



## **DODGEBALL RULES**

### **Team**

Teams consist of adults, ages 17 and up. Games start with 6-on-6. A game can be played with as few as 4 player; any less will result in a forfeit. Rosters will be signed the first week of games and no later than the third week or they will not be able to participate in the end of the season tournament.

### **Field**

Games will be played on a volleyball court divided into two (2) equal sections by a center boundary line.

### **Equipment**

The official ball used will be a 7" rubber coated foam ball. Participants must wear athletic shoes.

### **Game Length**

Best of 7 games. There are three (3) timeouts per match with a match consisting of seven (7) games. There will be a 1 minute interval between each game.

### **Winner Determination**

Entire team is eliminated.

### **The Game**

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

This may be done by:

- 1) Hitting an opposing player with a thrown ball.
- 2) Catching a ball thrown by your opponent before it touches the ground.

Game begins by placing four (4) dodgeballs (in each court) on the center line. Players then take a position behind their baseline. Following a signal by the official, teams may approach the balls in their court. The signal official starts the game. Teams must take their ball to the baseline before they can throw them at the other team.

### **Play**

- a) If a player is hit by an opponent's thrown ball before it hits the floor, that player is out.
- b) If a player catches a thrown ball, the thrower is out. Also, the catching team gets an eliminated player back for their team. Players come back into the game in the order that they were eliminated, starting with the substitutes.
- c) A player who is hit anywhere except for their head is out, unless player is diving to avoid getting hit. This is a fun league and head shots should be avoided at all cost. If a player is intentionally throwing for someone's head, determined by the supervisor, the throwing player may be called out or expelled from the match.

d) A thrown ball rebounding off a player may be caught before touching the floor. This must occur in bounds, without hitting the wall, backboard, etc. This results in the thrower being out and a player coming in from the catching team's bench. The first player getting hit by the ball is not out if the ball is caught. It is possible for two or more players to be eliminated by the same thrown ball if it hits both players before hitting the ground.

Out of Bounds:

e) Any ball caught or thrown or being hit outside the boundaries of the court does not count. Therefore, a player stepping outside of the boundaries for the purpose of retrieving a ball cannot be eliminated. The player retrieving the ball must go directly to the ball and directly back, not manipulating this rule for his advantage.

f) A ball rebounding off a wall, backboard, etc. does not eliminate a player.

### **Center Line**

A player may not step over the center line. They may reach over to retrieve a ball.

### **Safety**

Players may not lift or support their teammates in catching a throw, etc.

### **Area of Eliminated Players**

Substitutes and eliminated players will sit on the bleacher on their half of the court. Keep in order of being eliminated, starting with the substitutes and then the eliminated person. Re-enter on a "caught" ball in the order that they are sitting.

### **Boundaries**

During play all players must remain in the boundary lines. Players may leave the boundary lines only to retrieve stray balls. Eliminated players, substitutes, and spectators may not handle out of bounds balls.

### **Rule Enforcement**

Rules will be enforced primarily by the "honor system". Players are expected to honestly leave when they are eliminated.

**Here is the links to the League Schedules and Tournament Website.**

**League Schedules and Standings**

**[www.allprosoftware.net/RapidCityRec](http://www.allprosoftware.net/RapidCityRec)**

**Tournament Brackets**

**[www.allprosoftware.net/RapidCityRecTournaments](http://www.allprosoftware.net/RapidCityRecTournaments)**

**Any questions please contact me:**

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