

50W Dodgeball Rules & Regulations

Roster Rules

This is a Coed Tournament. At the beginning of each game two female players must be present on the court!

Starting a Game

All balls start on the center line. Each team starts with backs against the fence on opposite sides. Each team member must start with one hand on their back wall. Play begins on the referees signal of a whistle.

Eliminating the Opposing Players

A player is out if:

- They throw a ball that is caught by the other team.
- They get hit by a ball thrown by the other team. (If the ball does bounce off an opposing player and is then caught the thrower will then be out. This is true even if a different player catches the ball. However if the ball bounces off another ball, the ball is dead). Players may use the ball to block; however, if the ball is knocked out of their hand while blocking, they will be out.
- They hit another player above the shoulders.
- They cross the center line.

A player is not out if:

- Their ball is caught off the fence.
- They get hit above the shoulders. (NO HEADSHOTS)

Out of Bounds

A ball that hit any fence is considered dead and is not back in play until someone has picked up the balls and throws it at an opponent.

Off-Sides

The center line is the off-sides line. If any part of your foot or body touches the center line, you will be declared out and thrown ball will be dead.

Court Procedures

Players are expected to be honest and take themselves out when the time comes. Once a player is out, they must stand with their back against the team's right side wall. Players should not squat due to risk of being hit. Do not leave the dodgeball court during game play unless an injury occurs.

End of Game

The game is considered over when one of the teams has eliminated all the players of the opposing team. OR if neither of the teams has been eliminated when the time allotted for the match comes to an end, whichever team has eliminated more players of the opposing team will be called the winner.

****Referees have the final call**