

AYSA OFFICIAL DODGEBALL RULES

PLAY AREA:

- a) The game is played on a volleyball court. The **green** court lines will be your boundary.
- b) **Center Line:** A player **CANNOT** step over the center line. Doing so will result in being eliminated, but can re-enter the game if team meets requirements to bring another player in. View rules below for further explanation.
- c) **Neutral Zone:** There will be a neutral zone in between each team's 10-ft line and the center line. If each team **ONLY** has one (1) player remaining (**1v1**), they may cross the center line and approach the opponent's neutral zone, but cannot cross the opponent's 10-ft line.

EQUIPMENT:

- a) Players must wear proper attire (tennis shoes, shirts, etc.)
- b) Gopher Foam Dodgeballs will be used.
- c) 8 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 7 players. A team may have fewer than 6, but keep in mind that would be a disadvantage for your team.

Extra Players: Each team may have one (1) player to shag balls for them. If a team only has 6 players, they may have a fan shag instead. Shaggers can be switched after each round if needed and must wear a penny to indicate they are the shagger. **NO SUBBING** during the game.

TIME:

POOL PLAY: There will be a 10-minute timeframe, teams will play as many rounds as possible until the time ends. The team with the most wins will win. If the time ends, the team with the most players on the court wins that round. If the series results in a tie – each team may select one (1) player to play 1v1. The player who gets hit first will be out and the throwing team wins.

BRACKET PLAY: There will be a 15-minute timeframe, teams will play as many rounds as possible until the time ends. Same rules as pool play, except winner advances.

PLAY:

- a) To start the game, 8 dodgeballs will be placed on the center line.
- b) For the opening rush, players who grab the balls first must take the ball back to the starting line before throwing.
- c) If a player's body (including head) 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) **HEAD/FACE RULE NOT IN EFFECT.** This means if you get hit in the head/face, **YOU ARE STILL OUT** and the thrower remains **IN**.

- e) 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.
- 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. 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, it is DEAD.
- k) When all the players of one team have been eliminated, the other team wins that round. The ref of that game will keep track of the wins during your time 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 game (not round). 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 referee on 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 should not help shag, teams will have one (1) person doing that.

OUT OF BOUNDS:

All non-eliminated players must stay inbounds = inside the green lines.