NUMERO OF PLAYERS
- Games will be played with 6 players on each team.
  - A match may not begin with fewer than 4 players, with a maximum of 4 players of the same gender.
  - Minimum of 1 per gender are always required to be on the playing field at all times.

DEFAULT
- If a team does not have enough players by 5 minutes past the scheduled time, the team will lose by default.
- The default score will be recorded as 10-0.

LENGTH OF GAMES
- Games will be played 45 minutes running time with a 5 minute warm-up
- Winner is determined by the number of sets won in one game
  - If both teams are tied with sets won at the end of the 45 minutes, the winning team will be determined by the greater number of players on the court.

OFFICIALS
- Dodgeball is a self-officiated sport.

EQUIPMENT & UNIFORMS
- Proper athletic attire (no jeans or street shoes) and non-marking shoes must be worn.
- Six balls will be used for all games.

ELIGIBILITY
- Players (including late players) must check-in on the game sheet before every game in order to participate.
  - Failure to check-in on the game sheet will affect playoff eligibility.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

SCORING SYSTEM
- The league runs through a point system:
  - WIN = 3 points
  - TIE = 1 point
  - LOSS = 0 point
  - DEFAULT = -1 points
START OF PLAY

- Six balls will be placed on the center line at the start of the game.
- Players must line up at the back wall with one hand touching the wall.
- Game Manager will call dodgeball to start the game.
- Balls must be cleared past the attack line before they can be thrown.

PLAY & BOUNDARIES

- Players must stay within the playing area throughout the game (i.e. players cannot pass any boundary lines, including the center line).
  - Should a player need to exit the playing area to retrieve a ball they need to exit from the back of the court in order to retrieve the ball that are out-of-bounds.
- Players may only be hit by a ball thrown beneath the shoulders. **Headshots do not count.**
- Any ball that hits an object other than another ball or surface is considered dead.
- A player holding a ball can use it to deflect another ball.
  - Any deflected ball is still in play until it hits the another surface. Should the ball hit a player before touching another surface, that individual is considered out.
- If a player is called out, they must immediately drop any ball in their possession.
- Players may only hold one ball at a time and cannot hold it for longer than 5 seconds.
- The team that has the greater amount of balls in their possession, must throw first.
  - If the same amount of balls on each side, the team with the most players must throw first.
  - Should this still exist, players can only hold onto the ball for 5 seconds.
- A player holding a ball can use it to deflect another ball.
- Eliminated players must remain outside the playing area on the team bench in order that they were out.
- If the last player on each team is eliminated in the same play, the team that was struck last will win the game.
- Base lines are located at the end of each court, marking the end of the playing area.
- Attack lines are located between the center line and end lines (boundary lines will be outlined by Game Manager prior to start of game).
- Sets will end when all of one team’s players are eliminated and the opponent will be awarded the win.

SUBSTITUTIONS & OUTS

- If the ball hits one player and then another, they are both out unless the ball is caught before it hits the floor.
  - When a ball is caught, players can re-enter the game on a ‘first-out, first-in’ basis.
- A player must have one foot instead the side playing area at all times. If both feet leave the area, they will be considered out.
- Players are allowed to leave the court to retrieve balls by exiting out of the back of the court and re-enter through the back of the court.
- If the ball is caught before it hits the floor, the player that threw the ball will be called out.
- If a player ducks and is hit in the head, that player is out.
  - If the player does not duck and is hit in the head, the throwing player is out.
- If a player is in possession of a ball for longer than 5 seconds they are ruled out.
- If a player deflects a ball and the ball hits them, or a teammate, they are ruled out unless the ball is caught before it hits the ground.
If a player uses a ball to deflect an incoming ball and drops the deflecting ball, they are ruled out.
Substitutions can only be made between games(sets) or in the event of an injury.

END OF GAME
- The game will end when the 45-minutes time is up. Winner is determined on how many sets won.
- Sets will end when all of one team’s players are eliminated and the opponent will be awarded the win
- If a set is not finished and time expires, the team with the most remaining players will win that set.

FOULS & EJECTIONS
- In the case of a disagreement, the matter will be discussed by the team captains.
- Fighting, verbal slurs and excessive verbal abuse of officials will not be tolerated.
- An ejection will result in an appearance before the administration staff. NOTE: the minimum penalty for fighting is a minimum one-year suspension.

TIE-BreakING RULE & PLAYOFFS
- Overtime will only be used for playoff games if teams are tied at the end of the 45-minute game.
- Overtime will be a determine by one set or a maximum of five minutes
- If both teams still have players left at the end of the 5 minutes, the team with more players wins.
- Should a tie still exist, teams will play another 5-minute overtime until a winner is determined.
- If the teams have an equal number of players left they will then play to a sudden death conclusion – first team to have a player eliminated loses.