

# Dodgeball Official Rules

## THE TEAM

Teams will be made up of 6-12 players. Six (6) players will compete on a side; others will be available as substitutes. Substitutes may enter only before or after a game is finished. NO substitutions allowed during a match.

## THE FIELD

The games will be played indoors. 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 red center-line neutral area, surrounded by boundary pads

## THE EQUIPMENT

The official ball used in tournament and league play will be an 8" rubber-coated foam ball. Please don't dig your fingers/nails into the balls, this only destroys the balls.

## 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 LIVE thrown ball ANY WHERE on the body including head/face, hats or clothing.
2. Catching a LIVE ball thrown by your opponent before it touches the ground or hits another player/object.
3. Causing a player to fall out of bounds or displace the boundary pads while avoiding a teammate or a live ball.

Players may also be eliminated if:

1. A player steps or touches any part of their body to the neutral area after the opening rush.
2. A player kicks a ball.
3. A ball is knocked out of their hand by a live thrown ball.
4. Argues with referee or uses foul language.
5. Teams can also forfeit games if spectators get out of control during matches. Spectator behavior is the teams' responsibility.

*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)*

## BOUNDARIES

During play, all players must remain within the boundary lines/borders. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Any player that falls into a border and knocks the border out of place to avoid a ball or catching a ball, will be called OUT. NO jumping over a border (out of bounds) to avoid a ball, any player leaving the mat (playing area) from the sides will be called OUT if they are not retrieving a ball. If there are more than 6 players, it is the substitutes job to retrieve balls. Balls must be returned to the spot that the ball went out at.

## THE OPENING RUSH

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 along the backend of their area (ONE HAND MUST BE TOUCHING BACK BORDER). Following a signal by the official, teams may approach the centerline to retrieve the balls. This 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 (RED NEUTRAL AREA) before it can be legally thrown. Players cannot throw a ball from the neutral area. If a team does not retrieve all their balls in the first rush they have 15 seconds to retrieve them, then any team may retrieve the balls. Once a player leaves the RED NEUTRAL AREA they cannot re-enter the neutral area to retrieve a ball(s).

## TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played. Each team will receive 3 balls and can only hold a ball for 5 seconds before they must throw it toward the other time. Teams can be called for stalling.

## TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30-second timeout per game. This timeout cannot be call during the action of a match. At this time, a team may substitute players into the game.

## 5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team controls all six (6) balls on their side of the court for more than 5 seconds. Which means the team will give the other team all the balls. The team controlling all the balls must put one ball inside the other teams red square. Teams cannot simply set one ball inside the neutral area.

## DEFINITIONS

- **Attempt:** the act of the team with possession of the ball trying to put out a member of the other team by throwing the ball at them.
- **Action:** the time after the official time has started but before a match has ended except when the official has called time out.
- **Catch:** the act of a player catching an attempt with their hands and arms by the other team prior to the ball striking the ground or any other object not natural to the playing area.
- **Deadball:** declaration by the official that an attempt has been nullified. A ball striking an official becomes a deadball at the point it touches the official. A kicked ball is a deadball at the point it was intentionally kicked and that player is OUT. An attempt made prior to the official start of play is a deadball. A ball thrown by a player who has been called out is a deadball. The ball is a deadball at the point any foreign object, person, or ball enters the playing area. An official will make a verbal call declaring the ball dead.
- **Deadzone:** the area at the center of the court separating the two playing areas (Red Neutral Area). Players stepping into this area or on the marker defining this area are OUT.

## UNIFORMS

- A. Uniforms shall not have metal parts such as zippers or snaps.
  1. No profanity or morally questionable advertising copy may be used.
  2. No advertisement of tobacco, alcohol, or illegal products may be present on uniforms. If the team sponsor is a tobacco or alcoholics beverage company, their name may be used as long as there is no reference to the product they sell or manufacture in their name, on the uniform, or in the copy.
  3. The intent of uniforms is to promote safe play and to identify players. If official feels this is accomplished, the uniform requirements can be relaxed. At the option of the official, matching colors may be omitted for certain league play as long as the uniforms are deemed safe.
  4. With regards to Play, uniforms, hats and clothing, etc are considered part of a player's body.
- B. Each team shall wear similar color shirts with a number of one or two digits unique from other players on the same team on the front and back of the shirt. Numbers need to be at least 6 inches in length.**
- C. No shoes at all are to be worn on the mats.
- D. Fabric Head/Sweat Bands or Bandanas are allowed. If ball hats are worn, this is considered part of the body.
- E. No jewelry of any kind is allowed on the court. If jewelry is discovered during play, time shall be called by the official and the jewelry shall be removed without penalty for the first violation. Subsequent player or team violations will result in the player being disqualified for the remainder of the match. The position may be substituted for during the match if the team has a valid substitute player available.

# Dodgeball Code of Conduct

## Marysville Recreation Department Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and Rec. Staff.
3. Respect your opponent and congratulate them in a courteous manner following each game whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and *refrain from using foul or abusive language*.
6. This is a family program, so please behave appropriately and conduct yourself in a mature manner especially when children are present.

## RULE ENFORCEMENT

During regular-season matches and tournament play, rules will be enforced by the "HONOR SYSTEM" and GAME OFFICIALS. Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.

- **Honor system means that if you are HIT you leave the playing area whether or not the game officials called you OUT.** It becomes frustrating for everyone involved when players are hit 1 or 2 times and they will not leave the playing area. If you are hit, leave the playing area, IMMEDIATELY.
- **“If you have to think about whether you were hit or not, YOU ARE OUT!”**
- Three Game Officials will supervise all games, if an official has to tell any player more than twice that they are OUT, then that player will NOT be allowed to play for the rest of the games.
- The game officials’ responsibility will be to rule on any situation in which teams cannot agree.
- **GAME OFFICIALS’ DECISIONS ARE FINAL – NO EXCEPTIONS & NO ARGUING WITH GAME OFFICIALS.**
- **THIS IS A RECREATION LEAGUE/TOURNAMENT FOR FUN, NOT CUT THROAT DODGEBALL.** If your team is interested in that kind of league, I suggest you play elsewhere. Everyone is here to have FUN.

**If the Code of Conduct cannot be followed, that player may be suspended from the next game that that player attends. If a team cannot follow the Code of Conduct then they may be suspend from the league/tournament and forfeit future games.**

Print Players Name: \_\_\_\_\_

Player’s Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Player Jersey Number: \_\_\_\_\_