



Olympic Soccer & Sports Center
at Pendergast Regional Park • 1199 Union Ave in Bremerton
360-479-8388

Dodge Ball --- Tournament --- Rules --- 11/23/2004

Rule 1 – The Game

Each match will last 10 minutes. The time will run down for 10 minutes, there are no time outs. Several games maybe played with in the 10 minute match period. The object of the game is to eliminate all opposing players by getting them “OUT”. A player is called out when the following occurs:

1. You are hit with the ball below the shoulders, and you do not catch it. If you duck into the ball, and are hit above the shoulders, you are out as well.
2. If you throw a ball, and the opponent catches it.
3. If you are blocking a throw with a ball in your grasp, and your drop the ball that was in your grasp.
4. If you are blocking a throw with a ball in your grasp, and the throw ball hits you anyway.
5. If you step out of bounds, or on/over the centerline unless instructed by the referee.
6. If you violate the five second rule.
7. If you receive a misconduct penalty.

Note – A ball that deflects off of anything (walls, another ball, etc.) is considered dead, and does not constitute an out for either catching or dropping it.

Rule 2 – The Field of Play

The playing field shall be a rectangle at least 50 ft. long and a least 30 ft. wide, divided into two equal sections.

Rule 3 – The Balls

The official ball used in tournament and league play will be an 8” rubber covered foam ball.

Rule 4 – The Players

Each player is required to fill out a Player Waiver Form prior to the first game. If the player is under 18, the waiver must be signed by one of their parents or a legal guardian.

Teams play 6 players on a side. Teams must have a minimum of 5 players to start a game. The maximum roster size is 10 players. There will be no substitutions permitted during play, except in the case of injury. Players may sub in and out only between games.

Coed – Coed plays with 3 women and 3 men. A team may play with more than 3 women but cannot play with more than 3 men.

Blood- Players who have blood on them or their clothes must immediately leave the court and may not return until the clothing with the blood is removed, and/or the injury is covered and the blood is no longer present.

Rule 5 – The Player’s Equipment

Participants must wear shoes. No metal or outdoor cleats will be allowed. Teams must have shirts all the same color. Home team on the schedule must change if there is a color conflict.

Jewelry is not allowed. Casts are not allowed.

Rule 6– The Referee

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. Players shall observe the highest level of sportsmanship and promptly call themselves out when struck. A missed call by the referee does not remove the obligation of a struck player to call himself or herself out. A referee will supervise all contests. The referee’s responsibility will be to rule on any situation in which teams cannot agree. **THE REFEREE’S DECISION IS FINAL – NO EXCEPTIONS.**

The referee will keep the game record and submit the game report to facility administrator at the end of the match.

Rule 7 – The Duration of the Match

The duration of the match shall be a 10-minute period. The clock will run down continuously.

There may be several games played during the 10-minute match time period.

Rule 8 – The Start and Restart of Play

The game will start with five dodgeballs at the centerline. All players will line up touching the back wall. When the referee blows his whistle to start the game, players may rush the centerline to grab a ball. You are not permitted to touch the centerline, or you will be called out. Once you have grabbed a ball, you must go back and touch the back wall before throwing the ball at the opponent.

The first team to legally eliminate all opposing players will score one point. Once a point is scored, the teams will switch sides. Substitutions are permitted at this time. The balls will again be placed at the centerline, and the same rules apply as the start of the game rush. Play will begin again with the referee’s whistle.

Rule 9 – Boundaries

During play, all players, and all their body parts must remain within the boundary lines (no reaching over boundary lines or center line). A ball that goes out of bounds may be retrieved by anyone on the sidelines. Substitutes may retrieve balls but they must still stay on their team’s half of the sidelines. Players are not to step out of bounds to retrieve balls, unless instructed to do so by the referee. During play, stepping on any boundary marker is considered leaving the court. All players must remain inside the playing area during action. Leaving the court or stepping out-of-bounds to avoid or make an attempt is illegal. *Effect: The offending play is called out.*

Rule 10 – The Method of Scoring

Whoever wins the most games at the end of the 10-minute match period will be deemed the winner. In the event of a tie, the player count at the time of the buzzer will determine the winner (e.g., if Team A has 4 people left on the field, and Team B has 2 players left, Team A will be the winner of the game). If the teams have an equal number of players on the field during the tie-breaker, play will continue until the next out is scored.

