



SOUTHERN ILLINOIS' PREMIERE SPORTS EXPERIENCE

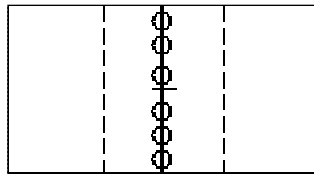
DodgeBall Official Rules

THE TEAM

Teams will be made up of 6-10 players. Six (6) players will compete on a side; others will be available as substitutes. A minimum of four must be present to start. Coed division must have equal amount to men and women. Substitutes may enter the game only during timeouts or in case of injury.

THE FIELD

The playing field is 65 feet long and 30 feet wide, divided by two equal sections by a center line and attack-lines 3 meters from, and parallel to the centerline.



THE EQUIPMENT

The official ball used is an 8" rubber-coated ball. Six dodgeballs will be used per court.

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 with a LIVE thrown ball below the shoulders.
2. If you hit a player in the head, you are out.
3. Catching a LIVE ball thrown by your opponent before it touches the ground.

If you catch a LIVE ball thrown by your opponent, one player on your own team may enter in the order they were OUT. Enter at the endline.

A LIVE ball is defined by one that has been thrown and has not touched anything, including ground/floor, another ball, another player, official, or other item outside of the playing field (wall, ceiling, etc).

THE BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave their boundaries through their back end line only to retrieve stray balls. They must also return through their end line. A player may not step on or over the center line. They may reach over to retrieve a ball.



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TO START THE GAME

The game begins by putting six dodgeballs along the center line—three on one side of the hash line and three on the other side. Players start behind their end lines, touching the wall with their hand. The official signals the beginning of the game and both teams may approach the centerline to retrieve the three balls to the right of the center hash line. The ball cannot be thrown until it is taken behind the attack line (dotted lines).

TIME LIMIT TO WIN

The first team to legally eliminate all opposing players will be declared the winner. A five minute limit is the limitation of time per contest. If neither team is eliminated by the end of the five minutes, the team with a greater number of players remaining will be declared the winner. If the numbers are the same, a 1-minute sudden death overtime period will be played with the remaining players on the court at the end of regulation time.

SUBSTITUTION AND TIME OUTS

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

STALLING VIOLATIONS

A team may be in violation if they hold all six balls in their side of the court for more than five seconds. Players must release their available dodgeballs within a reasonable time period (approximately 10 seconds). Players holding a ball may bat other balls away with that ball. However, if they drop the ball they are out. The deflected ball is no longer in play. If a violation is, called that player is OUT.

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. All contests will be supervised by a court referee. The court referee’s responsibility will be to rule on any situation in which teams cannot agree. The court referee’s decision IS FINAL – NO EXCEPTIONS. Court referee’s will hold the official time.