DODGEBALL RULES

1) Each team has a maximum number of six players on the court at any given time.
2) Each team must include a minimum of two female players on the court at any given time.
3) Each team must have a minimum of 4 total players to compete.
4) The objective is to completely eliminate the other team.
5) Players can only be eliminated by hits, catches, or boundary violations.
6) Hits count when an opponent's thrown ball touches any part of you or anything attached to you. This includes (and is not exhausted by) any and all types of clothing, hair, costumes, and accessories.

- A ball is considered "thrown" when the player making the throw makes a distinct and deliberate throwing motion.
- The ball must not hit any other object before hitting a player; otherwise the hit will not count.
- Slapping a ball from the ground towards an opposing player and successfully hitting that player will not count (not a distinct and deliberate throwing motion).

7) Hits do not count if the ball was called a "deadball." See rule number 9 for details concerning deadballs.
8) There must always be two referees on each side of the court's centerline (four referees in total).
9) Ball possession is controlled by a ten second countdown. Whenever a player picks up a ball, that player has ten seconds to throw the ball. The ball becomes a deadball when the ten seconds are up and a referee says "deadball."

- All deadballs must be forfeited to the other team. Deadballs must be rolled over to the opposing team with enough force to reach the opposite wall.
- The ten second count starts as soon a player assumes full control of a ball and/or is considered to have reasonable possession of that ball.
    - i. This means that 1) the player's palm is in full contact with the ball for more than one second, 2) the player has a grip on the ball, and/or 3) the player has the potential to exert a force on the ball such that it may be thrown or picked up.
    - ii. This means that a player may assume full control of a ball and have reasonable possession in situations like holding the ball against the ground or an object, using the palm of the hand to pass a ball to a teammate, or picking up a ball with just your fingertips. In these situations, the countdown to a deadball should start.
    - iii. Slapping a ball over to a teammate (with the fingertips or the palm) in one quick motion should not start the countdown.

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    - iv. Touching a ball on the ground with your fingertips will not start the countdown.
- Referees may ignore the above and start the countdown in certain situations:
    - i. All active players on the court are not doing anything with any of the balls.
    - ii. A player has all six balls on their side and is choosing not to do anything with any of the balls.
- Passing the ball to teammates, dropping the ball, or rolling the ball to other teammates does not reset the ten-second count.
- The countdown on a ball stops when the player holding the ball is eliminated (and therefore must drop the ball). If a new player picks up that same ball, the countdown is reset.

10) Players may not use basketball hoops, jungle gyms, or ropes to assist in a dodge. Players that do so will be considered out.

Court Boundaries

11) The sidelines and centerline tape define the court's boundaries.
12) Players that cross any sideline with their entire foot are out (you are still safe if you cross a sideline with part of one foot).
13) Players that cross the centerline with any part of any foot are out.
14) Players that cross any court boundary with any part of the body while airborne are considered out.
15) Throws must not be above eight feet high; otherwise the ball becomes a deadball. Referees should assist in knocking these deadballs back to the appropriate team.
16) When games first start, players may cross the centerline completely to retrieve their first three balls.
17) In order to retrieve balls across the centerline, players must slap the ball backwards, use their fingertips to push the ball backwards, pick up the ball immediately, or use another ball to roll the ball backwards.

- Players will be called out if they put any weight on a ball across the centerline.

Game Sequence

18) All players must be touching their respective walls before the game starts.
19) The game starts after a referee counts down from three and says "dodgeball!"
20) Each team is allowed to retrieve the three balls to their right when the game starts.
21) Any number of players may run up to the line to retrieve their team's three balls.

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22) Before any ball can be thrown, each ball must touch the wall to become active.
23) Any balls that are not activated at the beginning of the game will become deadballs after the first ten-second count. These balls must be forfeited to the opposing side in this situation.
24) The initial ten-second countdown starts for all six balls as soon as one ball touches either of the back walls.
25) Eliminated players must line up against the sidewall closest to them and in the order that they were eliminated.
26) Eliminated players must not manipulate play in any way. This includes shielding teammates, passing/kicking balls back to teammates, keeping balls in the zone, making calls to the other team, etc.
27) Players return to the game (via a teammate's catch) in the order that they were eliminated (the first player to be eliminated is the first player to rejoin play).

