



Dodgeball Rules

The Game:

1. A team consists of 6 players. Five players are required to prevent a forfeit.
2. A match consists of three games (best two of three). Each game will last a maximum of 8 minutes.
3. 5 balls will be used. Officials will place 5 balls at the mid-court line. A whistle will start play with players starting behind the Volleyball serve line.
4. During the game all players must stay within the boundaries of the Volleyball court. This mean all players must stay in bounds. Players stepping out of bounds to avoid being hit by a ball will be called out. A player may go out of bounds in order to catch a ball, but if he or she does not catch the ball they will be out. Players may however cross the line to retrieve a ball, but then they have to immediately get back in bounds.
5. **No player at anytime should purposely throw a ball at the head of an opposing player. Conduct like this is immediate grounds for ejection.** A player will not be removed from a game for accidentally hit an opposing player in the head. Judgment is left up to the on-court supervisor and official
6. No player is allowed to wear jewelry during the contest.

Player Elimination:

7. A player may not step over the center line when attempting to throw or retrieve a ball. If they do, they will be called out.
8. Players will be called out if a thrown ball hits them on the fly. The ball must hit a player below the shoulder to be out. If a player is hit in the head, the player will not be out. If a player ducks or is on the ground and hit in the head, the player will be out.
9. A player will be called out if a ball they throw is caught on the fly. If a ball is deflected off a player and caught by a teammate, the thrower is out.
10. Deflections off the floor, court dividers, ceiling, basketball hoop, and officials do not count as an out if caught. A caught ball must be CLEANLY caught. It is not considered a clean catch if a ball hits off an obstacle, besides a teammate, and is then caught after it has made contact with that obstacle. Obstacles may include officials, basketball hoops, surrounding walls and ceilings, as well as many other possible items.
11. If a ball hits another ball, which a player has in their possession it does not make either player out. If a ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out.

12. 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. If the ball hits another ball which a player has in their possession and that ball hits a teammate, the person who was hit is out.
13. 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 court supervisor. A player may be called out at the court supervisor's discretion for continuously stalling to avoid an outcome of the game. A player has five to ten seconds to throw the ball once he or she has retrieved it.
14. Once a player is out, they must immediately leave the floor and sit behind the baseline. Players who have been called out cannot retrieve stray balls for their teammates or the ball will be given to the other team.
15. Once the whistle is blown, all action shall stop. Teams will keep the same number of balls they had prior to the whistle being blown.
16. Time will end all games in the regular season. The team with the most players at the end of the game is considered the winner. Sudden death will take place in the event that both teams have the same number of players left at the need of the game.
17. A court supervisor will oversee the games. The decision of the on-court supervisor is final. Arguing decisions will not be tolerated.

Ejections:

18. If any player is ejected from a game for any reason he or she along with the team captain is removed from the game. If he or she is not already out. The player ejected is out for the rest of that match and the team's next match. The team captain will be allowed to play in the next game of that match.

CO-REC:

19. A Co-Rec team must have at least two men and women to start the game. This means that the team could possible consist of two men and three women as well as two women and three men.