

TEXAS STATE[®]

Campus Recreation

DODGEBALL RULES

TEAM:

1. A team will consist of 6 players.
2. A team must start with 4 players (that would be a disadvantage as there are fewer players to eliminate).
3. No substitutions or time-outs are allowed during the games.
4. You may switch players in-between games.
5. Teams will compete in an "open" category – there is no restriction on the number of women or men on the court at time of play.

Court

1. Games will be played in the Student Recreation Center on Courts 5 and 6 (upstairs)
2. The play area will be the Volleyball lines (White)
3. During play, all players must remain within boundary lines.
4. Players may pass through their end-line only to retrieve stray balls, if they do not have any players eliminated or not in play. If they have persons eliminated or not in play, they are responsible for tossing the balls in play.
5. When retrieving a ball, the player must also immediately re-enter the playing field through their end-line ONLY

THE GAME:

Match format: Best of 3 out of 5 games. There will be a 5-minute time limit on each game. Matches will be no more than 25 minutes long.

All balls will be placed at half court. Players will start at their end of the court lying on their backs. Action will start on the sound of the horn or whistle. At the sound of the horn, all players will race toward the ball at half court to retrieve any balls that they can. Once balls are obtained, players throwing the ball must return to his/her own 10-foot line before attempting their **first throw** at an opponent.

HALF COURT:

The half court line is the boundary that players must release a throw.

A PLAYER IS ELIMINATED WHEN:

1. He/she is struck by an airborne ball thrown by the opponent.
2. He/she uses a ball to deflect an opponent's throw and drops the ball he/she is holding.
3. He/she leaves the playing area to avoid being struck by a ball.
4. He/she is hit by a ball thrown by an opponent, which is deflected in the air by another ball or off another player.
5. He/she crosses the boundary lines (before the designated time) in an attempt to throw a ball at an opponent.
6. He/she throws a ball at an opponent above the chest area.

7. He/she throws a ball, and the opponent catches that ball.
8. If a defender catches a “live” thrown ball the thrower is out and one player then returns to the defender’s side **in order of first out, first in.**
9. If a defender attempts to catch a live ball, but drops it, the defender is out.

OTHER RULES:

1. Any ball that hits the wall or curtain is considered a dead ball. A player can not become out after the ball hits either of these places.
2. The defender may block a live ball with another ball. That ball is still a live ball however, until it hits the floor, wall or ceiling.
3. A player may block a live ball, then throw the blocking ball down and catch the live ball.
4. It is illegal for the leading team to stall and hold the balls. If done, the official will call a time-out and distribute the balls evenly.
5. If opposing players make a throw simultaneously, but the balls are caught by the players who threw the balls, the kills are cancelled and both players who made the throws remain in the game. Note: If players other than those who threw the ball make the catch, the players who threw the ball are out.
6. If a player is hit by a ball, but their teammate catches the ball before it hits the ground, the player who was hit initially, is “saved” and remains in the game, and the thrower is out.

Overtime Procedures

If at the end of regulation, the teams have equal number of players on the court there will be a two-minute overtime period.

(EX-If at the end of regulation one team has three players left and another team has two players the team with three players left wins that match. There will be no overtime period.)

- Whoever is remaining at the end of the regular period are the participants in the overtime period.
- Players are eliminated the same as in the regulation period.
- In overtime if catches are made, **NO** teammates re-enter the game, but the thrower is still out.
- The winner will be the team who has eliminated all opponents, or the team who has the most players remaining at the end of two minutes.

AFTER BEING HIT:

Leave the court immediately without any interference or distraction to either team. Failure to comply may cost a team that match.

After a player has been hit, his/her throw(s) will not eliminate an opponent.

STAFF: All decisions of the officials are final.