

Dodge Ball Rules

Team:

1. Teams will be made up of 6-12 players 50% of which have to be female and 50% must be company employed.
2. Start all games with equal number of males and females.
3. Substitutes may either enter only during timeouts or if there's an injury.
4. Substitutes must be of the same gender.

Field:

1. The playing field will be marked with sidelines, and a centerline.

Boundaries:

1. During play, all players must remain in the boundaries.
2. Players can only pass through their end line only to retrieve stray balls.
3. When retrieving a stray ball, the player must immediately re-enter the game.
4. A player that does not immediately re-enter the game is declared out.
5. Players may hand-off balls provided the players remain within their set boundaries.
6. Players may not be handed off balls if the player is out.
7. A player shall not:
 - a. Have any part of their body contact the playing surface on or over the sideline
 - b. Enter or re-enter the field through their sideline
 - c. Leave the playing field to avoid being hit by or attempt to catch a ball
 - d. Have any part of their body cross the center line and contact the ground on their opponent's side of the court

Rush:

1. During opening rush many players cross the centerline. Officials should refrain from calling players at this time unless a definite advantage is gained by the action.
2. A player may, without penalty, step on the centerline.

Equipment:

1. The official ball used is a 6-1/4-inch rubber coated foam ball.
2. The standard number of balls for a twelve player game is six.
3. Participants must wear gym shoes and remove all dangling jewelry.
- 4.

Game:

1. Game will begin with six players on each end and six balls placed along the centerline. Players must start with one hand touching the back wall.
2. On the official's signal players race to the centerline to retrieve the balls.
3. Balls must be run back and players must touch the starting wall before a ball may be thrown.
4. A player can be eliminated by:
 - a. Being struck by a live ball
 - b. Opponent catches live ball
 - c. Player crosses or touches centerline
 - d. Player steps out of bounds
 - e. Player hits opponent in the head
5. Dead ball: once a ball hits a wall, ball or another player it is dead. If a ball hits a "player" (not the ball in his hands) and that player catches the ball before it hits anything else the opponent that threw the ball is out.

Scoring:

1. Matches will be decided using a best of three format in which the first team to win two of the three games will be declared the winner of the game.
2. Overtime exception: if each team has the same number of players on the floor when time expires, a sudden death period (between remaining players) will be added where in the first team to eliminate an opposing player is credited with the winning game.

The official's call stands. Arguing a call with the official may result in the team member being ejected from the game. Out's are also done on the "honesty" factor. If you have been involved in one of 4 A-E above the official does not need to see the hit – you are out and must leave the game.