

# OSSC Dodgeball Official Rules:

(11/2011)

## THE TEAM

Teams will be made up of 6-8 players. There will only be 6 players on the field to start a game. Substitutes may be made only between games and in the case of injury. In Coed teams, no more than 3 male players may be on the field for their team.

## THE FIELD

The playing field shall be a rectangle at least 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a center-line.

## 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 below the shoulders.
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 anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)* Please note that catching a live ball does NOT result in a player returning to play.

3. A player that is hit in the head is not "OUT" unless they intentionally duck into the ball with their head.

## BOUNDARIES

During play, all players must remain within the boundary lines.

## 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 against their own wall. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken back to the starting wall 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 of that game. A 10-15 minute time limit will be established before each match. There may be multiple games during the course of each match. If neither team has been eliminated at the end of the time limit, the team with the greater number of players remaining will be declared the winner of that game.

## SUBSTITUTIONS

Each team may make a substitution only between games or in case of injury.

## 5-SECOND VIOLATION

No team may control all 6 balls at any given time. If one team has all 6 balls on their side they must throw 2 balls to the other side. Once a ball is picked up it must be thrown within 5 seconds or given to the opposing side.

## RULE ENFORCEMENT

During play there will be a field marshal that will handle any disputes or questions and will keep track of scores. Teams will be on an honor system for round-robin matches with the field marshal there to handle disagreements. Semi-Final and Final matches will be officiated.

## N.A.D.A. Code of Conduct

1. Respect the tournament and the field marshal
2. Be responsible for your actions and maintain self-control.
3. Do not taunt or bait opponents and refrain from using foul or abusive language.

## Ejection

Any player intentionally harming others or breaking the rules of the code of conduct or disturbing the good nature of the tournament or spirit of the game may be ejected by the field marshal. If this happens, the incident will be reported to the tournament director and a ruling will be determined as to when or if that player can return to play in later games.