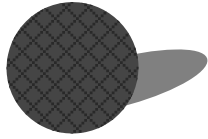


# Dodgeball



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## SET-UP

- The Team
  - Teams will be made up of 6-10 players. A minimum of 6 players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.
- The Field
  - 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 boundary line.
- The Equipment
  - The official ball used in tournament and league play will be an 8" rubber-coated foam ball. Participants must wear shoes. No metal cleats will be allowed.

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## 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 thrown ball below the shoulders.
  2. Catching a ball thrown by your opponent before it touches the ground.
- Game begins by placing the Dodgeball along the centerline. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest.

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## THE GAME

(continue)

- The first team to legally eliminate all opposing players will be declared the winner. A 10-minute time limit has been established for each contest. 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. In the case of an equal number of players remaining after regulation, a 3-minute sudden-death overtime period will be played.

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## EXCEPTIONS

- 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.
- RULE ENFORCEMENT
  - Rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. A field monitor will supervise all contests. The field monitor's responsibility will be to rule on any situation in which teams cannot agree. THE FIELD MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.

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## EXCEPTIONS

- BOUNDARIES
  - During play, all players must remain within the boundary lines. Players may leave the boundaries only to retrieve stray balls.
- 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.
- PROTESTS
  - Protests will only be accepted in cases involving use of an ineligible player. Protests of judgment calls will not be accepted.

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**CODE OF CONDUCT**

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials.
3. Respect your opponent and congratulate them in a courteous manner following each match 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.

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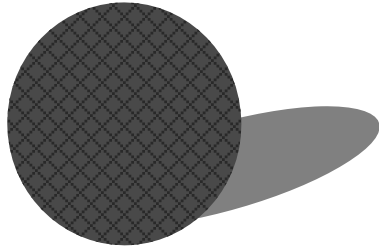
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**LET THE GAMES BEGIN**



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