

# Ravenswood “Ram-Page” Adult Co-ed Dodgeball Tournament Rules

## **INTENT AND PURPOSE OF THE RULES**

The purpose of the rules is to create a balance of play; provide reasonable safety and protection; and create an atmosphere of sportsmanship and fair play without unduly limiting freedom of action of individual or team play.

## **THE GAME**

Dodgeball is played by two teams, each made up of ten Players (5 Male/5 Female). The purpose of each team is to eliminate opposing team members. This is done by striking opposing players with thrown balls or catching balls thrown by opposing players while preventing the opposition from doing the same. All play is subject to restrictions laid down in the following rules.

## **RULE 1 PLAYERS, FIELD AND EQUIPMENT**

### **Section 1: TEAM**

- Teams will be made up of 10-12 players.
- Each game begins with 10 players competing on a side (5 male/5 female); others will be available as substitutes (in case of injury).
- Players may only be on one roster- NO SWITCHING TEAMS

### **Section 2: BOUNDARIES**

- During play, all players must remain within boundary lines.
- Players may pass through their end-line only to retrieve stray balls. A stray ball is one that has not been picked up and is lying on the ground.
- When retrieving a ball, the player must also immediately re-enter the playing field only through their end-line. **NOTE:** *A player not immediately re-entering the playing area may be declared OUT.*
- A player may be handed a ball from out of bounds, provided the player receiving the ball remains completely within their team’s field boundary. Players may not be handed a ball while standing out of bounds.
- A player shall **not**:
  - a. have any part of their body contact the playing surface on or over a side line.
  - b. exit or re-enter the field through their sideline.
  - c. leave the playing field (side-line or end-line) to avoid being hit by, or attempt to catch, a ball.
  - d. have any part of their body cross over the center-line and contact the ground on their opponents’ side of the court—except during the opening rush

## **RULE 2 GAME PLAY**

### **Section 1: THE GAME**

**\*\*We Ask That ALL Players Display Honesty And Good Sportsmanship At ALL Times**

**\*\*All players are responsible for calling themselves out**

- The object of the game is to eliminate all opposing players by getting them OUT.
- An OUT is scored by:
  - a. Hitting an opposing player with a LIVE thrown ball below the neck. (Head Safety) Please remember that **clothing counts as part of your body.**
  - 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 (usually occurs when a ball is being used to block a thrown ball)
  - d. An opposing player stepping out of bounds.

**LIVE (def.):** A thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball\*, official or other object.

- 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 does not need to strike the ground to cause the holder to be out, only be knocked loose of the holder's grip. Even if the holder regains control of the held ball, they are still out.**
- A live ball deflecting off a held ball and/or striking the holder remains live only to the holder. Following the deflection/striking of the holder:
  - a) the holder legally catches the live ball
  - b) the live ball becomes dead by contacting the ground, another player, a non-held ball or ball held by another player, official or other object.

RESULT: In a, the thrower is out. In b, the holder is out.

- A live ball deflecting off the body of Player "A" remains live only to player "A". If "A" legally catches the deflected ball, the thrower is out. Teammates of "A" may not legally catch the deflected ball. In fact, touching of the deflected ball by another player causes it to become dead.
- Once a player is OUT, they must drop any balls in hand and exit the playing field at the nearest sideline. If an OUT player intentionally contacts a live ball before exiting the playing field, opponents will be awarded a free throw.

## Section 2: TIME OF GAME/ Overtime

- A 5-minute time limit has been established for each game.
- Only the court monitor's/official's whistle starts and stops the clock.
- Overtime (If tied at end of 5 minutes):  
SUDDEN DEATH--Each team picks one male and one female player and starts with 2 dodgeballs. 1<sup>st</sup> person out on that team loses.

## Section 3: BEGINNING THE GAME

Prior to beginning a game, an equal number of dodgeballs are placed along the center line on each side of the center hash mark. A standard game consists of 6 balls, 3 on each side of the hash mark.

