Dodge Fitness Center identification (DFCID) to Intramural Staff in order to play.
- D. All games are played at the Dodge Physical Fitness Center. Teams must arrive ready to play no more than **5 minutes** after the scheduled game time or a forfeit will be declared.

II. Team Size

- A. Six (6) players constitute a full team.
- B. You may start and finish the game with five (5) players.

III. Equipment

- A. Players must wear closed-toed, athletic type shoes at all times.
- B. Players must wear athletic clothing such as shorts or sweatpants. Jeans or dress pants are not permitted.
- C. No hats, jewelry, or watches may be worn during a game. Exceptions may be made for mandatory religious paraphernalia, at the discretion of the Columbia Intramurals Department.
- D. Official dodgeballs will be supplied.
- E. Six dodgeballs will be used per court.

IV. Time Factors and Substitutions

- A. Matches will be decided using a best of 5 format. The first team to win 3 games out of 5 or the team with the most wins after 30 minutes will be declared the winner of the match.
- B. There is a **5-minute** time limit for each game.
- C. Games not finished in the allotted time will be decided by determining which team has the most players left on the court. If there are an equal number of players remaining on each team, that game is considered a tie.

- D. A regular season match can end in a tie only if each team wins the same amount of games and ties for the remaining games. If there are multiple ties, the team who won the most games out of seven will be declared the winner of the match.
- E. **TIE BREAKER:** If a game is tied after five minutes a sudden death overtime period will begin with the same players on the court that ended the game. The first team to eliminate an opponent wins the game.
- F. Each team is allowed one 60-second time-out per match.
- G. Substitutions can only be made between games or during time outs. Only players who did not start the game in which they are entering may substitute during timeouts.

V. Gameplay

- A. The object of the game is to eliminate all opposing players by getting them out.
- B. A player is **out** when:
 - 1. They are hit on the shoulders or below with a thrown live ball (a ball that has yet to hit the ground).
 - a) *Note: A player who is hit directly in the head or neck (who did not duck) is **not** out, but the thrower is out. If a player hit in the head or neck did duck, they are **out**, and there is no consequence for the thrower.*
 - 2. They throw a ball and it is caught by an opponent while still live.
 - a) *Note: The team that caught the ball returns one previously eliminated player to their team. Players return to the game in the order that they were eliminated; the player who has been out the longest goes back in.*
 - b) If no players from the catcher's team are out, the thrower is still out and no players return to the catcher's team.
 - c) Balls must be caught with two feet inbounds. If a player catches a ball and lands inbounds, but then falls out-of-bounds, the catch is good (the thrower is out and one previously eliminated player from the catcher's team is back in); **the catcher is also out if he or she falls on or beyond a sideline, backline or centerline.**
 - 3. They drop a held ball as a result of contact by a live thrown ball (usually occurs when a ball is being used to block a thrown ball).
 - 4. They step on or beyond the sidelines or centerline.
 - a) *Note: **All players may retrieve balls only by exiting and entering the court through the back line.** Players may not reach over the centerline to retrieve balls even if the ball is out of bounds.*
- C. **Out-Of-Bounds:** A player hit or a ball caught outside the boundaries of the court does not count as an out.
- D. A ball rebounding off a wall, backboard, floor etc. and caught or hitting a player does not eliminate that player.
- E. A player attempting to get another player out cannot kick the ball. If a player is hit by the kicked ball, they will not be out.
 - 1. **First Occurrence:** Team is warned
 - 2. **Second Occurrence:** Player is out

