



Official FieldhouseUSA Dodgeball Rules and Regulations:

1. TEAMS:

- a. Teams will consist of 7 players with a minimum of 5 players.
 - b. Substitutions must be on the original roster and may enter the game only in the case of injury.
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2. FIELD:

- a. Will be played on intramural courts ~ could be basketball or turf
 - b. The playing field will use the basketball lines.
 - c. There will be sidelines, end-lines (are the back stops and/or concrete wall), and a center line.
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3. BOUNDARIES:

- a. During play, all players must remain within the boundary lines ~ the end lines will be considered the wall and the padded wall ~ the sideline boundaries are considered the basketball lines. The basketball court end line will be used when retrieving stray balls.
- b. Players may pass through their **end-line only** to retrieve stray balls.
- c. When retrieving the ball, the player must also immediately re-enter the playing field **only** through their end-line.
- d. A player may be handed a ball as long as they are inside the boundaries.
- e. A player shall **not**:
 - i. Have any part of their body contact the playing surface on or over a side line or end line unless retrieving a stray ball and it must be noted by the court monitor. (Only through end line).
 - ii. Exit or re-enter the field through their sideline.
 - iii. Leave the playing field to avoid being hit by, or attempt to catch, a ball.



- iv. Have any part of their body cross over the center-line and contact the ground on their opponent's side of the court – unless give permission. During the “opening-rush,” many players will cross the center line. Officials should refrain from calling players OUT at this time unless a definite advantage is gained by that action.
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4. THE GAME:

- a. The object of the game is to eliminate all opposing players by getting them OUT.
 - i. **An OUT is scored by:**
 - ii. Hitting an opposing player with a thrown ball below the shoulders. NOTE: if a player ducks and this clearly is the cause of them being hit above the shoulders the player hit is out and the throw is considered legal.
 - iii. Catching a ball thrown by your opponent.
 - iv. Catching a ball that has deflected off another player.
 - v. A player who gets hit by a deflected ball off another player's body is not out.
 - vi. If an opponent's ball is caught, the throwing player is out, and the catching player may select an eliminated player from there team to return to the game.
 - b. When a ball is deflected off another ball:
 - i. **The player deflecting the ball is out when:**
 - ii. They get hit in the body (including above the shoulders) after the ball is deflected.
 - iii. They attempt to catch the deflected ball but the ball used for deflection is hit out of their hand.
 - iv. They attempt to catch the deflected ball and drop the deflected ball.
 - v. The player throwing the ball is out when:
 - vi. The person deflecting the ball catches the thrown ball. The thrower is out if the deflector has both the deflected ball and the ball used for the deflection in their hands or they intentionally put down the ball used for deflection and catch the deflected ball (determined by the court monitor).
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5. BEGINNING THE GAME:

- a. Prior to the game beginning, dodgeballs are placed on the center line.



- b. Players then take a position behind the end line.
- c. Following a signal by the official, teams may approach the center-line to retrieve the balls.
- d. Once balls are retrieved from center-line at the beginning rush the balls must be brought back to the respective end lines before they are considered "live".

6. LIFELINES:

- a. Each player may have a maximum of 4 lifelines. 1 free lifeline is included if the a person registers 7 days in advance of the tournament. Following the early registration cut-off a free lifeline is NOT included. 4 lifelines are the max that any player can use during a tournament. Lifelines must be purchased prior to registration cut-off ~ no lifelines will be issued following the end of registration.
- b. In order to use a lifeline, a player must present their wristband to the appropriate official or court monitor for re-entry.
- c. The appropriate official or court monitor MUST cut off the lifeline in order to be used. Lifelines not secured around the wrist are invalid.
- d. A player can use as many lifelines as they choose during a game.
- e. Lifelines are NOT transferable to another player.
- f. Lifelines can be used during the game or sudden death.

7. STALLING & GAME PROGRESSION:

- a. If one team possesses all of the balls they must throw at least two balls over the opposing team's free throw life within 30 seconds.
- b. If stalling continues, referee will count backwards from 5, and then all balls must be thrown at opponents. If a player holds a ball after the 5 second count they are out. Balls must be thrown forward or during this count.
- c. Games begin by using the 2/3 of the field or court. After 10 minutes of play the referee will sign to move the game into the red court lines creating a "sudden death".
- d. After 10 minutes officials will move teams into sudden death ~ during sudden death players may travel to 3/4 of the field (volleyball baseline) ~ creating sudden death.
- e. Remember: a player is out when they cross any illegal boundary.



8. OFFICIALS AND COURT MONITORS:

- a. All contests will be supervised by a court monitor/ referee.
 - b. Players in the bench area must be seated during the contest. Only players and 1 coach are allowed in the bench area.
 - c. 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/
 - d. THE REFEREE'S DECISION IS FINAL.
 - e. If inappropriate language / trash-talking is being used, the referee may eject the player from the game and if necessary from the facility.
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9. MATCH PLAY:

- a. Matches will consist of one game. A team wins when all players are eliminated.
 - b. The brackets will be double-elimination. Every team is guaranteed 2 games of dodgeball.
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