

DODGEBALL RULES

Dodgeball Overview

The objective of Dodgeball is to get all the opposing players out by throwing 'live' balls. After a live ball hits anything other than an opposition player (i.e. the ground, fence, referee/spectators or other balls) it is considered a 'dead' ball. If you are hit by a live ball you are out, but if you catch it the thrower is out. There are six balls in play and when in possession of one you have 10 seconds to throw it.

Dodgeball Format

Match: Is the overall combination of individual games within a 25 minute maximum time between two teams.

Game/Set: The games played within a match.

Games can be won by either:

- a) Eliminating all players on the opposing team
- b) Being the team with the most players still on-court after five minutes

Each game is worth one point, the team with the most points for the Match will be declared the winner:

If 5 minutes has been completed within a game and an equal number of players is left on each team, the game will go to a 'sudden death' shoot out.

- All eliminated players can come back in, each team is given 3 balls,
- The referee will blow their whistle to start.
- The team that has a player eliminated first loses the game (Suicide throws are permitted, if a player is legally hit by a suicide throw then the throwers team is deemed the winner).

If at the conclusion of the match both teams have won the same number of games, a 'sudden death' final will be played. The team that has a player eliminated first loses the MATCH (as per the above, suicide throws are permitted)

A match consists of as many games that can be completed within 25 minutes of play. No single game can exceed five minutes. The final game of a match can commence any time before the 20 minute mark.

DODGEBALL RULES

General Rules

- Players are OUT if a live ball hits them below the shoulders (shots to the head are not out and play on, the thrower can however be OUT if a catch is completed after the ball hits an opposition player above the shoulders).
- Players will be warned for throwing a headshot, if this occurs again during the WHOLE MATCH the player will be removed from play for the remainder of the match.
- Players deliberately moving their body with the intention of getting hit by the ball to the head will be deemed to be OUT.
- The thrower is out if an opposition player catches the ball whilst it is still live, the team who have caught the ball can then bring one of their OUT players back into the game.
- If the ball rebounds off a player and is caught by a teammate before touching the surface, the opposing thrower is out, and an eliminated teammate can be brought back in the game.
- Players are limited to their half of the court, any player who steps over or on the centre line is OUT.
- Players have 10 seconds to throw the ball once in their possession, failure to do so will see the player deemed by the referee to be OUT.
- Suicide throws are legal. Players are permitted to jump over the centre line and throw the ball mid-air before landing on the other side of the court (similar to a European Handball throw). Whilst players hit by a suicide throw are OUT, the thrower is OUT irrespective of the result given they have crossed the centre line.
- If players step/jump over the side and base lines to catch/avoid a ball, this is also considered to be OUT.
- Eliminated players must re-enter the game in the order in which they were eliminated, therefore the first player out must be the first player back in – failure to comply by this rule will see the team forfeit the game.
- Players are allowed to pass the ball to teammates throughout the game, if this is deemed by the referee to be a stalling tactic you will first be warned, if this occurs again at any stage during the WHOLE MATCH you will forfeit the current game.
- Players may take possession of more than one ball at any given time.
- Players cannot throw the ball once outside of the boundary areas, similarly, players cannot be eliminated until they have re-entered the field of play.
- Any kicking of the ball is prohibited.

DODGEBALL RULES

- Eliminated players must exit the playing area at the closest point (on the side designated by the referee), with their hand above their head to indicate to the opposition that they have been eliminated. An eliminated player's hand must remain above their head until they have completely left the playing area.

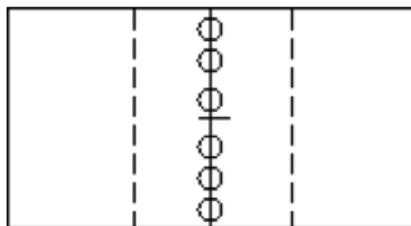
Blocking

If a ball is blocked by an opponent using another ball the ball is deemed to be 'live'. The following situations can occur off a block:

- Another player on the blocking team can catch the ball and remove the thrower
- If the blocked ball ricochet's into a team member on the blocking team and is not caught the player hit is OUT (not the blocker)
- The ball is blocked and goes on to hit anything other than another player (ground, wall etc.) then the ball is deemed dead
- If the blockers ball is dislodged whilst trying (successfully or not) to block a ball then the blocker will be OUT

Opening Rush

At the commencement of each game, three members of each team will line up on the middle line (as displayed below), holding one ball each (meaning each team has possession of three balls). Balls must be passed or run back across the dotted-line before becoming live.



Spirit of the Game

Dodgeball is a fast past, action-packed sport. Whilst our referees cover the game as much as possible, we do ask that players coincide with the spirit of the game, and as such, leave the court and place their hand in the air when legally hit/a catch is completed by your opposition. Should a dispute arise, the referee's decision shall be final.

DODGEBALL RULES

Scoring

- A point is awarded to the team who successfully wins a single game.
- The team who have won the most games at the conclusion of the 25-minute match is deemed the overall winner.
- If both teams have the same number of games won at the end of the match, the contest will go into 'Sudden Death'.
- In summary, the winning team is awarded two competition points, while the losing team receives 0 points.