

# WILD DODGEBALL

## Rules

**Balls:** Gator balls will be used as the official dodgeball. There will be 5 dodgeballs being used (8.25" and 7") per court. Each will start with 2 balls per side (one in the center). (No running to the center to secure balls, which saves time and injury).

1. A team consists of at least 6 players. Although we strongly encourage creativity with uniforms please note that this is a school-sponsored event and the **American Fork High School dress code and all other school rules and code of conduct are in effect. For questions regarding uniforms please contact Coach Spencer.** We reserve the right to disqualify any team for inappropriate attire, poor sportsmanship or conduct. **All team members will be required to have a visible number to help refs call them out. These numbers will need to be different than all other teammate's numbers.** All jewelry must be removed prior to the start of the match. A team may have additional players that may enter in succeeding games, but no substitutions can occur once the game has started and all players must be listed on the official roster handed in prior to the tournament.

2. A new game will start every 10 minutes. This will be designated on a bracket to be posted in the hallways. This will ensure that all teams know where to be at what time to start their next match. A match consists of one game (best of three). Each game will last a maximum of 10 minutes. The game is over when all of one team's players are eliminated, or if time elapses the team with the most players left wins. If, after time has expired, there is a tie, then there will be a 2 minute sudden-death period between the remaining players where the first team to have a player eliminated loses. If there is still a tie then it is double sudden death overtime in which there will be a "dual" between the team captains.

3. Five balls will be used. Players must start behind their own baseline before the start of play. Play will commence upon the sounding of the whistle or horn. Each team will be given 2 balls to start. 1 ball will start on the center court line to be retrieved as play progresses.

4. The centerline will be off sides. If a player steps on or crosses the centerline separating the two courts, they will be out. The event staff enforces this. (No outside players, spectators, coaches etc. will enforce rules)

5. A player will be eliminated when at least one of the following events occurs: (1) A player is struck below the neck by a ball thrown by their opponent (the player will still be considered eligible if the ball that struck them was caught by themselves or a teammate before it hit the ground, wall, ceiling, or backboard). (2) The ball they threw was caught by someone on the opposite team. If this happens the opposite team also gets a player out of the penalty box. (3) They step out of bounds in an attempt to avoid being hit with a thrown ball. A ball is considered dead once it hits the floor, ceiling, wall, or basketball backboard. It must be a direct hit in order to consider the person out of the game. Deflections off the floor, wall, court dividers, rafters, do not count as an out if caught. Deflections off a teammate—where the ball does not hit the ground or wall before hitting the second player do count, and both players are out.

7. All players are confined to the out of bounds court lines. Players **MAY NOT** leave the playing area to retrieve a ball. If a player goes out of bounds to avoid getting out, the official will call them out. If a ball is thrown into the bleachers, it must be given to the team that is on that side. (No outside players, spectators, coaches etc. will enforce rules, retrieve balls, or try and officiate)

8. Once a player is out, they must immediately leave the playing floor and sit in their penalty box. **Players who have been called out cannot retrieve stray balls for their teammates, or that ball will be given to the other team.** Players should align themselves in the order they get out. This will also be the order they come back into the game in the event of their teammate catching a ball.

9. If a player is stalling (10 seconds or more), or making no attempt to play a ball on the ground, they will be ordered to roll the ball to the other side by the official.

10. If a ball is being used to deflect thrown balls, and the thrown ball comes into contact with the person trying to deflect it, that person is out. Also if they try to deflect the thrown ball using another ball, if they drop the ball being used as a shield, they are out.