

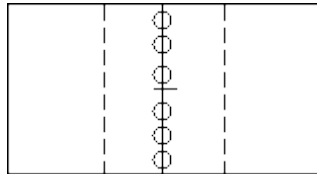
Official Dodgeball Rules 2010

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.

THE FIELD

The game will be played indoors. The playing field will be rectangular and will be divided into two equal sections by a centerline and attack-lines 3m from and parallel to the centerline.



THE EQUIPMENT

The official ball used in the tournament will be a rubber coated foam ball.

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.

Definition of “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).

BOUNDARIES

During play, all players must remain within the boundary lines. (These lines will be discussed at start of tournament). 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 dodgeball along the center line – three (3) balls on one side of the center hash and three (3) balls on the other side. (refer to diagram in the field section above)

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 centre hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

ELIMINATING PLAYERS AND “GET OUT OF JAIL” RULES

(Same as “The Game” noted above)

The object of the game is to eliminate all opposing players by getting them “out”. This may be done by:

- 3. hitting an opposing player with a “live” *thrown ball below the shoulders***
- 4. catching a “live” ball thrown by your opponent before it touches the ground.**

Definition of “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 teammate has gotten “out”, they must enter their end line and stand there, without play, until their team mates get them out. The way to get your players out is to catch the opponents ball or throw out one of your opponents. One of you players are then released and welcomed to join the playing floor. Players must re-enter the game in the order in which they were eliminated.

If a ball is kicked, intentionally or by mistake, the ball is considered dead and the ball is bounced in by the court monitor to the opposing team, to start play.

If a player steps out of bounds to avoid getting hit, that player is considered out and must go to their teams’ end line.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 10-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 10 minutes, the team with the greater number of players remaining will be declared the winner.

TIME OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

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. This also applies to tied teams.

RULE ENFORCEMENT

During the tournament, rules will be enforced primarily by the “honour system”. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All games 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.

GENERAL RULES

- No Jewellery
- No metal parts on uniforms or shoes
- No hats
- Running shoes must be worn

CODE OF CONDUCT

1. Understand, appreciate and abide by the rules of the game.
2. Respect all players and court monitors.
3. Congratulate your opposing team following each match, whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait your opponents and refrain from using foul or abusive language.
6. HAVE FUN! Remember who this is in honour of...Ryan Daly!