I. GAME TIME AND SCORING
1. A match will consist of a best of seven series. If the best of seven has not been met within the 40 minute time limit, the team with the most games won will win the match.
2. A game is won if all the players on a team are eliminated from play or whoever has the most people not in jail at the end of the 10 minute time limit. 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 of the game.
3. A full team shall consist of six (6) players. However, a team must start with at least four (4) players. A full Coed team shall consist of three (3) men and three (3) women and at least two (2) men and two (2) women are required to start. A team may never have more than six (6) players on a court at one time. The six (6) players that start are the only participants that are eligible for that specific game. A team may make substitutions before the start of each game.
4. If a team does not have the minimum number to start (4) on the court at the scheduled game time, the team will forfeit the first game of the match. If the team is still not ready to play in ten (10) minutes, the team will forfeit the remaining games.
5. Teams will switch ends of the court after each game.
6. The game is played with official intramural dodge balls only.
7. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, hard toe shoes, cleats, open toed shoes, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed.

II. RULES
1. The game will be played on a basketball court. The basketball court and the surrounding out-of-bounds areas are in play except for the sideline where the jail is located. The dividing line for teams will be the division line extended (half court). The jail is located on the sideline of the basketball court on each side of the half court line.
2. The game will begin by placing five (5) balls on the division line. Participants will line up behind the end lines of the basketball court. The official will start the game by blowing a whistle. Players will then run to the mid court line to retrieve balls.
3. Balls are dead if they strike any surface or object (floor, wall, ceiling, backboard and supports, etc.) other than a player or a dodgeball. A kicked ball also results in a dead ball. A dead ball means that it can’t be caught or send anybody to jail on a hit.
4. A player may reach across the mid court line to retrieve a ball as long as no part of his or her body touches the opponent’s side of the court.
5. In order to send an opponent to “jail” you must strike them anywhere between the shoulders and feet. A player is sent to jail if they hit an opponent in the head with intent (officials’ discretion) or touch in the opponent’s side of the court. If a player is hit in the head unintentionally, neither player is out.
6. If a thrown ball is caught before hitting the ground the opponent who threw the ball is sent to jail.
7. A player may block a ball with another ball in possession.
8. Any person who is struck legally by a ball, has his or her thrown ball caught by an opponent, or violates a rule must go to jail. The jail is located on the sideline of the basketball court.
9. In order to get one person out of jail, a person must catch a legally thrown airborne ball from an opponent.
10. People in jail may return balls to their teammate’s as long as no part of them touches outside the jail area in retrieving the ball.
11. If a player makes a basket in the opponents goal from his or her own side of the court, all players standing in the jail are free.
12. If the ball bounces off a player and is caught by a teammate before touching the ground, neither player goes to jail. An airborne ball that is deflected by a held ball and then caught results in the thrower going to jail.
13. Clothing is considered part of the body. Any ball hitting a piece of clothing results in that player going to jail. When a player returns to his or her side of the court, that player must be given sufficient time to ready themselves before being thrown at.
14. It is illegal for a team to control all the balls for more than five (5) seconds. Control of a ball is defined by a ball being on a team’s side of the court. This will result in a delay of game where 2 balls will be given to the other team and play will be resumed.
III. PLAYER CONDUCT, EQUIPMENT, AND PROTESTS

1. Teams are responsible for knowing and understanding the team sportsmanship rating system. Behavior before, during or after an intramural contest will be included in the rating (refer to the IM Handbook).

2. Offenses committed by team members will result in a yellow card (caution) or a red card (ejection).
   A player shall receive a yellow (caution) card if:
   a. He/She displays unsportsmanlike conduct.
   b. He/She uses incidental profane language or obscene gestures towards opponents, officials, and IM staff.
   c. He/She argues with an official’s decision.
   d. He/She taunts an opponent.
   Captains/Managers are subject to a yellow card for team/spectator misconduct.
   NOTE: A player receiving a second yellow card will automatically be ejected from the game.

3. RED (EJECTION) CARD
   The player receiving the red card will be ejected from the match. If by losing the ejected player, the team falls below the minimum number to play, the match will be forfeited.
   A player shall receive a red (ejection) card if:
   a. He/She receives a second yellow (caution) card.
   b. He/She is involved in any altercation not within the rules of the game.
   c. He/She excessively uses profane language or obscene gestures towards officials, opponents, and IM staff.
   Captains/Managers are subject to a red card for team/spectator conduct.
   NOTE: A player may receive a red (ejection) card without first receiving a yellow (caution) card.
   NOTE: A team receiving three yellow cards in one game will automatically receive an unacceptable sportsmanship rating.

4. All protests must be "announced" to the opposing manager/captain and game officials at the time of the misinterpretation of the rule, or before the completion of the match if for player eligibility. A blue card will be displayed by the official(s) to indicate the contest is under protest.

5. All players must wear some type of an athletic type shoe while participating. Open toed shoes shall not be permitted.