

DODGEBALL- TEAM SIGN UP

Teams will be made up of 6-10 players. Six (6) players will compete on a side, others will be available as substitutes for next games. Playing field will be the volleyball court. Equipment we will play with six 7" rubber coated gator ball. Eye protection is recommended but not required. Winners get a T-shirt.

THE GAME:

The Game will begin with a coin toss. The team winning the coin toss will have choice of sides to begin match play. Teams will alternate sides after each match. The object of the game is to eliminate all opposing players by getting them OUT.

This may be done by:

LIVE BALL: 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.).

Hitting an opposing player with a LIVE thrown ball below the shoulders. Note: If a player ducks, and this is clearly the cause for the player being hit above the shoulders, the player is out and the throw is legal.

Catching a LIVE ball thrown by your opponent before it touches the ground. A ball cannot have touched the floor, ground, another ball, another player, official or other item outside the playing field.

An opposing player stepping out of bounds. (To avoid getting hit and not because he or she is retrieving a ball - in which case you have 5 seconds to retrieve a ball, and come immediately back into the playing field.)

SPECIAL NOTE A ball MAY NOT be used as a shield.

SPECIAL NOTE Players must be in the boundaries of the dodge ball court to throw a ball.

However, players are live targets when they leave the boundaries to retrieve a ball.

SPECIAL NOTE: THERE WILL BE NO SUICIDES.

SPECIAL NOTE: When a player tries to catch a ball and the ball bounces off of them, they may catch it and the thrower will be out if and only if, the ball does not touch anything or another person before the catch is made.

STARTING THE GAME

Game begins by placing six (6) dodge balls along the centerline, three (3) on each side of the center hash mark.

Players then take a position behind their end line.

Following a signal by the official, teams may approach the centerline to retrieve the balls and move their balls beyond the attack line.

Teams may only retrieve balls placed to the right of the center hash mark.

If balls remain on the centerline after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

This signal officially starts the contest.

RUSH RULE:

Each and every ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent. (The Attack line is service line on the volleyball courts.)

TIMING, TIME-OUTS & SUBSTITUTIONS:

Each team will be allowed one (1) 30 second timeout per match. At this time a team may substitute players into the game. Substitutes may be a player who did not start the game, or player who wish to re-enter after being declared out.

Only the Referee's whistle will start and stop the clock

All players are in jeopardy until the Referee recognizes and signals the beginning of a timeout or the end of regulation play.

– EXCEPTION: All live balls in flight at the time of an official signal will remain live until they become dead.

DECLARING THE WINNER:

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

In the case of an equal number of matches won after regulation time, a 3-minute sudden death overtime period will be played.

REFEREES:

All contests will be supervised by a referee.

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.

The referee's responsibility will be to rule on any situation in which teams cannot agree. A team may appeal to the court monitor if they feel a player has violated a rule.

THE REFEREE'S DECISION IS FINAL.

The Referee's may warn players and call technical fouls on those who display unsportsmanlike conduct. Any player receiving two technical fouls in a game will be ejected (must leave the facility) and suspended a minimum of one game. Suspension will begin with their teams next scheduled game. Severe infractions or multiple technical may result in suspensions from matches or tournaments.

UNSPORTSMANLIKE CONDUCT: Good sportsmanship is required in order to participate in the YMCA Dodge Ball Program. All people involved need to keep the games in perspective and respect the opponents, spectators and officials. Individuals can be ejected from the league for fighting and foul language. The team captain is the spokesperson for the team.

Unsportsmanlike conduct may include but is not limited to:

- Foul language
- Hits above the shoulders
- Unnecessary roughness
- Arguing with officials, volunteers, participants, or fans
- Abuse of the honor system

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. An official referee will supervise all contests. The referee's responsibility will be to rule on any situation in which teams cannot agree.

THE COURT

MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.