

Dodge for Detroit - Dodgeball Rules

Basic Rules

- There are 6-10 member to each team. Substitutes are allowed to be a part of a team, but the 6 players competing in a match must be determined prior to the start of each match. Substitutes may enter a game by standing in the re-entry line for players who are out and may only enter through the standard re-entry rules. No in game substitutions will be permitted.
- At least two players on each team must be female.
- The objective of the game is to eliminate every member of the opposing team. Elimination occurs when a player is struck with the ball by the opposing team, or if a ball is thrown and the opposing team catches it, then the player who threw the ball is eliminated.
- The game begins with several balls lined up in the center. Players must be touching the wall/line furthest from the center line on their side of the court at the start of the game.
- Once the referee starts the game the players may try to retrieve the balls from the center of the court. Players can only go for the balls on the right side of the court, to avoid collisions with the opponent. Once a player retrieves the ball from the center court he/she must go back to the designated "live line" before that ball becomes available to throw. Players may inadvertently cross the line on the opening rush. As soon as you get the ball from center court, you can throw it immediately, and do not need to take the ball back to the "live line". Also, players can NOT cross the center line EVER. A player may not leave his/her feet and dive head first to obtain a ball on the opening rush.
- If a player catches a ball thrown by the opposing team, the player who threw the ball is out and in addition the team who caught the ball gets to bring an eliminated player back into the game. (Substitute players may wait in this line to enter the game).
- Once the referee determines that a player is out, that player must line up in the indicated area in line to wait for the chance to return to the game. The order of reentry is determined by the order the players were eliminated, should a ball be caught. The first player out will be the first player to re-enter (Substitute players may wait in this line to enter the game). If a ball has been caught and a player re-enters the game out of order, he/she will be immediately eliminated.
- The line in the center of the court may not be crossed by either team. If any part of a player's body touches the ground past the center line, the player will be eliminated. The only exception is on the opening rush. (No exceptions)
- Anything being worn by a player counts as part of their body. If the ball strikes clothing or hair, it will be treated as if it hit the player directly.
- Each game will have a designated time limit. The referee will announce as the time is approaching. The team with the most remaining players at the end of time will be declared the winner for that game. In the event of a tie, play will continue until 1 additional team member from either team is eliminated. The team who makes the elimination will be declared the winner.
- A player may use a ball to block the throw of a player on the opposing team. If the referee determines that the ball struck the hand of the player attempting to block the ball then that player will be eliminated. Also, if the ball that is being used to block an opponent's throw is dropped in the colliding of two balls, the player who dropped the ball is eliminated.

- If a player chooses to use a ball to block a throw, then the instant the two balls collide the ball that was thrown is DEAD, which means if the ball is blocked and continues on to hit the player, then he is NOT eliminated. If the thrown ball strikes the held ball and then goes in the air and the player who blocked the ball catches it, the player who threw the ball is NOT out.
- If a ball hits the wall at any time it will count as though it hit the ground. If someone is hit with the ball and the ball goes up in the air and hits the side of the court then the player is out.
- A player may not alter the natural shape of a Dodgeball (example: squishing or flattening) and then throw that Dodgeball at an opposing player. If a referee determines that a ball is being flattened prior to being thrown, the ball will be declared DEAD and will not have the opportunity to get an opposing player out.
- A ball may not be on one team's side of the court for more than 15 seconds. This will be determined by the referee and will be enforced to help the pace of the play if necessary.
- High throws or aiming at a player's head will not be tolerated. Such action will result in the elimination of the thrower as judged by the referee. A warning may be offered or immediate elimination may be required. Ducking into a thrown ball will not qualify as a high throw.
- If the ball hits a player, the player is officially still in the game until the ball that hit him/her is dead. A ball is only dead once it makes contact with anything other than players (the wall, the ground, the ceiling, another ball, etc.).
- Only one player may be eliminated per throw. If a player attempts to catch a ball that has bounced off another player on his team in attempt to save him/her, then even if he/she touches it and drops it the player that was hit first is out and the player who tried to save his team member is still in the game.
- The only reason that the game would be stopped is if the referee calls timeout to enforce a rule that has been overlooked or if the game time has ended. There are no timeouts allowed to be called by either team.
- Sudden Death is a rule that will ONLY be enforced if each team is down to its final member. After time has expired, if deemed appropriate by the referee to end the tie, sudden death will be enforced. Once sudden death goes into effect, the center line is eliminated. Each player will receive two balls and be positioned on opposite ends of the court. Once the referee starts the game, the players may go anywhere on the court. The only way to win Sudden Death is to strike the opponent with a ball or to catch your opponents ball. If there is a tie in the standings, the 3-4 teams tied will provide one representative to participate in a Sudden Death until the tie is broken.