

Coed Dodgeball Official Rules

General Playing Rules:

- Games will be played 6v6
- At least 2 of the 6 players on each team must be female
- The first team to eliminate all opposing players will receive a win.
- Teams will play as many games or rounds as possible within each half hour time slot.
- Substitutions can only be made between rounds.
- Substitute players not in game are to retrieve dodgeballs that roll out of play.
- These dodgeballs can be handed to teammates or rolled into the play area. They may NOT be thrown to a teammate in play.
- Players may not have any part of their body contact the ground surface over any side or end lines.
- Players may cross the center line during the opening rush without penalty.
- The number of dodgeballs used in a regulation game is 6.
- All clothes/uniforms are considered part of the player's body.

Getting OUT:

- A player hit by a live thrown dodgeball is out.
- Catching a live dodgeball thrown by the opponent results in the opposing player being ruled out. In addition, the first eliminated player on the catcher's team may re-enter the game.
- A held dodgeball may be used to block another thrown dodgeball. However, if the held ball is knocked out of the player's hands, the player is ruled out. If the player losing control of the dodgeball re-catches it before it hits the ground, the player is not ruled out.
- A player may intentionally drop their held dodgeball in order to catch a live ball. A player may also drop the held ball AFTER deflecting the live ball in order to catch it. The official will determine if the dropped ball is intentionally dropped or knocked loose.
- A live dodgeball deflecting off of a held ball and/or striking the holder is live only to the holder.

-If the deflected ball is caught by the holder, the thrower is out. If the deflected ball strikes the holder, the holder is out. If the deflected ball hits the ground, another player, or another ball, it is ruled dead.

-A teammate catching a deflected ball does NOT result in the thrower being ruled out.

-Once a player is out, they must drop any dodgeballs and exit the playing field at the nearest sideline.

-Players ruled out must line up at the designated area in the order they were ruled out. The player who was out the longest must be the first to re-enter the game upon a catch.

Opening Rush:

-Prior to the game starting, six dodgeballs are placed evenly along the center line.

-Players lineup behind their end line.

-Following a signal by the official, teams may rush to the center line to receive the dodgeballs. Teams may only retrieve the three dodgeballs placed to their right of the center hash line.

-Players may contact the opposing team's playing area over the center line during the opening rush only.

-Every dodgeball retrieved during the opening rush must be brought halfway back into the playing area prior to being thrown. After the opening rush, dodgeballs may be thrown from anywhere in the playing area short of the center line.

-Players may pass dodgeballs back to their teammates behind the halfway mark during the opening rush in order to be able to throw them legally faster.

Additional Rules:

-A team trailing during a round must be given the opportunity to eliminate an opposing player. This requires one dodgeball to be in the possession of the trailing team.

-It is illegal for the leading team to control all the dodgeballs for more than five seconds. If the leading team controls all of the dodgeballs, they must make a legitimate effort to get at least one ball in the opposing teams playing area. Throwing a ball out the back of the opposing end line does not count.

-All games will be supervised by a Court Official.

-Rules will need to be enforced primarily by the honor system. The official can rule players out, but players are also expected to honorably rule whether or not they have been legally eliminated.

-ZERO TOLERANCE POLICY: All Court Officials have been instructed to maintain Zero Tolerance on those who display unsportsmanlike conduct. Any player pursuant to below will be ejected from the game. Any additional player from the same team displaying unsportsmanlike conduct in the same game will result in the team's disqualification. Any further infractions from the same team receiving discipline described above will result in suspension for the remainder of the season.

-There will be no refunds given for ejected teams.

