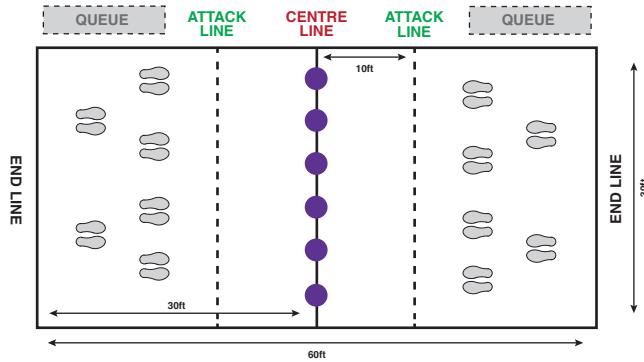


PLAYERS

Games are played between 2 teams of 6 players each. Both teams are allowed up to 4 substitutes that stand in the Queue area. Substitutes may enter the game only during a timeout or in case of injury.

THE COURT

The court will be 60ft x 30ft (volleyball court), divided into two equal sections by a Centre Line. An Attack Line is measured 10ft from the Centre Line on each side, making the area players are allowed to throw from.



PLAYING THE GAME

Opening Rush:

Game begins by evenly placing the 6 dodgeballs along the Centre Line. Players then take a position behind their End Line. Upon the official's signal, both teams rush to the center court and attempt to retrieve as many balls as possible. A team may rush with as many or as few players as it wants, but at least one person from each team has to rush. There is no limit to how many balls an individual player may retrieve.

Putting the Ball Into Play:

Once a ball is retrieved it must be taken **behind the Attack Line** before it can be legally thrown. A player can either run the ball across the attack line then throw or pass the ball to a teammate who is behind the attack line then throws.

Boundaries:

Active players must remain within the court boundaries and may not cross the Centre Line during play. Active players may briefly leave the court to retrieve stray balls but must return immediately and may not throw or interfere with play while out of bounds.

Non-active players are encouraged to assist in retrieving balls and returning them to the court to ensure smooth game play.

Out-of-Bounds Play:

Players who step out of bounds must immediately return in bounds. Remaining out of bounds for more than a brief moment, or continuing to play while out of bounds, will result in the player being **ruled out**.

Getting Eliminated:

The object of the game is to eliminate all opposing players by getting them out. This is done by:

- Hitting an opposing player's body or clothing below the shoulders.
- Catching a ball thrown by your opponent before it hits the ground.



OFFICIAL RULES

UPDATED:
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Re-Entry:

Players who are out must exit the court immediately and line up in the **re-entry queue**. When a teammate makes a successful catch, only the next player in the queue may re-enter, and players must return to the game in the **same order** they exited.

Blocking:

- Players can defend themselves by blocking the ball in flight with another ball but **must retain control** over the ball they are blocking with.
- A player dropping or losing possession of the blocking ball is deemed "out".
- Any blocked ball rebounding off another ball or player is considered live therefore any player hit by the rebounding ball is deemed "out" if no catch is made.

10-Second Possession Rule:

A player may not hold a ball for **longer than 10 seconds** without attempting a throw or pass. If a player exceeds the 10-second limit, possession of the ball will be turned over to the opposing team, as directed by the referee.

Timeouts:

Each team will be allowed one 30 second time out per game. At this time, a team may substitute players into the game if needed.

WINNING

The first team to successfully eliminate all opposing players will be declared the winner.

Sudden Death (Showdown):

If there is only one player left from each team, Sudden Death goes into effect **after 10 seconds**. The procedure for Sudden Death is:

- Referees count down 10 seconds and then the game is immediately paused. The Centre Line boundary is dissolved leaving the whole court open. Players begin with 2 balls in their hands at their End Lines. The other 2 balls go at the ends of the Centre Line. When ready, Sudden Death begins by a signal from the referees.
- Tagging the opponent in a showdown will not count; the balls must be thrown in order to hit someone out.

OTHER DETAILS

- Each team must wear matching team uniforms.
- All players on the court must wear clean, indoor footwear.
- Players are not eligible to play with more than one team.

Honour System:

Dodgeball relies on the Honour System, in which officiating is determined more between players and less from the referees. However, if there is a controversial play, Referees have final authority on all calls. **There is absolutely no protesting.**

Code of Conduct:

Unsportsmanlike conduct **will not be tolerated**. We're all here to drink some beers and have a good time.

Nobody likes a hot head... Just don't be that guy, k?