

2017 OFFICAL DODGEBALL RULES

General Rules:

1. Six people (4 male, 2 female) from each team play during a game in adult leagues, and is not required by youth leagues.
2. Final Rosters are due the 3rd week of play. Rosters will be checked before play begins tournament day or any time a roster is questioned. 12 player max per team.
3. Each team will start with 3 dodgeballs.
4. Players attempt to eliminate opponents by hitting them with the balls. If a player is hit with a live ball, that player is out.
5. Play continues until all players from 1 team are eliminated.
6. Eliminated players will sit on the bleachers. Players are not allowed to play with gloves on--bare hands only.
7. Kicking a ball at an opponent during a game or in a showdown will result in the kicker being out.
8. Games will last 25 minutes in length. There is no set amount of matches per game.
9. Players may only hold or throw 1 ball at a time. You cannot have more than 1 in your possession, unless catching an opponent's throw, (please look at rule #3 under Catch).

Scoring:

1. Scores will be kept by point system. Matches won will not determine the amount of points scored in overall game.
 2. 5 points will be given to the winner of the game.
 - 3 points will be given to each team resulting in a tie.
 - 1 point will be given to the losing team.
- *Bonus Points: 1 point will be awarded for every 5 matches won. (These matches do not have to be won in sequence.)

Boundaries:

1. Centerline: Players are not allowed to step on or over the centerline. They are out if they do. You are allowed to reach across the centerline, however no more than an arm's length!
2. Sidelines: These consist of the bleachers and the curtain. If you jump into the curtain, you will be out (including if you try dodging a ball thrown at you). If you jump onto the bleachers or fall into the bleachers while trying to dodge a ball, you are out.
3. Backline: The backline is the black line closest to the wall. Once the game begins, you are only allowed behind this line when you are retrieving a ball. You CANNOT stand near the wall to avoid being hit. You can fall behind this line, however, if you are trying to dodge a ball.

Starting the Game:

1. Each team will start with 1 hand on the back wall (6 players total; look at General Rules #1 for beginning team amounts).
2. 3 players per team will begin with a ball in their hand. In the adult league, 1 female must begin with a ball.

Hit:

1. Clothing: Uniforms and accessories are considered part of a player's body.
2. Hit etiquette: If you are hit, please drop your held balls, raise your arm to signal that you are out, and leave the court immediately. Once on the sidelines, knocked-out players shall not kick or pass balls to their teammates. This is illegal and will result in the ball being turned over.
3. Head Shots: Are not allowed. A player who is hit in the head will not be considered out. However, if a player ducks to avoid a ball and is hit in the head, they are out.
4. Player Out Clarification: A player is not considered out if a ball hits another object (i.e. wall, ground, another ball, or player).

Catch:

1. Attempted catches: If a defender attempts to catch a live ball, but drops it, the defender is out.
2. If attempting to catch an opponent's thrown ball and your ball is knocked out of your hands, you are out.
3. If you have a ball in your hand already and you catch a live ball, the thrown ball is considered live; therefore, your opponent is out. However, once caught, you must drop one of the two immediately (either to the ground or to a teammate). If one ball is not dropped within 3 seconds of a catch, a step is taken while holding two balls after a catch, or one ball is thrown while holding a second ball, the player will be out.

Blocks & Dropped Balls:

1. If you drop your blocking ball as a result of trying to block an opponent's ball, you are out. If a ball hits your fingers or hand first while trying to block, you are out.
2. Deflection exception: If a ball deflects off a player's body, only that player can catch it afterwards. You are the only one that can catch the deflected ball to remain in the game, not another player!
3. If a defender deflects a ball and drops his/her ball used for deflection, this person is out.
4. Dead balls: Any ball that hits any surface including players, a held ball, another ball in mid-air, floor, wall, etc., becomes a dead ball.

Other Plays:

1. Kamikaze plays: Players are not allowed to deliberately jump across the centerline to make a play. They will automatically be called out.

2. When the 25 minute length is up, and there are still players on the court, this will be a Sudden Death (showdown):

- If there is only 1 player left from each team,
 - Referee count down 10 seconds and then the game is immediately paused. The centerline boundary is dissolved, leaving the whole court open. Players begin with 2 balls in their hands at their end lines. The other 4 balls go at the ends of the centerline. When ready, sudden death begins by a signal from the referees.
 - Tagging the opponent in a showdown will not count; balls must be thrown in order to get someone out.
- If there is a tie amount of players on the court
 - The first team that knocks out an opponent will be declared the winner.

Other Details:

1. No timeouts or substitutes will be allowed during game play. Substitutes are allowed only when beginning a new match.

2. Five Second Violation: In order to reduce stalling, a violation will be called if a team controls all six (6) balls on their side for more than 5 seconds. This also applies to tied teams. If this occurs, both teams have to roll their balls to the opposite team's side. Referees will have ultimate say in enforcing this rule.

3. When only 1 player is left from each team, in order to reduce stalling:

- If no ball is thrown from either side every 10 seconds, Sudden Death rules will apply.

4. Honor System: It is ultimately up to the players to enforce and uphold the rules of dodgeball when playing or reffing. Dodgeball relies on the Honor system, in which officiating is determined more between players and less from the referees. However, if there is a controversial play, the referees will make the final call. In respect for the spirit of the game, and for players, there is absolutely no protesting.

5. If teams are tied in matches won at the end of the 25 minutes during the tournament, a sudden death round will be played to determine the winner. Two players must be chosen.