I. GENERAL RULES

1. The supervisor on duty reserves the right to remove any player from competition who has violated any Emory University Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility immediately. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

2. Three (3) Unsportsmanlike Penalties will result in a team disqualification regardless of the score. Two (2) Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.

3. Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.

II. PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, fee-paying students, Emory University faculty/staff members, spouses, and Alumni.

2. All players must have an Emory University ID or Government Issued photo ID (i.e. Driver's License) at each game to sign-in. ID Cards will be checked EVERY GAME.

3. All players MUST be listed on the printed scoresheets and cannot be written in at gametime.

4. Varsity & Club Athletes: Varsity players are not eligible to participate in similar intramural sports. Each team can have up to two club players in a similar sport. Teams who violate this policy will receive a forfeit loss for each game the violation has taken place and will be ineligible for the playoffs.

III. TEAM COMPOSITION & SUBSTITUTIONS

1. GAME TIME IS FORFEIT TIME. You must have the required number of players at game time in order to avoid a forfeit.

2. Players can compete on only one men's or one women's team, regardless of division. Participation in the men's or women's tournament and co-rec tournament is permitted.

3. Six (6) players constitute a team with a minimum of four (4) players required to avoid a forfeit.

4. Co-Rec teams are comprised of three (3) men and three (3) women. The following male/female combinations are also permitted:
6 players: 4 women, 2 men
5 players: 3 women, 2 men
4 players: 2 women, 2 men

5. Substitutions may enter the game only during time-outs, after a catch by a teammate, or due to injury.

IV. EQUIPMENT & PLAYING AREA

1. All players must wear shirts, athletic shorts, and gym shoes with non-marking soles. No street shoes, bare feet, sandals, or cleats will be allowed.

2. No player may wear jewelry including, but not limited to watches, bracelets, necklaces, earrings, and various body rings. Jewelry worn for medical and/or religious reasons must be taped down.

3. Baseball caps, hats, bandanas, and any other headwear that has a brim or knot are not permitted. Mesh headbands are allowed.

4. The playing area will consist of the white volleyball lines.

5. There will be sidelines, end-lines, and a center line.

6. Dodgeballs will be provided by the Intramural Department.

7. The standard number of balls for a 12-person game (6 on a side), is six.

V. MATCH TIME, LENGTH, & SCORING

1. Matches will be decided using a “best-of-three” format in which the first team to win two (2) games will be the winner of the match.

2. A 7-minute time limit has been established for each game.

3. Each team will be allowed one (1) 60-second time-out per game. During time-outs, teams may substitute players. Subs may be players who did not start the game, or players who wish to re-enter after having been out.

4. Only the Intramural Official’s whistle starts and stops the clock. All players are in jeopardy until the official/supervisor recognizes AND signals, the beginning of a time-out or end of regulation time. Exception, all LIVE balls in flight at the time of the signal remain LIVE.

VI. BOUNDARIES

1. During play, all players must remain within the boundary lines.

2. Players may pass through their end-line only to retrieve stray balls.

3. When retrieving the ball, the player must also immediately re-enter the playing field only through their end-line. Any player not immediately re-entering the playing area may be declared OUT.

4. A player may be handed a ball as long as they are inside the boundaries.

5. A player shall not:
   a. Have any part of their body contact the playing surface on or over a side line
b. Exit or re-enter the court through their sideline.
c. Leave the playing field to avoid being hit by, or attempt to catch, a ball.

6. If a player crosses over the center line in the air and lands on their opponent’s side they are out; however, if they hit an opponent before landing the opponent would be declared out first.
7. During the “opening rush,” many players will cross the center line. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by that action.

VII. BEGINNING THE GAME

1. Prior to the game beginning, an equal number of dodgeballs are placed along the center line on each side of the center line. 6 balls total with 3 on each side.
2. Players then take a position behind the end line.
3. Following a signal by the official, teams approach the center line to retrieve the balls. Teams may only retrieve the three balls placed to the RIGHT (as they face the center line).
4. Each ball retrieved at the opening rush must first be taken into the team’s backcourt before it may be legally thrown at an opponent.

VIII. THE GAME

1. The object of the game is to eliminate all opposing players by getting them OUT.

   An OUT is scored by:

   a. Hitting an opposing player with a LIVE thrown ball below the shoulders.

      *If a player ducks and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.

   b. Catching a LIVE ball thrown by your opponent.

      *Catching a LIVE ball also brings back a member of your team who was already called out.

   c. Causing an opponent to drop or bobble a held ball as a result of contact by a thrown LIVE ball.

   d. An opposing player stepping out of bounds.

2. **LIVE** (def.): A thrown ball that strikes, or is caught by, an opposing player without/before contacting the ground, another player or ball.

3. A player may block a thrown ball with a ball being held, provided the held ball is not bobbled or dropped as a result of the contact with the thrown ball. A ball deflecting off a held ball and striking the holder or caught by a teammate is no longer a LIVE ball.

4. A player can “save” himself or a teammate by making a catch after a Live thrown ball hits him or his teammate and before the ball hits the ground. The ball must be caught in the field of play. The opposing player will not be ruled out.
5. Teams will alternate sides following each game.

IX. DECLARING A WINNER

1. The first team to legally eliminate all opposing players will be the winner.

2. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be the winner.

3. In all overtime periods, the first team to legally eliminate any one opponent will be the winner.

X. OVERTIME

1. If an equal number of players remain after regulation play, a 3-minute sudden-death overtime period will be played.

2. All overtime periods will begin with an equal number of “balls in hand” behind a team’s end line. The first team to eliminate any one opposing player will be declared the winner.

3. Time-outs are not allowed during overtime.

4. Substitutions may be made prior to start of overtime.

5. At the end of each overtime period, if no players have been eliminated, an additional player from each team – max of 6 – will be placed back into play.

XI. VIOLATIONS

1. 5 second: It is illegal for the leading team to control all the balls for more than five (5) seconds. If the leading team controls all the balls, they must make a legitimate effort to get at least one ball across the center line and into the opponent’s side. If this is not done within 5 seconds, a “5-second violation” will be called. A team may avoid a 5-second violation by throwing or rolling a ball into the opponent’s backcourt. This does not include throwing a ball over and through an opponent’s end-line.

   First violation: Stoppage of play and balls will be divided evenly and play continues with “balls in hand.”

   Second violation: FREE THROW for the opposing team – a penalty which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination.

   Third violation: Ejection of one (1) player from offending team.

2. 10 second: It is illegal for any player to hold on to a ball for more than 10 seconds. Officials will make a three (3) second countdown after players have controlled a ball for too long. If the ball is not thrown after the 3 second countdown is finished the player will be ruled OUT.

XII. OFFICIATING THE GAME

1. All contests will have an Intramural Supervisor & two (2) officials present.
2. Participants are expected to play by an honor code and remove themselves from the court once out. The official’s, however, will have final ruling on all live ball hits, catches, and out of bounds infractions. OFFICIAL’S DECISIONS ARE FINAL.