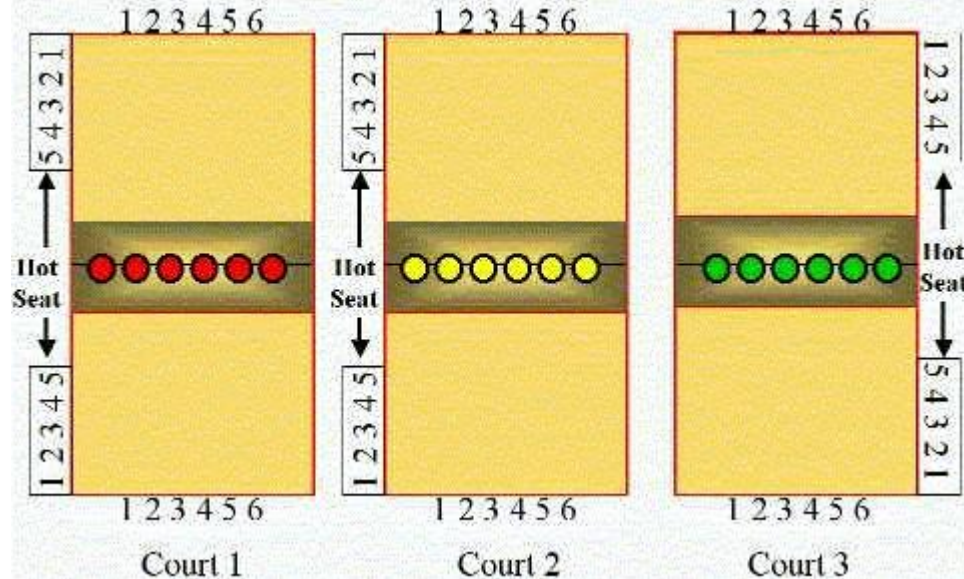


TRI SPORTS SOCIAL CLUB DODGEBALL RULES

THE TEAM

Teams play 6v6, with 4M/2F or 3M/3F (min. 3M/2F) on the court. Non-starters arrange themselves in a distinguishable order in the "Hot Seat" line. No players are allowed below the baseline, unless they are court players retrieving a ball.



BEGINNING THE GAME

Each team starts with players on one knee, with their hands on the floor, behind the end line. Ref signals the start of the game clock with a call of "Dodgeball". Teams race into the neutral zone, and up to the mid-line, to retrieve balls and must return the ball back below their end line to tag up, before it may be thrown. Do not step over midcourt when retrieving balls. The neutral zone closes immediately after the last player exits (or 10 sec. after start of match; whichever is first).

RULES

Rules will be enforced on the "honor system". Struck players are expected to rule whether they were legally eliminated. All contests will be refereed, but with many balls in flight simultaneously, players need to make their own rulings. **The ref's main responsibility will be to rule on any situation in which teams cannot agree.**

- Thrown balls hitting the ground, backboard, held ball, wall, out-of-bounds player, etc. are declared dead, immediately.
- Fingers and hand are considered part of the held ball on deflections. A held ball is considered part of the hand for incoming catch attempts; the catch counts.
- No substitutions during play; exception: supervisor-approved injury subs.
- **50% Rule** - Any time either team is down to 3 players or less, **both** teams may advance into the "Open" neutral zone and up to the half-court line to throw. If both teams return to 4+ players each, the neutral zone closes again.
- A live ball only eliminates the first player it hits. A 2nd player hit by a ricochet off the 1st, or attempting to make the catch, but failing, is not out; only the 1st player is out. If the 2nd player makes the ricochet catch in bounds, the thrower & 1st player hit are out & a new player cycles in off the hot seat (for the catch). If the 2nd player makes the catch out of bounds, it does not count, but the 2nd player is not "OUT" either. Player must have both feet "in", to be in-bounds!
- There is only one minute between games in a match. Players shall change sides and take their positions immediately following the completion of the previous game.

