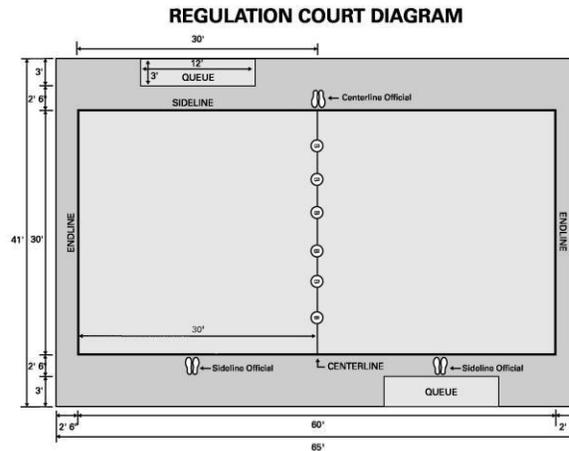


THE TEAM

Teams will be made up of 8 players. Eight (8) players will compete on a side. Teams can be made up of any combination of males and females.

THE FIELD



THE EQUIPMENT

The official ball used in tournament will be an 8.50" Premium rubber cover ball. Balls will be provided.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.
3. A player is hit above the shoulders and the official deemed it was intentional or an unsafe play the ball is dead and the player who threw it is out.

Definition of LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc). A ball that deflects off a player is only live to that player. Once it touches another player it is no longer live.

BLOCKING

Players can defend themselves by blocking the ball in flight with another ball, but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "OUT."

PLAYERS WHO ARE OUT

Once a player is deemed "OUT" he must immediately go to the Queue. Players must line up in order they are called "OUT". Players shall return from the Queue in the order they were put "OUT" (i.e. first "out," first "in").

REJUVENATION RULE

Once a team is down to 3 or less players they may “rejuvenate” (all players back in) the whole team. This may be done once per game by making a basket on the opponent’s goal.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. If a player leaves the area of play without going through their end-line, the official will call them “OUT”

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown. Should a team commit a false start, then one of the balls on the center line belonging to the false-starting team will be moved to the other team's side of the center line and can be picked up and played by the non-offending team.

TIMING AND WINNING A GAME

Each match will be a best out of 3 games. The first team to legally eliminate all opposing players will be declared the winner of that game. The team to win 2 games will be declared the winner of that match. A 5-minute time limit has been established for each game. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

RULE ENFORCEMENT

During play the contests will be supervised by 3 officials, however, players will be expected to operate under the "honor system" to rule whether or not a hit was legal or whether they were legally eliminated. The official’s responsibility will be to enforce the rules of the game or in situations in which teams cannot agree.

THE OFFICIAL’S DECISION IS FINAL – NO EXCEPTIONS.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials.
3. Respect your opponent and congratulate them in a courteous manner following each game whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.