



Campus Recreation
Intramural Sports
2024-2025 Dodgeball Rules

DODGEBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL AMETUER DODGEBALL ASSOCIATION RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

ALL DIVISIONS

STARTING THE GAME

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team is not at the court at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.

2. IDENTIFICATION: All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. PLAY PASS: All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
4. TEAMS: Five (5) players on the court constitute a team; a game may be started with no less than four (4) players per team. Teams may only have a maximum of nine (9) players on their full roster.
5. CLUB TEAM MEMBERS: No more than two (2) member of the active club dodgeball teams' rosters are eligible for participation in the game per team. No more than two (2) member of the club dodgeball teams may be listed on the same team's roster.
6. BURDICK HALL RULES: All Burdick Hall rules will be followed during intramural dodgeball contests.
7. OFFICIALS: Intramural Dodgeball at Towson University will be self-officiated by players on the court. An Intramural Sports Supervisor will be present to oversee the game. Rules will be enforced primarily by the "honor system." Players will be expected to rule whether or r

17. RETRIEVING BALLS OUT OF BOUNDS: In order for teams to retrieve a ball that has gone out of bounds. Players must leave and reenter the court from the backline of the playing area to step out of bounds (not on the sidelines). If a player exits through the sidelines, the player will be considered out when their entire body leaves the playing area. Players who are already out may not retrieve balls that have gone out of play and give to teammates.
18. 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

25. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

26. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.