

Dodgeball Rules

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Department of
CAMPUS RECREATION
Division of Student Affairs



1. Players and Equipment

- 1.1. Each team will consist of six players. Teams must have all six players present at game time to begin. Teams can be comprised of any ratio of males/females.
- 1.2. Players may not wear baseball-style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather or rubber. Bandanas and other headgear with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
- 1.3. No jewelry or any other item deemed dangerous by the Sport Programs staff may be worn. Any player wearing exposed permanent jewelry (e.g., body piercings) will not be permitted to play.

2. Game Factors and Timing

- 2.1. Each match will consist of a best two-of-three game series. Each game within the match will have a time limit of eight minutes. The first team to eliminate all players of the opposing team will be declared the winner of a game.
- 2.2. If neither team has been completely eliminated when time expires, the team with the greater number of remaining players will be declared the winner. If an equal number of players remain when time expires, the first team to eliminate an opposing player will be declared the winner of the game.

3. Start of Play

- 3.1. Each game will begin with players of each team positioned behind their respective end lines.
- 3.2. Six dodgeballs are placed along the center line with three on each side of the center circle.
- 3.3. After being signaled to do so by Sport Programs Staff, teams may approach the center line during the opening rush to retrieve the balls. Teams may retrieve as many of the balls as possible. Players may not cross the center court line during this process; if they do cross, they will be declared out.
- 3.4. Each ball retrieved at the opening rush must first be taken behind the attack line before it may be legally thrown at an opponent. A player who is hit with a ball that has not been taken behind the attack line will not be declared out.
- 3.5. Attack line restrictions end when all balls have been taken behind the attack line. For the remainder of the game, balls can be thrown at opponents from anywhere on the court.

4. Rules of Play

- 4.1. The playing area will be marked with a center, side, end and attack lines.
- 4.2. During play, all players must remain within the boundary lines. Players may step on the boundary lines; however, if he or she crosses any boundary line, then he or she will be declared out. Players may only leave their boundary lines by passing through their own end line to chase out of bounds balls.
 - a. A player who does not immediately return to play (through the end line) after retrieving a ball will be declared out.



- b. Each player will not be allowed to have any part of his or her body contact an out of bounds area (unless leaving through their own end line to retrieve balls), exit or re-enter through sidelines or cross the center court line. In any of these instances the player will be declared out.
- 4.3. An out is determined by:
 - a. hitting an opposing player with a live thrown ball at or below the shoulders;
 - b. catching a live ball thrown by your opponent;
 - c. causing an opponent to drop a held ball as a result of contact by a thrown live ball; or
 - d. stepping out of bounds.
- 4.4. A live ball is a thrown ball that strikes or is caught by an opposing player without contacting the ground, another player, ball, basketball goal, court divider or other object.
- 4.5. A player may block a thrown ball with a ball being held, provided the holder does not lose control of the held ball as a result of the contact with the thrown ball. The held ball only needs to be knocked loose of the holder's grip and does not need to strike the ground to cause the holder to be out. Even if the holder regains control of the held ball, he or she is still out:
 - a. A thrown ball that deflects off of another ball becomes dead and can no longer result in an out being scored against another player. For example, Player A blocks a thrown ball with his or her own ball. Player B then catches this ball. This does not result in an out, as the ball became dead after being blocked by another ball.
- 4.6. Once a player is out, he or she must immediately drop any balls in hand and exit the playing area at the nearest boundary line. A player that is out must report to his or her team's players' box. Each player in the players' box must line up in the order that they were put out.
- 4.7. If a live ball is caught, then one player from the team that caught the ball is allowed to re-enter the game through the base line. The player permitted to re-enter the game will be the next player in line in the players' box.
- 4.8. Stalling Rule: teams must be given the opportunity to eliminate opposing players. This requires a ball to be at the disposal of both teams:
 - a. One team may not control all of the balls for more than five seconds.