- To be eligible to rejoin play, eliminated players must already be standing against the wall; therefore, if you were eliminated and in the process of running to the wall, you cannot rejoin play if a teammate completes a catch during that time.
- Returning players are safe from elimination until they touch their wall.
- Returning players may not manipulate play in any way until they touch their wall. This includes shielding teammates and touching balls. Players will be called out if they attempt to manipulate play.

28) Play continues until all players from either team are eliminated.
29) If one player from each team is left on the court, a ten second countdown begins to designate a showdown. At the end of the count, play is stopped and the two remaining players must touch their respective walls. Each player is given two balls and the fifth and sixth balls are put on each end of the centerline.

- A showdown is initiated using the same count as a normal game ("three, two, one, showdown").
- Players may throw a ball as soon as a referee says "showdown."
- The centerline is no longer considered a boundary.
- Either player may retrieve the two balls on the centerline.
- The showdown continues until one person is eliminated.

30) After the game is finished, each team should high five one another as they change sides.

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Catching

31) When a player catches a ball, the person that threw the ball is out.
32) When a player catches a ball, a team member from that person's team may come back into play. This team member must be the first player that was previously eliminated.

- Returning players must touch their respective wall before touching a ball (see rule 25 for more details on returning to a game following a catch).
- Returning players are safe from elimination until they touch their wall.

33) A catch may only count if the catching player maintains full control of the ball with his or her own body for at least one second after making the catch. Dropping the ball before the one second interval will result in the player being out.

- A player attempting a catch may juggle the ball in the air and still complete the catch.
- A player attempting a catch cannot let the ball hit another object (ie. person, ground, wall, bench, basketball hoop) or else the catch will not count and the player will be out.

34) Catching a ball by trapping it using an object (ie. person, ground, wall, bench, basketball hoop) does not count as a catch and the player will be out.
35) Catching deadballs are considered normal catches (the player that threw the ball is out).
36) Catching a ball after blocking it is considered a normal catch if the player maintains full control over all the balls currently in his or her possession and if the blocked ball does not touch any other object.
37) In the event that two players each throw a ball such that the balls are in the air at the same time and the same two players catch each other's ball, then the player that catches the ball first will be safe and the player that catches the ball second will be out.
38) In the following event, there are a few considerations:

- Player A throws a ball at Player B.
- Player B is already holding a ball and attempts to block Player A's ball.
- Player A's ball glances off of Player B's body, deflects up into the air, and touches another object; therefore Player B will be considered out once Player A's ball hits the ground.
- Player B then throws their ball at Player A while Player A's ball is still up in the air.

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In the event that this occurs:

- Player A may still be hit out if Player B throws a successful hit because Player A's ball is still up in the air.
- If Player A's ball does not hit an object while in the air, then Player B may still attempt to catch Player A's ball.
- If Player A's ball does not hit an object while in the air, and Player B throws their ball at Player A, then any catch in this scenario will count according to the rules in this section.

39) It is not considered a catch when a ball deflects off a team member or an object, and a different player catches the ball.

Blocking

40) Blocks are successful when there is ball on ball contact. Any ball that hits the hand of the player attempting the block will still be considered out.
41) A player attempting a block will not be successful if the moving ball deflects onto the blocking player's body (he or she will be out).
42) A player attempting a block will not be successful if he or she drops the ball(s) that they were blocking with.
43) A player that uses a deadball to block will be considered out.

Code of Conduct

44) Headshots are not condoned and we expect players to apologize and to show sympathy for inflicting them. An excessive amount of headshots will result in disciplinary action.
45) In the event that players seem injured, play should stop immediately and a KPU Rec staff member must be notified.
46) Any call that a referee makes may not be contested by anyone. Any abuse of a referee will not be tolerated with any and all players guilty of doing so being removed from the game and potentially the league.
47) Players on the sidelines that are not referees are not allowed to engage in refereeing duties.
48) Profanity, racism, sexism, discrimination, heckling, and insults are not condoned and will be dealt with accordingly. We reserve the right to warn, suspend, or expel players from the league based on their behaviour.
49) We do not recommend players to wear glasses or jewelry (such as exposed piercings, rings, or bracelets).
50) KPU Rec reserves the right to remove and/or suspend any player(s) deemed a risk or danger to participants of the league or staff members. If necessary, disciplinary action may be taken at the discretion of the Recreation Coordinator.