

DODGE BALL OFFICIAL RULES

(These Rules are being used as a Guideline)

THE TEAM:

Dodge Ball is a game made up of 6-10 players (6 playing, 4 substitutes). Six (6) players will compete on a side; others will be available as substitutes. A minimum of four (4) players must be present to start. Substitutes may enter the game only during timeouts or in case of injury.

THE FIELD:

Dodge Ball is played on a field which is 65' long and 30' wide, divided by two equal sections by a center line and attack lanes 3 meters from and parallel to the center.

THE EQUIPMENT:

The official ball used is an 8" rubber-coated ball. Six (6) dodge balls will be used per court.

THE GAME:

The object of the game is to eliminate all opposing players by getting the "OUT". This must be done by:

- Hitting an opposing player with a LIVE ball below the shoulders.
- If you hit a player in the head, you are OUT.
- Catching a LIVE ball thrown by your opponent before it reaches the ground.

If you catch a LIVE ball thrown by your opponent, one player on your team may re-enter in the order they were OUT. Enter at the end line.

A LIVE ball is defined by one that has been thrown and has not touched anything, including the ground/floor, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).

THE BOUNDARIES:

During play, all players must remain within the boundary lines. Players may leave their boundaries through their back end line only to retrieve a ball. They may reach over to retrieve a ball.

TO START THE GAME:

The game begins by putting six (6) dodge balls along the centerline - three (3) on one hash line and three (3) on the other. Players start behind their end lines, touching the wall with their hand. The official signals the beginning of the game and both teams may approach the centerline to retrieve the three (3) balls to the right of the center hash line. The ball cannot be thrown until it is taken behind the attack line (dotted lines).

TIME LIMIT TO WIN:

The first team to eliminate all opposing players will be declared the winner. A five minute limit is the limitation of time per contest. If neither team is eliminated by the end of the five minutes, the team with the greater number of players remaining will be declared the winner. If the numbers are the same, a one minute "Sudden death" overtime period will be played with the remaining players on the court at the end of regulation time.

SUBSTITUTION AND TIME OUT:

Each team will be allowed one 30 second timeout per game. At this time a team may substitute players into the game.

STALLING VIOLATIONS:

A team may be in violation if they hold all six balls in their side of the court for more than five seconds. Players must release their available balls within a reasonable time period (approximately 10 seconds). Players holding a ball may bat other balls away with that ball. However, if they drop the ball they are out. The deflected ball is no longer in play. If a violation is called, that player is OUT.

RULE ENFORCEMENT:

Rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court referee. The court referee's responsibility will be to rule on any situation in which teams cannot agree. The court referee's decision IS FINAL - NO EXCEPTIONS. Court referees will hold the official time.

M.P. TOURNAMENT RULES:

The M.P. Tournament will consist of the "double elimination" format. The best two out of five (5) minute contests will constitute one "game". Each team is thereby guaranteed to play a minimum of four (4) contests, or two (2) games.