

# Taco Daze 2016

## Dodge Ball Rules

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### OBJECTIVE:

Eliminate all the players on the other team by scoring outs before your team is eliminated.

### TEAMS:

Each team may have up to 6 players on the court at one time. Teams may consist of up to 8 players with all players rotating in, but there are no substitutions during the game.

### DEFINITIONS:

**Live Ball** - a ball that is thrown by a player, in-bounds, and not yet deemed dead.

**Dead Ball** - a ball that has hit the ground, wall (or other obstacle), another ball, or a player that is "safe." A ball that has hit a player is still alive (meaning one throw may get two or more players out).

**"Safe" Player** - a player that has a hand raised over their head after:

- a.) becoming an out
- b.) being freed from jail

A safe player may not make a play.

**Catch** - a catch occurs when a player catches a live ball thrown by an opponent and then maintains control.

### MATCH:

Each match is a best-of-three games format. Teams switch sides after each game.

### TIME:

Each game is limited to 7 minutes. The referee will give one minute, and thirty-second warnings as well as a countdown of the last ten seconds. If the game time ends without a team eliminated winner, the team with more players still in the game wins. If team numbers are even, the game goes into sudden death; next team to score an out wins the game.

### BOUNDARIES:

1. A tennis court is used as the playing field measuring 79 ft. x 36 ft.
2. Each team's "safe zone", where opponents may not cross, is the back 18ft of their side

of the court. This leaves a 42 ft. free zone in the middle and a total of 60 ft. for each team to roam.

3. Player may leave their boundaries to retrieve stray balls.
4. Only balls thrown from within the boundaries are live, but a player who is out of bounds may become an out.
5. A player who steps into his opponents' safe zone is out.
6. A player out of bounds to avoid play will be warned by the referee once and be deemed out if the player does so again.

#### **GAME START:**

1. The game begins with each player behind their own back line.
2. Eight balls will be placed at intervals along the center field line.
3. When the head referee blows his whistle to begin play, the players may attempt to grab before their opponents do. Players may not cause physical contact or will be called out, at the referee's discretion.

#### **SCORING AN OUT:**

1. A player is eliminated and "out" if they:
  - Step into his opponents' safe zone
  - Intentionally hit an opponent in the head (head referee's discretion)
  - Are hit on any part of their body by a live ball thrown by an opponent and that ball is not caught alive by a teammate.
  - Throw a ball that is caught alive by an opponent.
2. Once a player is called out, they must raise one hand to show that they are "safe" and must immediately get to their own "jail" without disturbing game play.

#### **JAIL:**

1. When player has become "out," they must line up in their marked jail box on the sideline.
2. Jailed players may grab loose balls and throw them to teammates, but may not enter the playing field or leave their jail boundaries.
3. Jailed players must stand back from the action to allow the head referee a view of the game.
4. Jailed players may be brought back into the game when a teammate catches an

opponent's live ball. One caught live ball means one jailed teammate may return to action, at the referee's signal. The newly "freed" player must raise their hand to signify.

5. Jailed teammates return to action in the order they became an "out."
6. A freed player is "safe" as long as they raise their hand and until they return to their own backline.

#### **OFFICIATING:**

1. Two referees will officiate each game. A head referee keeps time, officiates the jails, and has final ruling. A side referee watches from the opposite side of the field and focuses on outs.
2. A referee's immediate decision is final.
3. To referee a discrepancy, the head referee may blow their whistle and stop all action.
4. All balls become dead at that point and players are to walk back behind their own back line. After the referee's decision, the whistle will be blown and play will resume. Those who held possession of ball when the action was stopped, maintain possession when the action is resumed.
5. If a player argues with a referee or uses profanity, that player will be ejected from the game and be required to leave the dodge ball grounds. The registration fee will not be refunded.

**Have fun and please thank your officials for working  
your matches.**

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