Dodgeball Rules

1. A team consists of six players. A team may have additional players that may enter in succeeding games. Four (4) players are required by game time to prevent a forfeit. There must be a member of the opposite sex on the court to start the game.

2. Each match will be played as a best of 3 games.

3. Each game has a seven (7) minute time limit.

4. Six (6) balls will be used. Officials will place three (3) balls at the off sides line for each team. Players must start behind their own baseline before the start of play.

5. A floating off side's line will be used. This line will be marked with cones at the end of each line. When throwing the ball, a player must not have either foot completely across the line when throwing. After the ball has been released, it is permitted for a player's momentum to carry them over the boundary line, so long as they immediately return to their side of the court and do not attempt to pick up a ball while on the other side of the boundary line.

6. If a player does not sign the roster then the team will forfeit the game. A player cannot sign in another player if this happen then the team will receive a forfeit for the game.

7. Rules will be enforced 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 that teams cannot agree and for rule interpretations. The court monitors decision is final – NO EXCEPTIONS.

8. An out is scored by:
   
   A. If a thrown ball, not a kicked ball hits them on the fly. The ball must hit a player below the shoulders to be considered an out. If a player is hit in the head, no player will be considered out. If a player ducks or is on the ground and is hit in the head, the player hit will be called out.
   
   B. Player who throws the ball and hits another in the head on the fly is out until they are brought back in.
C. Players will be called out if a ball they throw is caught on the fly. If a ball is deflected off of a player, and caught by a teammate, the thrower is out.

D. If a player catches a ball, the thrower is out and a teammate of the person that caught the ball is allowed to come back into the game.

E. If the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.

F. If a ball hits another ball, which a player has in their possession, and that ball is caught by a teammate, the person who threw the ball is out.

G. If a ball hits another ball, which a player has in their possession and that ball hits a teammate, the person who was hit is out.

9. Once a player is out, they must immediately leave the floor and sit in the bleachers behind their own baseline. **Players who have been called out cannot retrieve stray balls for their teammates, or that ball will be given to the other team.**

10. Deflections off the floor, wall, court dividers, rafters, bleachers, hoop, and official do not count as an out if caught. Deflections off a teammate do not count. For example, if Team A – Player 1 throws a ball and hits and deflects off Team B – Player 1 and then Team B – Player 2 catches the ball before it hits the ground, both Team A – Player 1 and Team B – Player 1 are out. Also, Team B is allowed to have another player re-enter the game because of the caught ball. If a team only has one player and that player remains on the court for a minute then one member of the team is allowed into the game.

11. If a ball hits another ball, which a player has in their possession, it does not make either player out.

12. Time will end all games expect for the championship game. The team with the most players at the end of the game is considered the winner.

13. All players are confined to the out of bounds cones.

14. Players may leave out the sidelines and endlines to retrieve balls, but must re-enter through the endline. A player may not be hit while he/she is retrieving a ball.
15. A player cannot make a catch outside the boundary lines and get an opponent out.

16. If a player goes out of bounds to avoid getting out, the official will call them out.

17. If a ball is thrown into the bleachers, it must be given to the team that is on that side.

18. **Stalling:**
   If a player is stalling, or making no attempt to play a ball, they will be ordered to roll the ball to the other side by the official. A player may be called out at the official’s or supervisor’s discretion for continuously stalling to avoid an outcome of the game.

19. There is no cussing. It is an automatic ejection for the rest of the match and the player must sit out the next match.

20. Decisions by officials are final; **ARGUING DECISIONS WILL NOT BE TOLERATED.** Players arguing after given a warning will be given a “technical” and will have to sit out for the remainder of that game and all of the next game (if a player receives a “technical” in their last of the match or last game of the day they will have to sit out the very next match they play).