



Dodgeball Rules

THE TEAM

Teams will be made up of 6-10 players. Six(6) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

Players must play in at least one regular season game in order to be eligible for playoffs

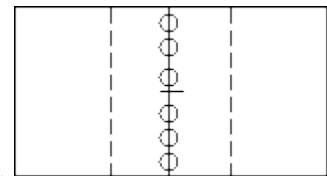
Player are allowed to play for one team during playoff per league (teams will be DQ'd)

If necessary, a team may begin with fewer than 6 players (min 4) . (Opponent's option to start with fewer than 6 players.)

Substitutes (not eliminated players) may enter the game only during time-outs, or in the case of injury.

THE FIELD

The game may be played indoors or outdoors. The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.



IDEAL MEASUREMENTS: 60' x 30' – Identical to a volleyball court.

The Attack Zone is the area between both attack lines (dotted).

BOUNDARIES

A player shall not: (Penalty – player will declared out)

- Have any part of their body contact the playing surface on or over a sideline
- Exit or re-enter the field through their sideline.
- Leave the playing field to avoid being hit by, or attempt to catch, a ball.
- Have any part of their body crossover the center-line and contact the ground on their opponents' side of the court.
 - When one player is remaining on both teams, those players may advance to the attack line of their opponent.

RETRIEVING BALLS AND ILLEGAL THROWS

During play, all players must remain within the boundary lines with the following exceptions:

- Players may pass through their end-line only to retrieve stray balls.
(Stray ball – a ball that has not been picked up and is lying on the ground.)
- When retrieving a ball, the player must also immediately re-enter the playing field only through their end-line. (player not immediately re-entering may be declared out)
- Balls leaving the playing area may only be brought back into play (carried or passed) through a team's end-line
- Balls may not re-enter through a sideline.
- A ball entering a court illegally may not be legally thrown.
- If a ball is brought in through a sideline, the ball must be taken back to the end-line before it can be legally thrown. (Illegal balls can not eliminate an opponent but can be caught for an out.)
- Any ball retrieved by a player still in bounds is considered legal. Reaching over the side line does not warrant having to pass through the end-line.

PLAYERS OUTSIDE THE PLAYING AREA

Players outside of side lines are safe to retrieve balls without risk of elimination. (Players must cross in and out of end-line)

Any ball thrown from outside the playing area is considered an illegally thrown ball.

Players outside playing area may not legally catch a thrown ball.

THE EQUIPMENT

The official ball used in tournament and league play will be 6" 8" rubber-coated foam ball and in some circumstances 10" Rubber Balls

There will be 6 balls used in a regulation game.

Participants must wear shoes, shirt, shorts or pants.

All clothes/uniform will be considered part of the body.

Gloves or foreign substance designed to improve catching ability are not allowed on the hands or arms.

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 LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground
3. Causing an opponent to lose control (drop) of a held ball as a result of contact by a thrown LIVE ball. The held ball needs to strike the ground to cause a holder to be out, if the holder regains control of the held ball, they are still in..
4. An opponent stepping across center-line or out of bounds for an extended length of time.

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

Once a player is hit with a ball, the ball is only live to that person. A live ball deflecting off a held ball and/or striking the holder remains live only to the holder. The ball becomes dead if the ball contacts anything else.

Once a player is OUT, they must drop any balls and exit the playing field at the nearest sideline. If OUT player interferes in any way with play before exiting, the opponents will be award a free ball at the discretion of the referee..

Teams will alternate sides after each match.

TIMING, TIME-OUTS, AND SUBSTITUTIONS

A 5 minute time limit has been established for each game.

Each team will receive one optional 30 second Time Out per match.

All balls and players are active until referee/court monitor grants time-out.

During time outs player may be substituted. Substitutes may only be player who did not start the match.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

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

Balls may be thrown from anywhere short of the centerline in the field of play

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. If one player remains from each team the game will ruled a tie unless in a playoff situation. In a playoff game the contest will continue until one team has won

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds.

ALTERING OF THE DODGEBALL

Players may not misshape (squeeze, smash, flatten, deflate) the ball during play.

RULE ENFORCEMENT

During pool play or regular-season matches, 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 monitor. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

BKS Sportsmanship

1. Have Fun
2. Understand, appreciate and abide by the rules of the game.
3. Respect the integrity and judgment of game officials and BKS staff.
4. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
5. Be responsible for your actions and maintain self-control.
6. Do not taunt or bait opponents and refrain from using foul or abusive language.