



## Lamar University Intramural Sports DODGEBALL RULES

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### **PLAYER ELIGIBILITY:**

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present their validated LU-Beaumont or LIT- ID and print their name on the score sheet.
3. Players may not play if they are wearing jewelry of any type, including necklaces, earrings, bracelets etc. or any shoes that leave markings on the court.
4. Players not signed in by two minutes after match time will be a forfeit.

### **RULES**

1. Games will be played in a racquetball court by teams of 4 players each. 4 balls will be used for the game. 2 Balls will given to each team and a whistle will sound to start each game. Players must have their backs against wall to start. No contact with an opposing player is allowed at any time. When caught, player making contact with an opposing player will be counted as out for that game. Teams may have 6 on the roster. Subs can only enter a game before another games starts. Subs cannot enter a game once the game has already started.
2. The format will be best four (4) out of seven (7) games.
3. Upon being hit by a ball, the "out" player must remove their jersey and stand along the side of the court until the end of the game. (Teams **must** wear numbered jerseys supplied by Intramural Sports). The team with the last player "standing" will be declared the winner and will advance to the next round of the tournament.
4. Players are only allowed to throw the ball at a player's shoulders or below. If a player intentionally throws at a player's head, the player will be ejected from the match. Exception: If a player is ducking to avoid a high ball and is hit in the head thrown at lower body, then throw is legal.
5. If a player is hit with a ball that has bounced off of a side wall, past the half court line, the player will be out. If the ball bounced off a side wall and a player is hit in the head, the player hit will be out as well.
6. If a player catches a ball thrown by a player of the opposing team, the thrower will be out, except if the ball is caught from a bounce off of the wall.
7. When finished with the match, captains from each team must report sign the score sheet and record official's grade.
8. Teams must have 4 players signed in to avoid forfeit. There will be a two (2) minute grace period. If a team does not have 4 players before the grace period then a forfeit will be called.