

Game Basics

Games

- Matches are 15 minutes long.
- Teams can have up to 20 players, but only 10 players will be allowed to in each game during the match.
- Officials may NOT start a game with two minutes or less remaining. They will announce the last game when approaching match time.
- The team with the most games won in the match WINS!

Basic Rule

Hit an opponent with a ball to get them out. If they catch it, the player that threw the ball is out and they get a player back in. Simple!

Catches

- A catch is valid, as long as the player had both feet in the court when they caught the ball and the ball had not touched any part of the building (net, wall, floor, light fixtures, ceiling, etc).
- A player must show adequate ball control in order for the catch to be valid. A player cannot fumble a catch.

Deflections Explained

- A player deflecting a ball into themselves means they're out (including deflecting into their own head).
- Deflecting a ball into someone else does not get them out. A thrown ball can get at most one person out.
- A ball that is deflected can be caught until it touches any part of the building, the net, an out player or non- player, another ball that is not being held by a player, crosses back across the center line, or is caught. See definition of Live/Dead ball.
- Deflecting a ball that is then caught is treated as a regular catch: anyone hit by the ball prior to the catch is safe, the thrower is out, and the catching team gets a player back in. The deflected ball is a "zombie ball" since it's no longer live but isn't quite yet dead.

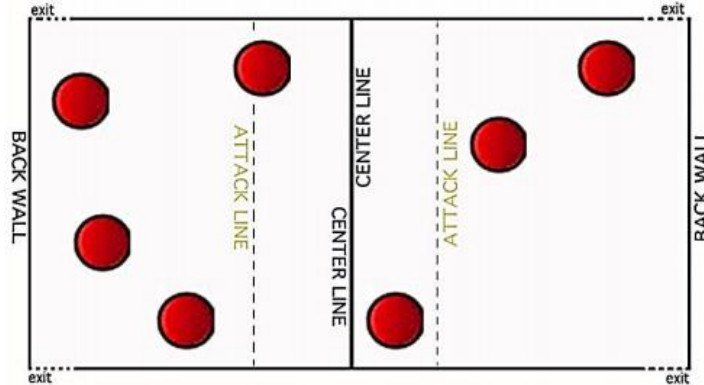
Headshots

- Shots directly to the head do not result in an out.
- Exceptions to this rule include:
- A player may not deliberately block with their head. They will be called out!
- If they deflect a ball into their own head, they are out.
- If a player's head gear (i.e. hats, sweatbands,etc) is knocked off, they are out!
- Note: If they are hit directly in the head and then they or a teammate catches the ball, the catch counts.

The Court

Court Setup

The figure below represents the dodgeball court setup including placement of the Center Line, Attack Line, Back Wall/Line



Back of Court

At the start of all games, players must be touching the back of the court (wall or back line) with some part of their body (hand, foot, butt, etc).

The Center Line

Players can step over the center line only during the initial rush, but doing so any time thereafter means they are out.

The Attack Line

- Runs parallel to the center line and ALL THROWS must be made with both feet on or behind it.
- Throws made with a foot crossing over the attack line are invalid: the throwing player is out.
- The ball can't get anyone on the other team out, and catches will count.

The Out-Line

- When a player is out, they should line up on the side of the court in the order in which they are out.
- Players come in on catches in the same order they arrived in the line (players on their way to the outline cannot come in on catches, and the line order is determined by when the player arrives at the line rather than the order in which they got out)

Boundaries & Exiting the Court

- Players are out if their body/clothes touch the floor/wall beyond the center line (unless it's during the initial rush) or across the sidelines.
- A player may not exit to dodge a ball.
- Players may step out of bounds only to get a ball that is out of bounds. They must exit and re-enter at the back of the court (see "exit" on the diagram).