



DodgeBall Rules

ABOVE ALL, REFEREES' DECISIONS ARE FINAL. Any complaints about referee decisions or questions regarding the rules or format of the games and/or tournament may be brought to the event coordinator. Registration questions may be directed to Lisa at Events@ESSportsCouncil.org.

EQUIPMENT

The official ball used in tournament play is an 8.25" rubber coated foam ball. Protective eyewear or other padding may be worn. Athletic footwear must be worn.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player below the shoulders with a LIVE thrown ball. The hit player is OUT.
2. Catching a LIVE ball thrown by the opponent. The player that threw the ball is OUT.

DEFINITION: A LIVE ball is one that has been thrown and has not touched anything, including the floor, walls, ceiling, another loose ball, another player or official.

DEFINITION: A ball is DEAD if it hits the floor, walls, ceiling, spectator, the floor, or another ball. A ball is NOT DEAD if it hits a held ball.

DEFINITION: A player is OUT if they: Have been hit by a LIVE ball; Have thrown a ball that has been caught; Throw a ball at an opponent's HEAD; Drop a held ball that has been hit by a LIVE ball; Cross the center line or go out of bounds; Kick a dodgeball; Get called for stalling; Display bad sportsmanship (referee's discretion).

BOUNDARIES

During play, all players not OUT must remain within the boundary lines. Players may leave the court to retrieve stray balls but must return to the court before they may throw the ball.

No player may touch the floor on the opposing side of the center line. Players may cross their attack line up to the center line in the opening rush or to avoid being hit.

Balls must be thrown behind their attack line for the first 90 seconds of the game. After 90 seconds, players may go up to the center line to throw the ball. After another 60 seconds, players may go up to the opposing team's attack line.

GAME FORMAT

Six balls are lined up on the center line; three on each side of the hash mark.

Before the start of the game, all players on both teams stand behind their side's baseline.

Once the referee starts the game with a whistle blow, players may run to the center line to attempt to pick up the three balls on their side of the hash mark. One ball per player in the opening rush.

Balls may NOT be thrown immediately after they are picked up. Players must back up until both feet are behind their own attack line before throwing a ball. Players that never crossed the attack line may throw balls as soon as they get them.

TIMING & WINNING

The first team to legally eliminate all opposing players will be declared the winner. A three minute time limit has been established for each game. If neither team has been eliminated at the end of the three minutes, the team with the greater number of players remaining will be declared the winner.

TIMEOUTS & SUBSTITUTIONS

Each team will be allowed one 30 -second timeout per game. At this time only, a team may substitute players into the game.

STALLING

In order to reduce stalling, a violation will be called if a team in the lead controls all six balls on their side of the court for more than five seconds. Balls must be thrown at that time or the referee may call the stalling player OUT.