

AYSA OFFICIAL DODGEBALL RULES

PLAY AREA:

- a) The game is played on a volleyball court. The court lines will be your boundary.
- b) Center Line: A player may step over the center line after the opening rush requirements.
- c) Neutral Zone: There will be a neutral zone in between each team's 10 ft line. You may not step over the opposite team's 10 ft line. While you are in the neutral zone you can still get out.

EQUIPMENT:

- a) Players must wear proper attire (tennis shoes, shirts, etc.)
- b) Gopher Dodgeballs will be used.
- c) With 6 players, 6 dodgeballs will be used per court.

TEAMS:

A team consists of 6 players on the court. The max amount you can have per team is 10 players. A team may have fewer than 6, but keep in mind that would be a disadvantage for your team. Extra Players: No more than 6 players per team may be on the court at a time. If a team does have additional players, they will need to help shag balls for their teammates. There will be no subbing during the game, but players can switch after the conclusion of one game.

TIME:

There will be a 15-minute timeframe for you to play. You will play as many games as you can until the allotted time is up. The team who wins the most games in that timeframe/has the most players remaining on the last game will win.

PLAY:

- a) To start the game, 6 dodgeballs will be placed on the center line.
- b) For the opening rush, players who grab the balls first must cross over their own 10 ft line in order to begin to throw.
- c) If a player is hit by a "fly ball," before it hits the floor and after being thrown by a player on the opposing team, that player is out and goes to "jail."
- d) If a player catches a "fly ball," the thrower is out. ALSO: The other team returns an eliminated player from jail to their team. Players come back into the game in the order they were eliminated.
- e) A player who is hit in the head (if they did not duck) is not out. The thrower is out. If the player hit in the head did duck, there is no consequence for the thrower, but the player will be out.
- f) A ball deflected by a held ball, whether caught or not, does not result in player elimination.
- g) A ball rebounding off a "catch" attempt may be caught before touching the floor by any inbounds player on the "hit" players team. It may not hit a wall/backboard etc. Result: the thrower is out. A ball caught out-of-bounds does not count. If a ball is deflected off one player and he/she or a teammate catches it out-of-bounds, the first player is still out because the catch

does not count. Anything caught or thrown or being hit outside of the boundaries of the court does not count.

- h) Similar to the above circumstance, if a ball hits your teammate and deflects and you are able to catch it in bounds before it hits the ground, that saves your teammate, and the thrower will be out.
- i) If a ball hits more than one player before it touches the ground or is caught, only the first player hit will be out.
- j) A ball rebounding off a wall, a backboard, etc. does not eliminate a player.
- k) When all the players of one team have been eliminated, the other team wins that game. The ref of that game will keep track of the wins during your 15-minute period and will report the final outcome to the tournament tracker.

SAFETY:

- a) Please do not aim for anyone's head or face. If you were to continuously hit someone in the head, you will be removed from your game and will not be able to play until the next 15-minute game. If it continues to be a problem after that, you will no longer be able to play.
- b) Players may not lift or support their teammates in catching a throw etc.

AREA OF ELIMINATED PLAYERS:

- a) Eliminated players on each court will form lines near the end line of their side of the court. Keep in order of being eliminated. Re-enter the game on a "caught" ball in the same order that you were eliminated.
- b) Eliminated players may throw an out of bounds ball back to their team, but they may not throw a ball at the other team or hold onto a ball.

OUT OF BOUNDS:

All non-eliminated players must stay inbounds. For teams with more than 6 players, your extra players will shag balls for you so you can remain inbounds. If you only have 6 or less players, you can retrieve a ball from out-of-bounds, but you must return to the court immediately after.