



DODGE BALL RULES

1. Participants must bring their current Creighton University picture ID to enter the Kiewit Fitness Center (All participants must be a full-time student or a KFC member). ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate.
2. Teams will play a round robin regular season plus play-offs. Play-off games will be posted on the IM web page at the end of the regular season. All teams must be prepared to play play-off games on days and times that are different from their regular season schedule. It is highly recommended to carry additional players on your roster. If you know of any conflict you need to notify Jason Gant (280-2987), **prior** to the posting of the play-offs. Once posted, play-offs games will not be rescheduled unless there is inclement weather.
3. *All players must agree to the following: Intramural Sports activity. I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.*
4. The team – six players will compete on a side. Substitutes may enter only during a time out or in case of injury.
5. The Court-- A volleyball court will be used as the boundary. Players may leave the boundaries through their end line only to retrieve stray balls.
6. IM Sports will provide the game balls.
7. The object of the game is to eliminate opposing players:
 - A. Hitting an opponent with a live thrown ball below the shoulders.
 - B. Catching a live ball thrown by the opponent before it touches the ground.
 - C. A teammate who is out of the game may come back into the game after a teammate catches an opponent's ball.
 - D. As soon as the ball touches the ground, it is a dead ball.
 - E. You may block a thrown ball with a ball in your hand, but it is dead as soon as it touches the ball.
 - F. If the ball bounces off a player into the air but a teammate catches it, the opponent is out of the game.
 - G. The thrower is out if the ball hits an opponent above the shoulders. The thrower is not out if the opponent drops to the ground, intentionally moves to be hit above the shoulders or 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 legal.
8. The game begins with six balls along the center line. Once the ball is retrieved it must be taken behind the attack line (10 foot line) before it can be legally thrown.



9. The first team to legally eliminate all opposing players will be declared the winner. Best 3 out of 5 games or a 25 minutes time limit. During the regular season, if the match is tied after 25 minutes the match will be scored as a tie. During the play-offs if the match is tied, the team that has the most players on the floor will win the last game. If both teams have the same number of players then the team that puts out the first player will be awarded the sudden death victory.

10. The honor system will be used in regards to hits (a supervisor or court observer may be there to monitor).

Revised 9/24/07