VI. Beginning the Game

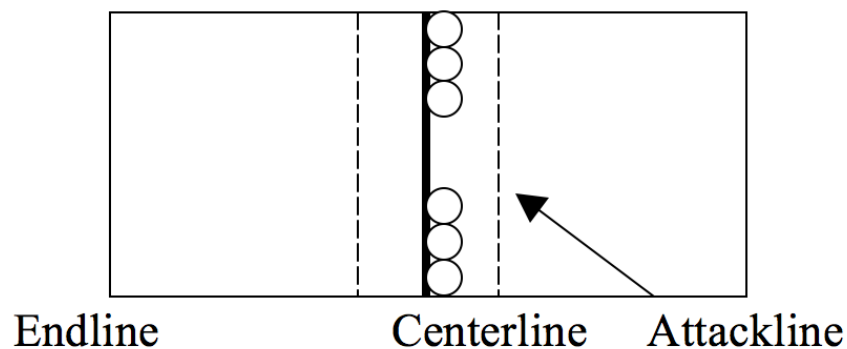
- A. The game begins with a set of three dodgeballs along the centerline on each side of the hash mark, for a total of 6 balls.
- B. Players take position behind their end line.
- C. Following the signal by the official, teams may approach the centerline to retrieve balls. Teams may only retrieve balls placed to the right (as they face the centerline) of the hash mark. If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, either team may retrieve those balls.

VII. Opening Rush Rule

- A. Each and every ball retrieved at the opening rush must first be taken or passed **beyond the attack line** and into the team's backcourt before it may be legally thrown at an opponent.

VIII. Boundaries

- A. During play, all players must remain in the boundary lines.
- B. Players may pass only through their own backline to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
- C. When retrieving a ball, the player must immediately re-enter the playing area but only through the end line.
 1. *Note: A player not immediately re-entering the playing area may be declared out.*
- D. A player may be declared out if:
 1. Any part of their body contacts the court on or over a sideline or the centerline.
 2. They exit or re-enter the court through the sideline.
 3. They leave the playing area to avoid being hit by or in an attempt to catch a ball.



IX. Area of Eliminated Players

- A. Eliminated players will form a line on their side of the court next to the end line. These players must remain in the order that they were eliminated with the first person eliminated closest to the end line. Every time a ball is caught the eliminated players from that team can re-enter the game in the order eliminated.
- B. Spectators, players who are substitutes or players who are out are not allowed to retrieve balls or aid their teammates in ball retrieval.

X. Stalling and 5-Second Violation

- A. A team trailing during a game must be given the opportunity to eliminate an opposing player. This requires that the trailing team have a ball at their disposal.
- B. It is illegal for the leading team to control all the balls for more than 5 seconds. If the leading team controls all of the balls, they must get at least one ball across the attack line and into the opponent's back court, by throwing or rolling the ball to the opponent's side of the court. If this is not done within 5 seconds, a 5-second violation will be called.
 1. **First Violation:** Stoppage of play and the balls will be divided evenly between teams.
 2. **Second Violation:** Free throw for opposing team – a penalty in which one player is allowed an unobstructed throw at their opponents without risk of elimination. A caught free throw doesn't result in an out for the thrower.
 3. **Third Violation:** Ejection of one player from the offending team, at the choice of the opposing team.

XI. Rule Enforcement

- A. Rules will be enforced primarily by the "honor system". Players will be expected to leave the court if they are legally hit or if a thrown ball is caught. An official is assigned to each side of the court to enforce all rules.

XII. Unsportsmanlike Conduct

- A. **Minor Penalty:** As a result of a player in violation of unsportsmanlike behavior they will be removed from the game. If the player committing the penalty is already "out" then the team will be penalized by removing one additional player who is chosen by the opponents. (i.e. slamming a ball, using vulgar language, taunting, delay of game, arguing with intramural staff).
- B. **Major Penalty:** Any player demonstrating severe unsportsmanlike behavior, such as but not limited to verbal or physical abuse of officials, participants, or spectators, will be ejected from the match and will be suspended from at least the team's next game. Players ejected for major penalties must meet with the Intramural Director before being reinstated. The maximum sportsmanship rating a team can receive that has had a player ejected is 2.0.

XIII. Safety

- A. Players may not lift or support their teammates in catching a throw etc.

Only the captain or designated captain can approach officials or activity supervisors during or after the game.

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