Each team will consist of eight players. Each team must have a minimum of six players present at game time to begin a game. Teams may consist of any combination of males and females.

**Game Factors, Time and Length**

1. Each match will consist of a best three out of five game series. Each game within the match will have a time limit of eight minutes. The first team to legally eliminate all players of the opposing team will be declared the winner of a game.

2. Each game will have an eight-minute time limit with a continuously running clock. If neither team has been completely eliminated when time expires, the team with the greater number of remaining players will be declared the winner. If an equal number of players remain when time expires, a sudden death overtime period will be played.

3. Sudden Death Overtime: An overtime period will begin with each team’s remaining players on the court at the end of regulation. Each team must start with a minimum of three players. If a team has less than three players remaining at the end of regulation, players must be added (to a maximum of three) in the order they would have reentered the game. Sudden death will proceed as follows:
   
   a. All players must begin with at least one foot in contact with the back volleyball court line
   b. Each team will begin with three balls in hand. The official’s whistle and signal will begin play
   c. The first team to eliminate any one opposing player will be declared the winner
   d. There will be no timeouts during overtime

**Game Factors, Time and Length**

1. The playing area will be marked with a center, side, end and attack lines.

2. During play, all players must remain within the boundary lines. Players may step on the boundary lines; however, if he or she crosses any boundary line, then he or she will be declared out. Players may only leave their boundary lines by passing through their own end line to chase out of bounds balls:
   
   a. A player who does not immediately return to play (through the end line) after retrieving a ball will be declared out
   b. Once a player takes a step back
3. A player will not be allowed to have any part of his or her body contact an out of bounds area (unless leaving through their own end line to retrieve balls), exit or re-enter through sidelines or cross the center court line. In any of these instances the player will be declared out.

Beginning the Game

1. Each game will begin with the players of each team positioned behind their respective end lines.

2. Six dodge balls are placed along the center line with three on each side of the center circle.

3. **Opening Rush**: after being signaled to do so by the Intramural Sports Manager, teams may approach the center line to retrieve the balls. Teams may retrieve as many of the balls as possible. Players may not cross the center court line during this process; if they do cross, they will be declared out.

4. Each ball retrieved at the opening rush must first be taken behind the attack line before it may be legally thrown at an opponent. A player who is hit with a ball that has not been taken behind the attack line will not be declared out.

5. Attack line restrictions end when all balls have been taken into the backcourt following the opening rush.

Rules of Play

1. The object of the game is to eliminate all opposing players by getting them out.

2. An out is determined by

   a. Hitting an opposing player with a live thrown ball at or below the shoulders;

   b. Catching a live ball thrown by your opponent;

   c. Causing an opponent to drop a held ball as a result of contact by a thrown live ball; or

   d. Stepping out of bounds.

3. A live ball is a thrown ball that strikes or is caught by an opposing player without contacting the ground, another player, ball, basketball goal, court divider or other object.

4. A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball. The held ball only needs to be knocked loose of the holder’s grip and does not
need to strike the ground to cause the holder to be out. Even if the holder regains control of the held ball, he or she is still out:

a. A thrown ball that deflects off of another ball becomes dead (except to the person the ball was originally thrown at) and can no longer result in an out being scored against another player. For example, Player A blocks a thrown ball with his or her own ball. Player B then catches this ball. This does not result in an out, as the ball became dead after being blocked by another ball.

5. Once a player is out, he or she must immediately drop any balls in hand and exit the playing area at the nearest boundary line. A player that is out must report to his or her team’s players’ box. Each player in the players’ box must line up in the order that he or she was put out.

6. If a live ball is caught, then one player from the team that caught the ball is allowed to re-enter the game through the base line. The player permitted to re-enter the game will be the next player in line in the players’ box.

7. Stalling rule: teams must be given the opportunity to eliminate opposing players. This requires a ball to be at the disposal of both teams:

a. One team may not control all of the balls for more than five seconds
b. Teams may roll balls to their opponents instead of throwing them and risking an out