

The following rules provided by Montana State Intramural Sports are not meant to be all encompassing. These rules last updated: Summer 2024

Section 1: The Game

- Brief Overview
 - Games will consist of one (1) 20-minute match
 - Teams will play games continuously until time is called by the Supervisor
 - Each team will be made up of six (6) players on the court.
 - All substitutes must remain on the sidelines and can only sub in between games
 - There is NO Mercy Rule.
 - Final Scores will be based on the number of games completed within the 20-minute time limit.
- The Court
 - This tournament will use the basketball court boundary lines. End lines will not be considered part of the playing court
 - Players can not touch the center-line at any point after the initial ball grab.
 - Fans must be on the opposite side of the field from the players' benches.
 - Team Captains are responsible for controlling fans and discouraging harassment/heckling towards Supervisors
 - It is asked that players and fans allow officials at least 5 yards along the sidelines to reduce potential injuries and allow staff room to complete their assignments.
- Beginning Play
 - The Supervisor will assist teams with court assignments.
 - Captains' Meeting
 - Prior to the start of play, each team's captain will be required to meet with the Supervisors.
 - Follow the Supervisors' instructions and ask any desired rule clarifications at this meeting.
 - Upon completion of the captain's meeting, each team will assume their respective sides on the baseline and play will begin with a whistle to signal the start of each round.
 - Between rounds, the Supervisor will signal teams to start each game within the 20-minute time limit

Section 2: Equipment and Attire

- Equipment Provided
 - 6 dodgeballs will be provided for each court
- Illegal and Required Equipment
 - Shoes
 - Players must wear non-marking athletic shoes.
 - Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or synthetic) which covers the foot attached to a composition bottom.
 - Attire
 - It is recommended that teams wear uniformly colored shirts to help distinguish one team from another.
 - Players must wear athletic shorts or pants and shirts.
 - No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
 - No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic or other material will be permitted. These braces and casts must be covered by a standard sleeve or other soft, pliable material in order to be permitted.
 - Intramural Supervisors have the authority to declare what constitutes legal and/or illegal equipment/attire

Section 3: Players

- Team Composition
 - Each team will be made up of 6 players on the court.
- Minimum Team Requirements
 - Games may start with a minimum of 4 players.
 - There is NO gender rule for Open Tournaments.
 - Once the game has started, it may not continue with fewer than the min. number of eligible players on either team.
 - The game shall be terminated, and a default (results in a loss) shall be declared if a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to:
 - A player being required to complete documentation due to misconduct.
 - An injured player being attended to or no longer able to continue.
- Substitutions
 - Teams may substitute an unlimited number of players in between games.
 - Teams may only play with 6 players during each game.
 - Any additional team members should remain beyond the baseline until the next game.
 - Players arriving late must first sign in with the Intramural Supervisor before entering play.

Section 4: Timing

- Time Limit
 - A regulation game will consist of one (1) 12-minute match.

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- Teams will play games continuously until time is called by the Supervisor
- Clock will be run by a Supervisor
- Timeouts
 - Teams will NOT receive any timeouts
 - Injury timeouts may be determined only by the Supervisor.
- Overtime
 - There will be no overtime during Pool Play. If a game is tied when the clock runs out, the game will end in a tie.
 - In Bracket Play, if the game is tied when time runs out, one more round will be played to determine a winner.

Section 5: Scoring

- Rounds
 - The first team to eliminate all players from the opposing team will receive one (1) point.
- Mercy Rule
 - There will be no mercy rule scores.
- Forfeit Score
 - In the event of a forfeit, a score of one (1) to zero (0) will be given.

Section 6: Gameplay

- Beginning Play
 - Each game will begin with 6 players from each team behind their own end line. 6 balls are placed on the center line.
 - The Supervisor on the sideline will then countdown “3, 2, 1, GO!” and players can then run to the middle to get balls.
 - Players may only grab the 3 balls from the right side of the court at the start of the game.
 - Players must take their balls back to their end line before they are allowed to throw it at the other team.
- Out-of-Bounds
 - A player with any part of their body on the court (i.e. one foot) is an eligible target.
 - Players may go out-of-bounds at any time to retrieve balls.
 - A player who is out-of-bounds at the time of an opponent’s throw cannot get out by being hit by that ball.
 - If a player tries to go out-of-bounds right before a ball is thrown at them to become an ineligible target, that player is out for attempting to abuse the out-of-bounds safe zone.
 - If a player goes out-of-bounds while dodging a throw, they are out.
 - If any part of the body touches out-of-bounds before all balls thrown at them have gone past them, or if they fail to establish a legal “landing” after their dodge (i.e. they jump to dodge and land with one foot in bounds and one foot over the line).
- Center Line
 - The centerline cannot be touched by any player following the initial start of play
 - Players may touch/cross the center line when grabbing ball off the line at the beginning of each game
 - Once all balls have been grabbed, any player to touch/cross the centerline will be declared out.
- Dead Ball
 - As soon as a ball hits the ground or anything out of bounds, it becomes dead and can no longer cause anyone to be out.
- Blocking Balls
 - Players may use a ball they are holding to block balls that are thrown at them.
 - If a ball deflects off of a “blocking ball” and hits someone (themselves included), any person who was hit is out.
 - If a player blocks a throw with a ball and it causes them to drop the ball, they are out.
- Catches
 - If a thrown ball is caught by anyone on the opposing team before it hits the ground or goes out of bounds, the player who threw the ball is out and the player who has been out the longest on the catching team will return to play by touching their teams baseline.
 - This includes any number of deflections off of anything other than the ground or out of bounds.
 - Players may go out-of-bounds in the process of catching a ball and, if they succeed, it is a valid catch and the player who made the catch is still in.
 - Any time a player is going for a catch – even if out-of-bounds – that player is an eligible target.
 - Ineligible players may not aid in catching in any way.
- Headshots
 - Headshots are discouraged in Intramural Sports but are considered legal plays.
- 10 Second Delay
 - If all of the balls are on one side of the court, that team has 10 seconds to get at least one ball to the other side.
- Out Players
 - Once a player has been hit and is out, they should line up along the sideline in the order they went out.
 - If an eligible player makes a catch, the player who has been out the longest on the catching team will return to play by touching their teams baseline