Extreme Dodgeball

- Games will be played in the HPER racquetball court.

- Teams can have 4 players on the court at a time but can have 8 in total. Minimum of 3 players required to start a match. A team cannot add their fourth until the next game.

- The intramural supervisor will do a coin toss and the winning captain will choose the side. After the first game they will alternate sides and so on.

- Games will be 3 ten minute periods and if time runs out in the half before a game is finished, the game will finish. Winner is the team with the higher total games won in both halves. A tie will be a 3 minute overtime period and the winner will be the team with the most wins.

- If the game is tied at the end of the time limit, the teams will play sudden death. The first team to legally strike a player of the opposing team will be declared the winner.

- Supervisor serves as score/time keeper, will call stalling violations and unsportsmanlike penalties.

- Four balls will be used the whole game and start will be at the center line.

- Teams need to be lined up at the wall before the start and when the whistle blows is when the teams can run for the ball. People cannot get people out until they are back behind the attack line.

- You will be out if a ball hits you or is caught without hitting the ground, another player, another ball, or the side walls. A player will not be out if it hits the back wall first.

- If the ball is thrown in front of the attack line you will not be out.

- You will only be out if hits shoulder or below

- If an opponent drops a held ball caused by a live thrown ball, then they are out.

- Players who are out must take jersey off and move to the back of the court. Player can reenter if the ball is caught.

- If one team has all five balls at one time, a limit of 10 seconds will be imposed. At the end of the 10 second limit, three of the five balls will be awarded to the opposing team.

- Subs can only happen between games or an injury timeout.
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- Supervisor will make final call on player being out if there is a discrepancy.
- If a player gets an unsportsmanlike penalty they must sit 2 minutes.
- Unsportsmanlike penalties are considered foul language, abuse of honor system, arguing with supervisor and unnecessary roughness.