

Official Youth Group Dodgeball Rules

THE TEAM 6 Players must fill the court for your team or it's a disqualification. You can have a maximum of 8 players on your roster. Teams can be Co-ed. No substitutions are allowed at anytime of the tournament. All players on the roster is your official roster. If someone gets injured, you go down a player.

Dodgeball RULES WHEN SOMEONE IS OUT!!!

a) If a live ball is thrown and hits a player and bounces off a wall, the ground, a table, another object, or another person you are OUT!!! b) When a live ball hits two players, the first person to get hit is out the second person is not out. c) If at anytime a live ball hits the ground it is considered a dead ball. So, if the ball hits the ground first before hitting a player they are NOT out. d) If at any time a body part touches the ground pass the middle line you are out (you are not allowed to touch the middle line except for the first 5 seconds of play). However, if there is a ball that is reachable you are allowed to get it as long as you don't touch the middle or cross it. Also see THE OPENING RUSH about the crossing middle line. e) If you are using a ball to protect and a ball is thrown at you and if at anytime you drop the ball you are OUT!!! NOTE: The fingers on a ball is part of the ball but the back of the hand and the wrist are not. So, if you get hit in the fingers first your still in, but if you get hit in the back of the hand or on the wrist you are OUT. f) IF YOU ARE OUT, have integrity and get out. DO NOT wait for the referee to make a call. If you are caught cheating or waiting for a ref to make a call you will forfeit your play for the rest of the night. g) Avoid Head Shots – But if someone gets hit in the head its usually not intentional and the person who was hit in the head is out

BALL CAUGHT Note: the order that you got out is the order that you come in when you re-enter. a) When a person catches a live ball thrown at them someone from their team may re-enter.

b) If a live ball hits one player and falls into the hands of another you are safe, that does not constitute as an out for anyone. Everyone including who threw the ball is safe.

BOUNDARIES a) The only time you are allowed to leave the playing court is when you are retrieving a ball. If you are trying to dodge a ball and you jump out of bounds YOU ARE OUT!!! b) If you are out, you must be behind the designated line in being out or your team will get a Yellow Card as a warning. If you receive a Red Card the other team may choose one player from your team to come out and start at the end of the line.

THE OPENING RUSH a) A person must be touching the wall/line either with a hand or a foot. If at the blow of the whistle you are not touching the wall you are automatically out. b) The only time you are allowed to cross the middle line is at the opening rush for a ball and you're fighting for a ball.

BALL HOLDING RULE (For being protection and being OUT) a) If you are using a ball to protect and a ball is thrown at you and if at anytime you drop the ball you are OUT!!! NOTE: The fingers on a ball is part of the ball but the back of the hand and the wrist on are not. So, if you get hit in the fingers first your still in, but if you get hit in the back of the hand or on the wrist on you are OUT b) Once a live ball hits another ball in a opponent's hand it becomes a dead ball. So, if the ball is caught after hitting a protecting ball no one is out or if the ball hits a person after a protecting ball no one is out. c) If a live ball hits a person at anytime before it hits a ball first YOU ARE OUT!!! d) Sneak attacks are allowed as long as don't step out of bounds.

RE-ENTER RULE a) The order that you get out is the order you get back in. b) The only way for someone on your team to re-enter into the game is if someone on your team catches a ball on your team. -It cannot come off the wall- It cannot come off a ball- It cannot touch anything in between the catcher. If he bobbles

and pulls it in without hitting anything or anything you can come back in. NOTE: Once you enter play you are a LIVE Player and you have 3 seconds to enter.

NO STALLING RULE What constitutes stalling? Not throwing a ball within 3 seconds – Throwing the ball into the ground. – Obvious throws to avoid a catch. Throwing the ball above the players head by trying to hit the planet Mars – This is at the Referee's discretion. Both sides must throw, not just the team who has the advantage. The same rule applies to the team that has one man standing. He/she must throw with effort. If they are warned twice, the game goes to the team that has more players.

REFERERING 1 – Understand, appreciate, and abide by the rules of the game 2 – Respect the integrity and judgment of game officials 3 – Be responsible for your actions and maintain self-control 4 – Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat 5 – Do not taunt or bait opponents and refrain from using foul or abusive language

CHEATING – If at anytime you are caught cheating you and your team will forfeit that game and the night.

TIME LIMIT-The games will have a 10-minute time limit to keep the tournament flow going. If at the end of the 10 minutes no one has one the match, then the team with the most players on the court win. Teams must always throw balls at opponent with accuracy. If at anytime the referee believes the other team is purposely running out the clock and is trying to avoid their opponents catching a ball, the referee can have a player come of the bench and into play. If the match ends with a tie (same number of players in play on both sides) then there will be a sudden death match. Each team will choose one player to play. Each player will get one ball and one throw. You must either hit your opponents with the ball or catch the ball thrown at you.

There will be only 30 seconds in this round. If no one is out or time expires, then the match ends in a tie.