

DODGEBALL

Getting Started

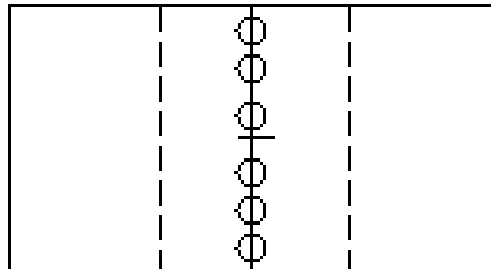
Players & Ratios:

- Teams will be made up of 6-10 players. For coed semi-competitive and coed competitive leagues, teams must maintain a minimum gender ratio of 4:2.
- Six (6) players will compete on a side, others will be available as substitutes.

Court Boundaries & Equipment:

- 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.

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



- The official ball used in tournament and league play will be an 8" rubber ball.
- 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.

Playing Regulations

Starting the Game:

- 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 (Ready. Set. Dodgeball!), teams may approach the centerline to retrieve the balls. T
- his 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.

Outs:

- 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.
 - Catching a LIVE ball will allow one player to reenter the game from the catch-ees team. Reentering player to the game must be done in the same order as they were put out of the game. (eg. 1st out is 1st back in if applicable)

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)

- *The following behaviour will have a player deemed automatically out by the officials:*
- Taunting or baiting opponents (conduct violation)
 - Using abusive language (conduct violation)
 - Controlling all balls in play on one side of the court for more than 5 seconds by the team currently winning (5-second violation)

Substitutions:

- Substitutes may enter the game only during timeouts or in the case of injury.

Time Outs:

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

Winning

- The first team to legally eliminate all opposing players will be declared the winner of the set.
- Game winner will be best 2 out of 3.
- A 10-minute time limit has been established for each set. 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.

Overtime:

- In the case of an equal number of players remaining after regulation, a sudden-death overtime period will be played.
- Overtime will be 1-minute in duration with the remaining players in the game. No substitutions will be made to the players going into overtime.
- Game court will reset with 2 balls in play for 1v1 and 2v2 overtime OR 4 balls for 3v3 and 4v4 overtime OR all 6 balls for 5v5 and 6v6 overtime.
- Overtime will commence in the same fashion as the beginning of a regular game. If there is still a draw following the overtime period, overtime periods will continue into 3 overtime periods.
- If there is no winner following 3 overtime periods, a 4th period will begin with no set duration.
- Winner will be decided once an entire team has been removed.