Rule 11– Fouls and Other Violations

1. **The Five Second Rule** – You can only handle a ball for a maximum of five seconds. Once the ball is in your grasp, you must play the ball over the centerline before this time expires, as determined by the referee. If a player holds onto the ball longer than five seconds the ball will be rolled across the centerline to the opposing team. The five second count continues even if you toss the ball to another player.

2. **Misconduct Penalties** – You will receive a misconduct penalty for foul language, intentionally aiming above your opponents shoulders, unnecessary roughness, arguing with the official, or any other reason as determined by the referee. If you receive a misconduct penalty you are out.

If a player is ejected for language, poor sportsmanship, or dissent: The offending team must forfeit the game being played. The offending team must play short for the remainder of the 10-minute period.

3. **High balls** – Balls thrown at or above the level of the other team’s shoulders are considered high balls. The official will signal a high ball with a verbal call. A highball warning is given to the offending player. Two highball warnings to the same player during a game will result in the player being ejected.

4. **Spitting** - is not allowed. Any player that spits at anyone or, on the field will be ejected and not allowed to return to their team. The team will play short for the remainder of the 10-minute match period.

Cards - Cards may be issued for any fouls

1. **Blue Card** - Player is out and offending team plays short for the rest of that game.

2. **Two Blue Cards** in one match period or a **Yellow Card** – Player is out for the rest of that match and the offending team plays short for the rest of the match period.

3. **Three Blue Cards, Two Yellow Cards, or a Red Card** in one match period- Player cannot play for the rest of the tournament. The offending team will play short for the rest of the tournament. The offending player will also have to have a meeting with the program director before he/she will be allowed to participate in any functions at OSSC.

Protests

Protests will only be accepted in cases involving the use of an ineligible player. Protests of judgment calls will not be accepted.

Definitions

Attempt: The act of the team with possession of the ball trying to put out a member of the other team by throwing the ball at them.

Catch: The act of a player catching an attempt by the other team prior to the ball striking the ground or any other object. The ball can strike another player first. If the ball is caught after it hits another player, but before it hits any other object, the player hit with the ball would not be out.

Dead ball : The ball is considered dead if:

1. The ball strikes an official.
2. The ball is kicked. The player intentionally kicking the ball is called out.
3. The throw is made prior to the official start of play.
4. The ball was thrown by a player who has been called out.
5. Any foreign object, person or ball enters the playing area.

Possession changes when a dead ball is declared. The official must put a dead ball back into play by bouncing the ball into the court determined by the official to have possession.

Dead zone: The area at the center of the court separation the two playing areas. Players stepping into this area or on the marker defining this area are out.

Five Seconds: A call by an official that one team has had possession of a ball in the playing area for more than five seconds prior to making an attempt. A player may pass the ball to another teammate but an attempt must be made within five seconds of the team first taking possession inside the playing area.

Head Shot: The player making the attempt that results in a headshot is always out, unless in the opinion of the referee, the struck player caused the strike intentionally or by going to the ground (in which case the referee rules "No Head Shot").

Taunting: Players may not taunt the other team. Taunting will result in a player or team warning for the first offense. The second offense by a team results in a game forfeit.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and OSSC staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victor or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.

No Alcohol, or Drugs will be allowed in or around the OSSC building.

No Smoking in the OSSC building. Smoking is allowed outside away from the doors.

No Food, Sports Drinks, Gum, or Outdoor Cleats will be allowed on the field or bench areas.

No Spitting on the Field.

No Foul Language.

All team captains are required to sign the attached form and turn it into the office. Remember we are all here to HAVE FUN!

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