DODGEBALL

Information Sheet
Summer 2026

This information sheet is intended to provide basic information and rules for this activity. Please refer to the 'Information' tab on the intramural web page for detailed information about policies and procedures of the Intramural Sports Program.

ENTRIES OPEN

Online team schedule registration will begin at 9:00 AM on Tuesday, July 28 and will end at 11:00 AM on Monday, August 3 (**Entries are limited**). Visit our website and click on the 'Registration' tab. Schedule distribution will begin at Noon on Tuesday, August 4.

ENTRY FEE

An $18.00 entry fee will be required for each team. Team schedules may only be purchased by those who have an active My Financial Center account.

CLASSIFICATION

A round robin pool play will be played Friday, August 7. **Each player must be added to his online team roster before 3:00 PM on Friday, August 7 to participate.** Any team that does not participate in pool play will be eliminated from the tournament. Teams will be placed in a single elimination bracket based on pool play results. The single elimination tournament play will be on Saturday, August 8.

ELIGIBILITY

Current full-time BYU students are eligible. Current faculty and staff employees (70% or greater) and their spouses are eligible.

The following are eligible with an Intramural Activity Fee: Part-time students, non-degree seeking students (Flex GE, Post-Baccalaureate, Evening School, English Language Center), student employees, faculty and staff employees (less than 70%), and spouses of students. All students are also eligible to participate for one semester beyond the last semester in which they were enrolled in classes.

The Intramural Activity Fee is paid online. **Payment must be made before a participant may register for the event.** The cost is $25 per semester (fall/winter) or $15 per term (spring/summer). This fee enables a participant to compete in any intramural activity during the current semester or term. **Do NOT pay this fee before the first day of the applicable semester or term.**

Each player must be added to his online team roster before 3:00 PM on Friday, August 7 to participate. Team rosters are limited to **ten** players.

RELEASE AGREEMENT

All Intramural participants must complete an online release agreement before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

This tournament will be a 2-day event held August 7 – 8. Matches will be played Friday 6:15 PM to 10:15 PM and Saturday from 8:15 AM to 1:15 PM. Matches will be played in gyms 138 & 144 of the Richards Building.

CHECK-IN
It is recommended that participants check-in with the activity supervisor at least ten minutes prior to match time. **Forfeit time is match time.** All participants must show a valid (government or school issued) picture ID card at check-in.

EQUIPMENT
Dodgeballs will be provided by the Office of Intramural Sports.

UNIFORMS
An appropriate, modest athletic uniform is permissible. Shirts, shorts or pants, and shoes must be worn.

OFFICIALS
The Office of Intramural Sports will provide all officials. Officials and supervisors assigned to your match have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY
All participants play at their own risk and must acquire their own insurance.

SPORTSMANSHIP
Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner.

YELLOW/RED CARD SYSTEM
A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the facility before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:
Yellow Card: Non-directional profanity; arguing; rough play; taunting.
Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION
1. Each team will participate in a round robin pool play. **Each player must be added to his online team roster before 3:00 PM on Friday, August 7 to participate.** Teams will be placed in a single elimination bracket based on pool play results. Bracket seeding and game times can be viewed online.
2. The tournament will be held **August 7 – 8.** Teams must be available for the duration of the tournament. Schedule requests will not be accepted.
3. Teams *must* play at the time their matches are scheduled.

RULES
Intramural Dodgeball abides by the National Amateur Dodgeball Association Official Rule Book with the following exceptions or points of emphasis:

1. *Team Composition:* Teams may consist of four (minimum) to six (maximum) players on the court. Team rosters are limited to ten participants.

2. *Match Duration:* Matches for pool play will consist of the best three out of five games. Matches for elimination play will consist of the best four out of seven games.

3. *Game Duration:* There will be no time limit to each game. The first team to legally eliminate all opposing players will be declared the winner.

4. *Timeouts*: Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

5. *Opening Rush*: Each game begins by placing the dodgeballs along the centerline – three on one side of the center hash and three 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. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

6. *Eliminating Opponents*: Opposing players are eliminated by getting them "out." This is done by:
    a. Hitting an opposing player with a LIVE thrown ball below the shoulders.
    b. Catching a LIVE ball thrown by your opponent before it touches the ground.
    c. *Definition of "live": A thrown ball that strikes or is caught by an opposing player without or before contacting the ground, another player, a non-held ball, official or other object.*

7. *Stalling:* It is illegal for the leading team or tied teams to control all the balls for more than five (5) seconds. If the leading or tied team controls all the balls – *i.e. all balls are located on their side of the center-line* – they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. 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 opponents end-line. PENALTY for 5-Second Violation(s): First violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with "balls in hand." Second violation: FREE THROW for the opposing team - a penalty in 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.

8. *Boundaries and Retrieving*: During play, all players must remain within boundary lines. Players may pass through their end-line only to retrieve stray balls. When retrieving a ball, the player must also immediately re-enter the playing field only through their end-line. A player not immediately re-entering the playing area may be declared out. A player may be handed a ball from out of bounds, provided the player receiving the ball remains completely within their team's field boundary. Players may not be handed the ball while standing out of bounds. Players who are "out" may stand outside the basketball court lines to retrieve balls, however, they must remain outside the basketball court lines. Balls retrieved by "out" players must cross the end-line in order to be legally thrown.

9. *Substitutions*: Substitutes may enter the game only during time-outs or in the case of injury.

If you have any questions, contact Saxton in 145 RB (801-422-7597) or access our web page. iSports.byu.edu Have a fun season!