

[Revised Spring 2009]

- 6 players per team; no substituting unless there is a timeout or injury. 2 females must be on the court at all times.
- Each match will be determined by whichever team wins a best 2 out of 3 games. Switch sides after each match.
- The playing field should be a rectangle at least 50 ft. long and at least 30 ft. wide, divided into two (2) equal sections by a center-line and attack-lines 6-10 ft. from, and parallel to the centerline. (see attached drawing) IDEAL MEASUREMENTS: 60' x 30' – Identical to a volleyball court.
- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - Hitting an opposing player with a LIVE thrown ball below the shoulders.
 - Catching a LIVE ball thrown by your opponent before it touches the ground. You may also catch the ball if it has already hit another player and is still LIVE. If this happens, another player from the team of the player who catches the ball gets to reenter the game, unless all 5 starting players are currently on the court.
 - Hitting an opponent in the head (unless he/she tries to duck) with a LIVE throw results in the thrower being out.
 - Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)
- During play, all players must always remain on their side of the center line. Players may leave the other boundary lines only to retrieve stray balls on their side of the center line.
- Game begins by placing the dodgeballs along the center line – 2 on one side of the center hash, 2 on the other, and 1 on the center hash. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.
- Each team will be allowed one (1) 60 second timeout per game. At this time a team may substitute players into the game.
- Each individual game may take no longer than 5 minutes, hence about 15 minutes for a total match. (I would think each game could go longer, maybe 6 or 7 minutes each, but you can decide). If a game is not over within the 5 minutes allowed, whichever team has the most players remaining wins the game. If there is the same number of players remaining on both sides, a 2-minute sudden death will be played with all players back on the court.
- 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 monitor.