

Dodgeball Rules

Sportsmanship

Being competitive on the field is applauded & encouraged in all of our leagues! It is also important to understand that there is a fine line between being competitive & being unsportsmanlike. All players and referees should treat one another with respect on the field & after the game. Everyone has to go to work, so please keep safety & sportsmanship in mind out there!

Game Play:

- Each team should start the game with 8 players;
- Teams can have more than 8 players on a team. The team can start with a maximum of 8 people on the court and the rest can start in the jail. At no point in the game may a team have more than 8 people on the court.
- A match consists of 3 games. Each game is up to 10 minutes long, with 3 matches guaranteed.
- Each team shall designate a player as the field captain. This person is the only player who can communicate with the referee.

Objective:

Eliminate all opposing players by getting them "out." A player is declared out if:

- You hit an opponent with a thrown ball, before it hits the ground and **BELOW THE SHOULDERS**
- You catch an opponent's thrown ball **BEFORE** it makes contact with the ground or walls
- You cross over any boundary lines

Ways To Win:

- Eliminate your entire opposing team before time is up.
- Have more active (on court) players when time is up, than your opponent.

Rules:

- Games will be played on TRIBE indoor fields.
- 6 balls will be used. The official will place 3 balls at the center line for each team. Players must start inside their own goal box before the start of play.
- Anyone can possess and throw any of the six balls that are in play.
- Teams and players are confined to the centerline, sidelines and end line of the pitch
- Players may intentionally leave the playing area on their own side of the playing floor to retrieve a ball. If a player goes out of bounds to avoid getting out, they will be called out.
- The centerline is the offside line. When throwing the ball, a player must not touch the line when throwing (and including follow through).
- Players will be called out if a thrown ball, not a kicked ball, hits them on the fly.

- If a player unintentionally or intentionally throws a ball and the ball hits an opposing player in the head the player who threw the ball is out. If a player ducks or is on the ground and is hit in the head, the player hit will be called out. Balls must be thrown below the shoulders.
- Players will be called out if a ball they throw is caught on the fly.
- Deflections off the floor or the official do not count as an out if caught. Deflections off of a wall or net do not count as an out if caught. Deflections off a teammate do count, and both players are out.
- Deflections off of a player that then hit the wall result in the defending player out regardless if the ball is caught or not. The ball is dead as if it hit the floor once it hits the wall.
- If a ball hits another ball, which a player has in their possession, it does not make either player out. If the ball is dropped as a result of contact from the thrown ball, then the player who drops the ball is out. If a player partially blocks a thrown ball and the ball makes contact with the person's body, he/she is out (hands and wrists are considered part of the ball).
- If a ball hits another ball, which a player has in their possession and that ball is caught by a teammate, the person who threw the ball is out. If a ball hits another ball, which a player has in their possession and that ball hits a teammate, the person who was hit is out.
- If a player throws a ball and it deflects off an opposing player; as long as the ball is caught prior to being called dead (hits the floor, referee, wall, or other) the player who threw the ball is out.
- If a player catches an opponent's ball, the first teammate to go out, will then be allowed to come back into the game. If a team has started with players in jail (meaning they are playing with more than 8 total players), they may not bring someone in for a catch if they are at full strength. Catches may not be "saved" until someone on their team gets out in this instance either.
- If a player is stalling, or making no attempt to play a ball they may be called out (approximately 10 seconds). The referee may provide a 5 second warning call to a player prior to calling them out. The referee does not have to provide the 5 second warning in order to call players out.
- Once a player is out, they must immediately leave the floor, raise their hand to show that they are out, and go to jail. Players who have been called out cannot retrieve stray balls for their teammates, or that ball will be given to the other team.

Rules Enforcement:

- Each game will be played under the "honor's system". This means that games are to be self-officiated. If you know you are out, please go to jail!
- Any dispute that cannot be resolved will be ruled over by the court monitor.
- The court monitor's ruling is final.
- Be responsible for your actions and maintain self control.
- Do not taunt or bait opponents. Refrain from using foul language
- If a team receives a forfeit during the regular season it will be scored 7-0

Rosters & Waivers Required

All players must be listed on the team roster AND must accept & sign the online waiver to be allowed to play. Team Leader registers and pays the team fee. Team Leader receives a link to complete their roster (name, date of birth, email address for digital waiver). Players added to the roster will receive a link to the facility participation waiver. Every player must be on the roster and accept the digital waiver before the first game.

Any of the above rules are subject to change at any time without notice at the discretion of TRIBE Soccer
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