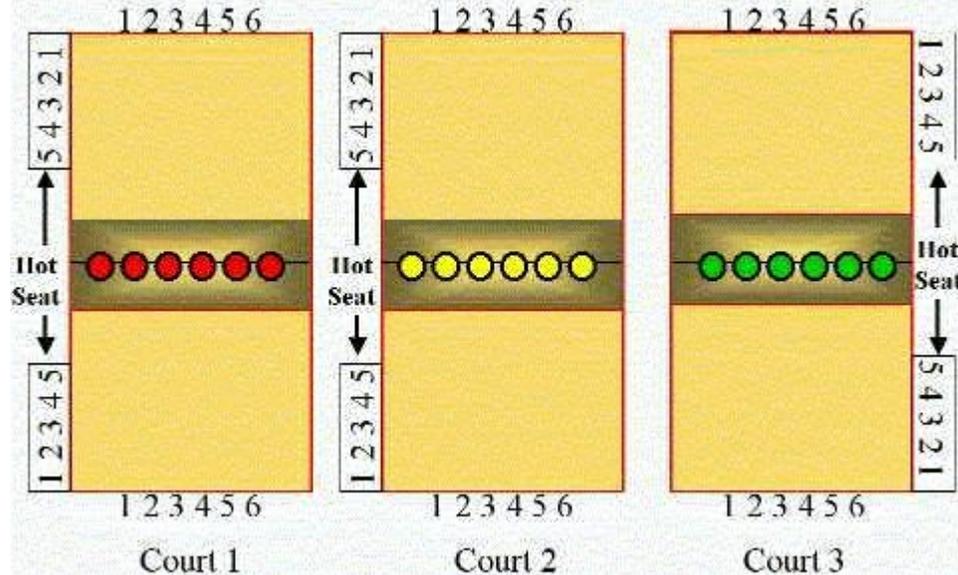


TRI SPORTS SOCIAL CLUB DODGEBALL RULES

THE TEAM

Teams start with 6 players, min. 3M/2F, on the court. Additional players arrange themselves in a distinguishable line-order in the "Hot Seat" line. No players will be 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. Supervisor signals the start of the game clock with a call of "Dodgeball". Teams will race to the mid-line to retrieve balls and 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 GAME

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

- Hitting an opposing player with a thrown ball on any part of their body, shoulders and below, or any part of their clothing (ball should change course when striking opponent). If a player ducks and this causes the player to be hit in the head, the throw is legal & the player is out. Note-Any player intentionally placing their head in the path of a thrown ball will be called out.
- Throwing a head shot - striking a player in the head – and head only – results in thrower being called out.
- Catching a thrown ball, in bounds, before it becomes dead (ie. hits ground, wall, hoop, teammate's held ball, out-of-bounds player, etc)
- If an opponent's ball dislodges your held ball (ie.during a deflection), causing you to drop it. **You're may drop a held ball (ie.to catch an opponent's) BUT, 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 zone is closed).
- Stepping out-of-bounds (1 full foot out) when throwing, catching, deflecting (even accidentally). Players stepping out, accidentally, while doing none of these, will be warned to return. **Always Stay in-Bounds!**

BOUNDARIES & "RETRIEVERS"

All players must remain within the boundary lines. Players may intentionally leave the court to retrieve stray balls & these "retrievers" **may only leave & re-enter the court through their end line**. "Retrievers" may not step out or return to the court through the sideline; you 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.

WINNING THE GAME

The first team to eliminate all opponents will be declared the winner. A 5-minute 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.

RULES

- Head shots are illegal. Person throwing a head-height, head shot, is "out". All legal balls must strike target, shoulders and below. Players picking-up balls should keep their heads up & be aware that they are making themselves vulnerable to a head shot. **Advice-** don't bend over w/o knowing the proximity of the nearest "armed" opponent or loose ball.
- Ball hitting the ground, backboard, held ball, etc. is 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.
- Rules will be enforced on the "honor system". Struck players are expected to rule whether they were legally eliminated. All contests will be supervised, but with many balls in flight simultaneously, players need to make their own rulings. **The ref's responsibility will be to rule on any situation in which teams cannot agree.**
- 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 neutral zone and up to the half-court line to throw. If both teams return to 4+ players each, this rule is no longer in effect.
- 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-or-bounds, the first player is still out because the catch does not count. Anything caught or thrown outside of the boundaries of the court does not count. Player must have both feet "in", to be in-bounds!
- Getting hit by a ball while "out of bounds" does count. **Always Stay in-Bounds!**
- Intentionally kicking the ball is illegal. Kicker is out.
- 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 does make the ricochet catch in bounds, the thrower & 1st player hit are out & a new player recycles in off the hot seat (for the catch).
- 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.

RECYCLING PLAYERS

Every time a player is "OUT" on your team, they will go immediately to the end of the "Hot Seat" line, in the order they were knocked out (and not interfere with play). If you have more than 6 players, your non-starters will order themselves in the Hot Seat line at the beginning of the game and be first to cycle in. If someone on your team catches a ball that was thrown from the opposite team, one member of your team comes back in (max. 4M/3F). The player is not an active player until he/she has both feet on the court or 5 seconds has passed. When either of these events occur, the player is live and is able to get "OUT" again. Players must cycle back in, in the order they were eliminated. **EXCEPTION-** if the person "in the Hot Seat" (at the front of the line) is of a sex that already has the max.# of players on the court (max. 4M/3F), the next-in-line player of opposite gender may skip ahead of the Hot Seat, if there is an opening on the court. **All players MUST maintain a distinguishable line order at all times, or risk forfeiting the game for illegal substitution.**

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**, 1000, **2**, 1000, **3**, 1000, etc). If not done within 10 seconds, a violation will be called - there will be a stoppage of play & balls will be divided evenly among the 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 zone.