

Field Sports Dodgeball Rules

I. General Information

- a. Teams may consist of 7 -15 players
- b. Payment is due at time of registration
- c. All captains must return a completed team waiver before the start of the season.
- d. Teams can consist of all genders.
- e. Games will be 25 minutes in length.
- f. During each contest 7-8.5 inch Dodge Balls will be used.
- g. There will be 1 official for each contest
- h. The maximum number of players on the field is 7.
- i. Team captains are required to provide all team members with a full version of the rules. Field Sports will provide a complete set of rules to the captains of each team.
- j. The courts will be 60' in length and 40' wide.

II. League Format

- a. Each team will be guaranteed 16 games, 2 games per night.
 1. During each game, teams will play for the entire 25 minutes; once a team eliminates all members of the opposing team, the winning team will be awarded 1 point. After the point is awarded, both teams will begin a new match. The two teams will play with this format for the duration of the 25 minutes. At the end of the 25 minutes the team with the most points will win the match. If the two teams have the same number of points at the end of the 25 minutes, the team with the most players remaining on the court will win the match. If the teams have equal amounts there will be a sudden death; 1 player from each team and 3 balls lined up on center line; all other game rules are in force: both players are permitted to advance to quarter lines; first team to get another participant out will win the match.

III. Game Play and General Rules

- a. Play will begin when the official blows the whistle. All players must have one foot touching the farthest wall from the center line. All balls will be placed on the center line. The balls are considered fair game for either team. Once the official blows the whistle both teams will be allowed to grab the balls before the opposing team gains possession of them.
- b. Once the game begins players that gain possession of a ball must touch the quarter line (line between center and back line) before they can attempt a throw.
- c. If only 1 player remains on a team the opposing team may advance to the quarter line, but not past it in the opposing teams' zone.
- d. At no point during the game may a player attempt to grab a ball from an opposing player who possesses a ball.
- e. The ball will be dead once it makes contact with a player, the sidewall, ground, ball and/or netting.
- f. A player will be considered out when one of the following occurs:
 1. A thrower strikes an opposing player below the head with a ball.
 2. A thrower's attempt is caught by the opposing player. This also allows one member of the catcher's team to rejoin the game.
 3. The catcher's attempt to block a throw with a ball-in-hand; results in loss of possession

of the ball-in-hand.

4. Any unsportsmanlike conduct directed towards the opposing team. This also may result in ejection from the game and/or season.
 5. Any unsportsmanlike conduct directed towards the official. This also may result in ejection from the game and/or league.
 6. When he/she steps over the center court line.
 7. If a throw hits an opposing player and bounces in the air, the player that was initially struck must catch the ball to save himself and make the thrower out.
- g. Teams are required to attempt a throw at least every 20 seconds, the referee will begin a 10 second countdown at the referee's discretion.
 - h. Players are not permitted to jump across the middle line or quarter line to throw a ball at an opposing player. This is considered an unsafe play and the thrower will be called out when the jump occurs.
 - i. Players entering an active match will not be considered "live" until he/she touches the back wall on his/her team's side.
 - j. A player who is out needs to stay in the team's box on the side of the court. Any interference will result in an unsportsmanlike call and can result in disqualification from the game.

IV. Sportsmanship

- a. All teams and/or players are required to use proper language during the tournament.
- b. Field Sports reserves the right to disqualify any participant that acts unsportsmanlike from the game or league.
- c. Players are permitted to consume alcoholic beverages before games. Field Sports reserves the right to disqualify any person that has consumed excessive alcoholic beverages during game play.