

**DODGEBALL - \$15 per team**  
**Dodgeball Director: Drew Benson**

**AGE:** Participants must be in the 7th-12th grade by the time of *Regional Celebrate Life* in May. Each District President is responsible for who may/may not participate from their district.

**GENERAL RULES:** (Coaches meeting Thurs., 10:00 A.M., Birchard Gym; back wall)

- 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.
- The games will be played indoors at the Birchard Gymnasium.
- The playing field shall be the boundary of the basketball court, divided into two (2) equal sections by a center boundary line.
- Each district will garner grand trophy points with the 1st place team receiving the most and the 11th place team receiving the least.

**THE GAME:**

- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
  - Hitting an opposing player with a thrown ball.
  - Catching a ball thrown by your opponent before it touches the ground or back wall (includes deflected balls).
  - Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (This usually occurs when a ball is being used as a shield to block a thrown ball.)
  - 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.)
  - 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.
  - 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. Any ball hitting the back wall is dead (as if it hit the floor). If a ball hits you and then it hits 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.
  - The game begins by placing the dodge balls 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. 28

**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.

**RULE 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 three field monitors. The field monitors' responsibilities will be to rule whether or not hits they observe are legal. **THE FIELD MONITOR'S DECISION IS FINAL – THERE ARE 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 teams 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 make contact with the 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.

**Note:** A player not immediately re-entering the playing area may be declared out.

**MATCH PLAY:**

Matches will be decided using a "best-of-three" format in which the first team to win two (2) games will be declared the winner.