ELIMINATIONS

The object is to eliminate all opposing players by getting them "OUT". These are the ways a player can get "OUT":

- Being hit by a thrown ball on any part of the body, shoulders & below, or any part of their clothing (ball should visibly change course when striking opponent), while in bounds or out of bounds.
- Throwing a head shot - striking a player in the head – and head only – results in the thrower being called out. Exception- if a player ducks or lowers their body into a position that contributes significantly to their being hit in the head, the throw is legal & the player is out. Any player intentionally placing their head in the path of a thrown ball is out. Please don't bend over w/o knowing the proximity of the nearest "armed" opponent or loose ball.

- Throwing a ball that is caught, in bounds, before it becomes dead (ie. hits ground, wall, hoop, teammate's held ball, out-of-bounds player, etc)
- Dropping a held ball, as a result of an opponent's throw (ie. during a deflection attempt). **You may drop a held ball (ie. to catch an opponent's) BUT, the drop must be clearly not caused by an incoming ball.**
- Stepping over (any part of the foot) the mid-court line or the neutral zone line (when neutral zone is closed).
- Stepping out-of-bounds (1 full foot out) while throwing, catching, deflecting, or retrieving a ball (sideline only). Players stepping out, while doing none of these, will be warned to return & may be called out if repeated. **Stay in-Bounds!**
- Intentionally kicking the ball is illegal. Kicker is out.
- Illegal substitution. Jumping out of the Hot Seat line, on to the court, out of turn.

When a player gets "OUT", they must go immediately to the end of the "Hot Seat" line, in the order they were knocked out. For their safety, they should exit the court via the nearest sideline and not interfere with game play.

RECYCLING PLAYERS

If someone catches a ball thrown by the opposite team, the person "in the Hot Seat" (at the front of the Hot Seat line) cycles on to the court, space permitting (5 or fewer players). The player is not activated/able to be eliminated until either he/she has both feet on the court or 5 secs. has passed. Players must cycle back in, in the order they were eliminated.

EXCEPTION- if adding the person "in the Hot Seat" violates the gender rule (max. 4M/3F), the next-in-line player of opposite gender may enter the court. **All players MUST maintain a distinguishable line order at all times, or risk elimination most recent addition for illegal substitution. Repeat violations may result in a forfeiture of the game.**

BOUNDARIES & "RETRIEVERS"

All players must remain within the boundary lines. Players may leave the court to retrieve stray balls but these "retrievers" **must leave & re-enter the court through their end line ONLY**. They may not step out or return to the court through the sideline; they will be called out. "Retrievers" (or any player) struck by, deflecting, or catching a thrown ball with 1 foot completely out of bounds, is "out". That ball is then considered dead & cannot be caught off the ricochet.

STALLING

It is illegal for the leading team to control all **throwable** balls for more than 5 seconds. **They must make a legitimate effort to get at least one ball into the hands of an opponent.** The losing team should make a very loud stall count of 5-seconds (1-1,000, 2-1,000, 3-1,000, etc). If 1+ balls are not transferred to opponent within 5 seconds, a violation will be called. There will be a stoppage of play & balls will be divided evenly among both teams.

NEUTRAL ZONE OPEN / OVERLAPPING NEUTRAL ZONE

In the interest of keeping the game moving, the referee may open the neutral zone, regardless of the number of players on the court. Referee may, or may not, close the neutral zone, once that objective has been achieved. In rare instances, the ref may announce "Overlapping Neutral Zone", which allows players to cross midcourt, all the way up to the far neutral zone line to make a throw. Players must avoid physical contact with opponents in the neutral zone.

WINNING THE GAME

The first team to eliminate all opponents will be declared the winner. A 5-min. time limit has been established for each game. If neither team has been eliminated at the end of the 5 mins., the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining, a 2-min overtime period will be played. Eliminated players do not reenter at any time during sudden death play. Team with more players after 2 mins. wins; and if still tied, sudden death OT- next team to have a player eliminated, loses. Overlapping neutral zones may be used at times.

WINNING THE MATCH

Matches are Best of 3. All 3 games should be played. 1 pt. for each win. All points apply to league standings.