

Community Counseling Services Dodgeball Rules 2025

Start of the Game

- Each team will start on their respective backcourt lines until the announcer starts the game.
- The balls will be placed at the center line (three balls to the left and three balls to the right of the centerline). Balls to the left belong to your team and may be retrieved by 3 players from your team at the start of the game.
- Players cannot immediately throw the ball when retrieved from the center line. Before throwing the first ball, all players run to the back line/back of the court.

Gameplay

- 6 players on each team on the court maximum. If you catch a ball with 6 players on the court, you do NOT get a 7th player.
- and no more than 8 players on roster at the start of each match.
- Any player from the team roster who is not active at the start of a set must remain within the substitution area
- A Team may have up to 2 designated Ball Retrievers at the start of each set. Any player who is not active at the start of a set may be designated as a Ball Retriever. (if 8 on the roster the two team players who are not participating in the match will be designated as ball retrievers)
- Ball Retrievers may enter any of the designated areas within the playing area other than the playing court to retrieve a ball up to the center line of their respective team's side during a set.
- Ball Retrievers may only leave the playing area during a set to retrieve a ball(s)
- Shoes must be worn at all times. All shoes must be made of canvas, leather or similar material with a rubber non-marking sole.
- Balls may only be thrown by live players. A throw may be performed with one or both hands and be overhand, underhand, side arm or chest push/throw.
- A throw must leave a player's hand. The thrown ball becomes a live ball once the player is no longer in contact with the ball.
- Intentionally kicking or spiking a ball in an unsporting way will result in the offending player being deemed out.
- A player must not throw a ball once play has stopped or after being deemed out.
- A ball must not be held in a way that would damage it.
- A ball must not be distorted in a way that would alter its normal flight pattern when thrown.

- A live player shall be deemed out, when a live ball that hits them on any part of their body, including hair or on any part of their clothing and uniform, touches a dead object.
- An exiting player must raise their hand over their head to indicate that they are out
- An exiting player must leave the playing area as quickly as possible over the nearest boundary line. They must then make their way to the player queue.
- An exiting player takes position at the end of the queue behind any players that have been rendered out previously.
- An exiting player must not intentionally impact play.
- A player can use one or more balls to block a live ball from hitting them.
- A live ball remains a live ball after it has been blocked
- When a player uses a ball to block a live ball and, as a result of that action, loses control of the blocking ball, they must regain control over it before it makes contact with any dead object or other player.
- If a player does not regain control before a loose ball makes contact with any dead object or other player, that player is rendered out.
- A live ball may be caught by an opposing live player, rendering the throwing player out immediately after the catch is complete.
- A catch is deemed complete when the catching player is in control of the ball. (Control can be established in the air, a catching player does not have to touch the ground to be considered in control of a ball.)
- When a ball comes into contact with a dead object before the catch is complete, the catching player is rendered out.
- When a ball is caught, the first out player in, or on their way to the queue of the catching team is allowed to reenter the court. This player becomes an entering player.
- A player is not allowed to use any part of his uniform to help them catch a live ball.
- A live ball becomes a dead ball once it is caught.
- When a live ball is caught after being deflected by one or more players of the catching team, those players will not be rendered out.
- Out players must not interfere with the path of any live ball.
- Out players must not pass any balls to any players or retrievers.
- If an out player leaves the queue area for any reason, they must return to their original position upon return. A team forfeits its ability to put any players back into play, until this player returns to the queue area.
- The head referees are the officials located on either side of the center line. There will be a maximum of 2 head referees in the game

- Each round is timed – 5 minutes, to stay on track teams must be ready to play when called to the court. The game will start on time with the players that are there. If you cannot field 6 players of your team at start time, it is a loss.
- If a player gets hit and his/her teammate catches the deflected ball in the air, the player is NOT out.
- Intentional delay of the game will result in loss of possession of all team balls.
- All referee decisions are final and any rule not covered above will be determined by the referee.
- If a player does not exit the court after getting hit and the referee blowing the whistle, the game will stop. If the player still does not exit, the team will be disqualified from the tournament.
- First team to completely eliminate the opposing team wins.
- If after regulation time (5 minutes) neither team has been eliminated, the team with more remaining players wins.

“Five Count to Throw”

- A player has five seconds to throw the ball to the other side upon picking the ball up. This violation results in the loss of the possession of all team balls.

Tie Breaker

- If there are an equal number of players remaining after regulation time, a sudden death period will decide the winner. Six shooters each have one ball to throw at one defender (30 seconds maximum time limit). The number of hits is recorded, the roles are reversed. The team with the most hits will be declared the winner.

Sportsmanship

- Proper sportsmanship conduct is expected from all teams at all times. Any behavior that implies or contains; inappropriate, offensive, language or symbols, is not permitted.
- Referees reserve the right to remove any player without prior warning if there are any incidents of unacceptable sportsmanship.

Methods of Getting “Out”

The ball is live until it touches ground, ceiling, walls or out of bounds.

- Players that cross the centerline receive 1 warning, if they cross the line a 2nd time they are eliminated from the game.
- You cannot stop a ball with a ball (by holding it), this will count as a direct hit and will eliminate this player.
- A player is eliminated if they are hit with a ball below the neck (ducking eliminates this rule).

- If a player ducks and gets hit in the head they are out. The ball is live until it hits the ground. The ball is dead once it touches the floor.
- If a teammate catches an opposing player's throw, the opposing player is eliminated and one teammate who was eliminated can return to the game (this is done in the order the players were eliminated, first eliminated player returns first).

Double Elimination Championship Rule

- If a team is undefeated in the championship round the other team must beat them twice to be the final winner since it's a double elimination tournament.

Please remember that this is a FUN event to benefit Mental Health Awareness and Community Counseling Services. Everyone helping at this event is a volunteer.