

OUR DODGEBALL RULES:

1. Teams and Players:

- a. Teams must consist of six or more players. Only six will participate in a single game.
- b. A player must be eighteen (18) years or older at the time of the tournament. There must be at least 2 female players on each team.
- c. There shall only be six players per team for a game. There are no substitutions during a game. A team may alternate players for different games.

2. The Court:

- a. The game will be played on a lined court. There is a center line and outside boundary lines. Court dimensions may or may not meet official dodgeball regulations due to limited space or inclement weather.
- b. Team Sides: During game play, any players from a team must remain on their team's side which is the space between the sidelines from the end-line to the center line. Each team's attack line is the center line.

3. **Game Balls:** The games will be played with six (6) Dodgeballs of the same color.

4. The Game:

- a. Each game begins with each team having six (6) players. The object of the game is to eliminate all opposing players by getting them "OUT." Play is continuous as each team makes attempts at throwing the other team's players out until all of the players of one team are out.
- b. Opening Rush: The game begins with six (6) balls placed on the center line evenly spread out. All players must take a position behind their end line. Following a whistle by the official, teams may retrieve the six balls on the line. Once a ball is retrieved, it must be brought back to your end line before it becomes a live ball you can throw.
- c. **A player may NOT step on or over the Center Line. NO SUICIDE/KAMI KAZI ATTACKS.**
- d. A player is "OUT":
 - i. When they are struck by a "live" ball thrown by an opposing player before the ball strikes the ground or other permanent structure/surface. A player has been struck by a ball if it has touched their clothing, uniform or jewelry; and,
 - ii. When their throw attempt is caught by a player of the opposing team, while the ball is "live", even if it hit another player first; and,
 - iii. When a player leaves the Court (does not stay within the boundaries after a warning from refs) as set forth more specifically in h. below.
- e. If a thrown ball hits more than one player while live, and hits the ground, all players that have been hit are out.
- f. A "live" ball is a ball that has been thrown by an opposing team player that has not touched the floor/ground, another ball, an official or any other item outside of the

playing field. A ball remains live after hitting another player until it becomes dead as described herein.

g. Boundaries:

i. During play, all players must remain inside the boundary lines of the Court, except when retrieving a ball.

ii. No player may leave the court of play to avoid being hit by a ball; if doing so, the offending player is out.

iii. Stepping over any boundary line is considered leaving the court.

v. If a player goes out of bounds to catch a ball, it is NOT a catch of a live ball, and no player is out. The player going out to catch the ball may return to the court as if retrieving a ball, the throwing player is not out.

vi. A player may not step on or past the center line; if so you are out. If a player throwing a ball steps on or past the center line after clearly releasing the ball, the ball is live and the throwing player is out. If it is not clear that the throw was released before the player stepped on or over the attack line, then the thrower is out and the throw is NOT LIVE and cannot put any other player out.

vii. Retrieving: A player may leave the boundaries to retrieve stray balls, but must retrieve a ball and return to the Court immediately upon retrieving a ball through their team's end-line. A player may not retrieve a ball that is not on his/her team's side of the CENTER LINE.

i. Effect of Being Out and Return:

i. When a player is out, they must immediately drop any ball in their possession and retire to the Player Return Area on the sideline to line up with any teammates in the order in which they are put out.

ii. Players that are out must remain in the player return area and are not permitted to retrieve balls.

iii. Players are allowed to return from the Player Return Area if their teammate catches a live ball from the opponent. The players must return to the Court in

First Out First In order and must return through their team's end-line.

j. Blocking: A player may block a live ball with another ball in his possession. The ball that has been blocked is no longer a live ball, and cannot put another player out except the blocking player (see ii. Below). All blocks must be made cleanly. If a player using a ball to block:

i. Drops the blocking ball as a result of contact from a live ball; or,

ii. The thrown ball strikes the blocking player after the block; or,

iii. Hits the fingers or hand of the blocking player, then the blocking player is out. A player may block a live ball, then throw the blocking ball down and catch a live ball, which will result in the throwing player being out.

5. Timing and Winning a Game: The first team to legally eliminate all opposing players will be declared the winner and score a point. Teams will play for 30 minutes and refs will stop the clock in between games to allow time to return the balls to the center line. The team with the most

points after 30 minutes will be the winner. Should both teams have the same amount of points after 30 minutes, the game will result in a tie, unless it is in the playoffs in Week 6.

i. **SMALLER COURTS** in 1 vs 1 situations. Due to time constraints, if the game comes down to 1 vs 1, the refs will make the court smaller to speed up the game.

6. Time Outs: There are NO time outs.

7. Rule Enforcement:

a. Rules and outs will be enforced on an **honor system**. Each player is expected to leave the Court when they are out. Players who do not leave the court when out may be ejected from games and/or the remainder of the tournament.

b. Officials: There will be two officials per court during league play to assist in rule interpretations and to assist in calling outs. However the presence of an official does not remove the obligation of a player to call himself or herself out; the honor system takes precedence whether or not the official observed a player get out.

c. Challenges to Rule Interpretation: In the spirit of the game and in respect for the other players, there will be no protests allowed. Protesting teams will be given a box of tissues for their tears and are encouraged to return next year for another chance.

8. Special Circumstances:

a. A player **exhibiting poor sportsmanship**, continued questioning of the official's judgment, or using repeated profane language will be ejected from the game, under the sole discretion of the official. If a player is ejected, they will remain out for the remainder of the game and the team must continue play shorthanded. At the sole discretion of the official, a player may be ejected for all remaining games. If player is ejected from all remaining games his/her team will only be allowed five (5) players on the court at the start of subsequent games, playing short handed the rest of the tournament.

b. When, in the opinion of an official, a player shows signs of impairment or injury that may endanger themselves or others playing the game, the official will suspend the game and such player will be immediately removed. A team may substitute for the player, if a substitute is available, and the game will be continued from the point where it was.

9. Good Luck and Have Fun!