

Dodgeball Game Rules:

The Team

The game shall be played between two teams of 6 players. One other person will be available as a substitute. Substitutes may enter the game only during timeouts or in the case of injury. A substitute is not a player eliminated; he/she must be the 7th player at the start of the game. Adult teams may carry two substitutes for a total of 8 players.

The Fields

The games will be played on the wrestling deck. The playing field shall be the boundary of the wrestling mats, divided into two (2) equal sections by a center boundary line.

The Equipment

The official ball used in tournament will be an 8 1/4" rubber-coated foam ball. Participants must wear shoes, shirts and pants/shorts.

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 thrown ball.
2. Catching a ball thrown by your opponent before it touches the ground or back wall (includes deflected balls).
3. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (usually occurs when a ball is being used as a shield to block a thrown ball.)
4. An opposing player stepping out of bounds. (To avoid getting hit and not because he or she is retrieving a ball - in which case you have 5 seconds to retrieve a ball, and come immediately back into the playing field.)
5. If a person deflects a thrown ball with another ball, they cannot get out (even if they are hit by the deflected ball). If someone catches the deflected ball, the person throwing the ball is out.
6. If a team has more players and all the balls they will have 10 seconds to throw a ball, or a player will be eliminated.
7. Any ball hitting the back wall is dead (as if it hit the floor). If a ball hits you, then the wall you are out. If the ball hits the wall then you, it is a dead ball. A ball laying on the floor shall be considered part of the floor.

Game begins by placing the dodgeballs along the center line. Players then take a position at their back end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Sliding IS NOT permitted. This signal officially starts the contest.

Rush Rule

Each and every ball retrieved at the opening rush must first be taken to the back wall before it may be legally thrown at an opponent. Sliding is not permitted; you must approach the center line under control. If you cross the line, you are out.

Winning the Game

The first team to legally eliminate all opposing players will be declared the winner. A 7-minute time limit has been established for each game. If neither team has been eliminated at the end of the 7 minutes, the team with the greater number of players remaining will be declared the winner. All balls are dead (even if they are in the air) when the 7 minute horn sounds. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played. Three-on-three, first man out.

Time Outs & Substitutions

Each team will be allowed one (1) 60 second timeout per game. At this time a team may substitute players into the game. Substitutes may also enter the match between games.

Rules Enforcement

Players will be expected to rule whether or not they were eliminated by a legal hit. All contests will be supervised by at least two attendants. The attendants' responsibilities will be to rule whether or not hits they observe are legal. THE ATTENDANT'S DECISION IS FINAL – NO EXCEPTIONS.

Boundaries

1. During play, all players must remain within the boundary lines.
2. Players must only leave from the back line to retrieve balls and must return to the court by the back lines.
3. A player may be handed a ball, provided the player receiving the ball remains completely within their team's field boundaries. Players may be passed a ball while standing out of bounds. Spectators CANNOT pass balls.
4. A player shall not:
 - a. Have any part of their body contact the playing surface on or over the sideline.
 - b. Enter or re-enter the field through their sidelines.
 - c. Leave the playing field to avoid being hit, or attempt to catch a ball.
 - d. Have any part of their body cross the center line and contact ground on their opponents' side of the court. This rule includes the rush at the beginning of the game.

Penalty: Player will be declared out.