

# **Willamette University**

## ***DODGEBALL RULES***

### **THE TEAM**

Teams will be made up of 8-10 players. Eight (8) players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

### **THE FIELD**

The game will be played in Henkle Gym. We will be using a modified basketball court with attack-lines at the free throw line.

### **THE EQUIPMENT**

The official ball used in tournament and league play will be an 8" rubber-coated foam ball.

### **THE GAME**

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

**Definition:** LIVE: A ball that has been thrown and has not touched the floor or other item outside of the playing field (wall, ceiling, etc)

### **BOUNDARIES**

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Any player outside the boundary line that is not retrieving a ball will be considered out.

### **THE OPENING RUSH**

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls **ONLY** on their right side. This signal officially starts the contest. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

### **TIMING AND WINNING A GAME**

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played. All

six players will re-enter for the overtime period. The team with the most players left after the 1-minute time will be declared the winner.

### **TIME-OUTS & SUBSTITUTIONS**

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

### **5-SECOND VIOLATION**

In order to reduce stalling, a violation will be called if either team controls all six (6) balls on their side of the court for more than 5 seconds. More details can be found in the NADA Rule Book.

### **UNDER 3 PERSON RULE**

When a team falls below 3 people the team in the lead may pass the center line and advance to the opposing teams attack-line (free throw line). If both teams fall below 3 people, both teams can advance to the opposing teams' attack-line.

### **RULE ENFORCEMENT**

During tournament play, 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. IM Supervisors have the authority to rule players out as well. All contests will be supervised by an IM Supervisor\*.

\* THE IM SUPERVISOR'S DECISION IS FINAL – NO EXCEPTIONS.



A Legal Hit