- Players then take a position behind their end line.
- Following a signal by the official, teams may approach the centerline to retrieve the balls. Teams may only retrieve balls placed to the RIGHT (as they face the center line) of the center hash mark. If balls remain on the center line after a team has retrieved and moved their balls beyond the attack line, those balls may be retrieved by either team.

## Section 4: OPENING RUSH RULE

- Each/every ball retrieved at the opening rush must first be taken beyond the attack line and into the team's backcourt before it may be legally thrown at an opponent.  
*Example: Following the opening whistle, a player rushes and is the first to secure a ball from the center-line. That player must then carry or pass the ball into their backcourt before it may be legally thrown at an opponent.*
- Once a ball is moved beyond the attack line it may be thrown from anywhere on the court, short of center, including in front of the attackline.

## Section 5: DECLARING A WINNER

**Article 1:** The first team to legally eliminate all opposing players will be declared the winner.

**Article 2:** If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.

## Section 6: STALLING AND 5-SECOND VIOLATION

The following procedure will be used to prevent "stalling."

- A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team.
- It is illegal for the leading team to control all the balls for more than five (5) seconds. If the leading team controls all the balls – i.e. all balls are located on their side of the center-line – they must make a legitimate effort to get at least one ball across the attack line and into the opponent's backcourt. If this is not done within 5 seconds, a "5-second violation" will be called. A team may avoid a 5-second violation by throwing or rolling a ball into the opponent's backcourt. This does not include throwing a ball over and through an opponents end-line.

**NOTE:** Only a court monitor or official may call a 5-second violation.

PENALTY for 5-Second Violation(s):

- First violation: Stoppage of play and balls will be divided evenly between the teams. Play will continue with “balls in hand.”
- Second violation: FREE THROW for the opposing team - a penalty in which one player is allowed an unobstructed throw at their opponent(s) without risk of elimination. This is possible because a caught “free throw” does not result in an “out” for the thrower.
- Third violation: Ejection of one (1) player from offending team.

## **Rule 3 OFFICIALS AND THEIR DUTIES**

### **Section 1: COURT MONITORS AND OFFICIALS**

- All contests will be supervised by a Court Monitor.
- Rules will be enforced primarily by the “honor system.”\* Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated.
- Court monitors may warn players and call technical fouls on those who display unsportsmanlike conduct. Any player receiving two (2) technical fouls in a game will be ejected from the game and suspended a minimum of one game. Suspensions will begin with their team’s next scheduled game. Severe infractions or multiple technical fouls may result in suspension from matches or tournaments.  
*NOTE: A Court Monitor is NOT required to warn a player before calling a technical foul.*

**Article 3:** Any team receiving three (3) technical fouls in one game will forfeit that game

### **Section 2: UNSPORTSMANLIKE CONDUCT**

Unsportsmanlike conduct may include, but is not limited to:

1. Foul language
2. Hits above the shoulders or with intent to harm
3. Unnecessary roughness
4. Arguing with officials, volunteers, participants or fans
5. Abuse of the “honor system”

## **COURT MONITORS AND OFFICIALS RESPONSIBILITIES**

### **ONE OR TWO COURT MONITOR(S)**

Primary responsibility is to signal the start/end of games and timeouts, keep time and track eligible players. A secondary responsibility is to rule in cases where teams can not agree. Because of this, monitors must attempt to observe all the action on the court. Although it may not be possible to see all questionable plays, the monitor must be diligent in his/her observation of the game. Whenever possible, the monitor should allow teams to reach a decision, before making an official “call.” Even if a monitor clearly observes a player not going out after being legally hit or stepping out of bounds, they must resist making a call until an official request is made. (Monitors who observe abuse of the honor system may call Technical Fouls on players. This does not require a warning.) When a player requests that a monitor make a call, play should be stopped and the monitor should make one of three calls:

1. the player is out
2. the player is not out
3. didn’t see the play – play on.

Regardless of the call, play will continue with no further discussion of the play/call.

*NOTE:* Play continues until the monitor’s signal. A player’s request does not stop play – the monitor’s signal does.

**THE COURT MONITOR’S DECISION IS FINAL!**