DODGEBALL RULES

PLAY AREA:

The game is played in Ford Center on the San Diego basketball courts (red lines). Two games will be played at a time. Center Line: A player may not step on or over the center line. They may reach over to retrieve a ball. (This includes an extension of the red line to the other court for ball retrieval).

EQUIPMENT:

a) Players must wear proper attire (tennis shoes, shirts etc.). b) An official “dodgeball” is used. c) With 7 players, 5 dodgeballs will be used per court.

TEAMS:

A team consists of 7 players on the court. 4 players are required to start a game. Extra Players: If a team has additional players, they may wait on the sideline to enter when their team catches an opponent’s throw, but may only enter if less than 7 players are on the court at that time.

TIME/RESULTS:

a) Best of five games are played. Teams switch sides after each match. Ties can occur in regular season play. Overtime will be played in the playoffs.

b) Forfeit Time: One game of the match is forfeited every 5 minutes starting at 5 min. after game time up to 15 min. after game time. At that time it is a full forfeit.

c) Report games, win/losses to the supervisor.

PLAY:

a) To start the game dodgeballs will be at the half court line.

b) If a player is hit by a “fly ball”, before it hits the floor and after being thrown by a player on the opposing team that player is out.

c) If a player catches a “fly ball”, the thrower is out. ALSO: The other team returns an eliminated player to their team. Players come back into the game in the order they were eliminated.

d) A player who is hit in the head intentionally (if they did not duck) is not out. The
thrower is out. If the player hit in the head did duck, there is no consequence to
the thrower. The player is out.

e) A ball deflected by a held ball, whether caught or not, does not result in
player elimination.

f) A ball rebounding off a “catch” attempt may be caught before touching the floor
by any in bounds player on the “hit” player’s team. It may not hit a wall/backboard
etc.

Result: the thrower is out and the “hit” player is saved. Out-of-Bounds: Catching a
ball out-of-bounds does not count. If a ball is deflected off one player and he/she
or a teammate catches it out-of-bounds, the first player is still out because the
catch does not count.

Anything caught or thrown or being hit outside of the boundaries of the court
does not count.

g) A ball rebounding off a wall, backboard etc. that then hits a player, does not
eliminate that player.

. h) When all the players of one team have been eliminated, the other team
wins that game and reports the score to the supervisor. A new game
begins if time is remaining.

. i) Players must throw within 10 seconds of receiving a ball, failure to hold the
ball for an excessive amount of time will results in a DQ of the player who
is holding the ball.

Specific Rules and Boundaries:
The white line parallel to the center line is the line that players must retreat to after getting a ball at the start of the game. Once they are behind this line, they will be able to activity throw the ball at an opponent.

The white line just behind the free throw line is the back boundary. Players can go past that boundary to retrieve balls but they cannot be behind that line for long periods of time or else they will be rules out.

**SAFETY:**

Players may not lift or support their teammates in catching a throw etc.

**AREA OF ELIMINATED PLAYERS:**

a) Eliminated players on each court will form lines on their side of the court next to the curtain in the center of the gym. Keep in order of being eliminated with the first person eliminated standing by centerline at least 5 feet off the sideline. Re-enter on a “caught” ball in same order eliminated.

b) Eliminated players may throw an out of bounds ball back to their team; they may not throw a ball at the other team or hold onto a ball.