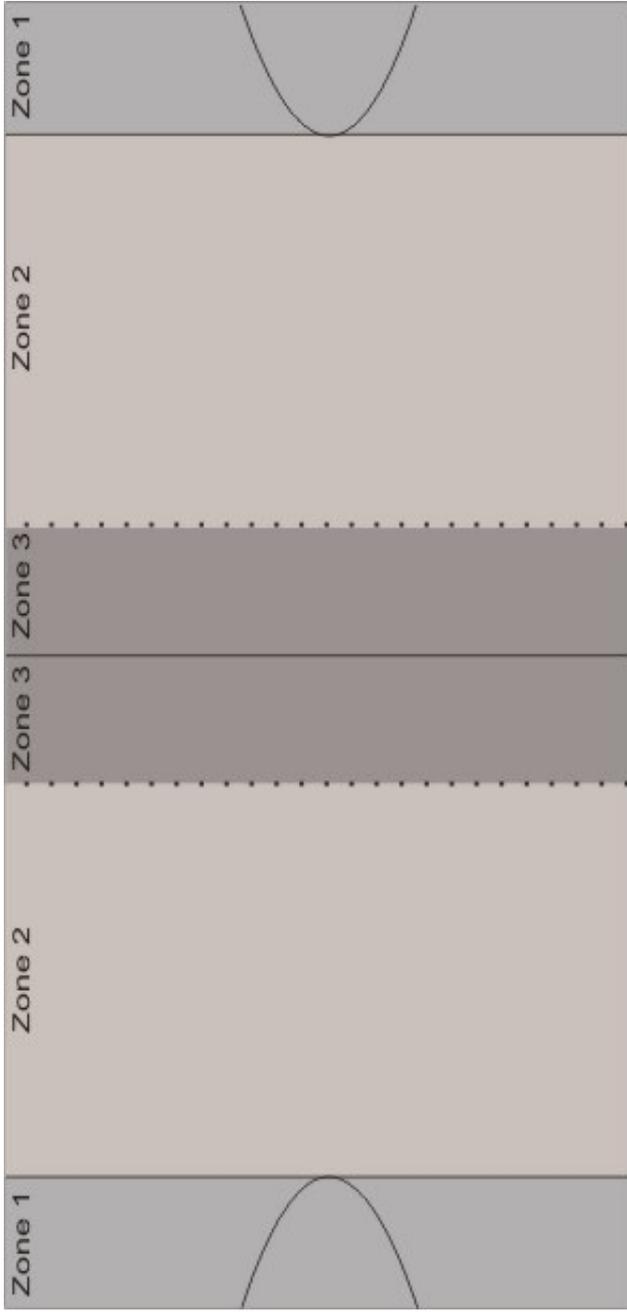


Court Layout



ACTION

DOGEBALL

are you quick enough?

Official Rules

DODGEBALL

..... Rules of the game,

Team: Consists of 6 players with up to 4 substitutes

Games: consist of two 13 minutes halves

Players: A live player is one that has not been eliminated from zones 2 or 3 (refer to diagram).

A live ball is one that is travelling in the direction of the back net.

The ball is live if it hits the top or side nets. It is also live if the ball bounces.

A player will be eliminated if they are hit by a live ball in zones 1, 2 or 3. A player will be eliminated if they drop or fumble a live ball. Players must remove themselves from zones 2 or 3 if they have been eliminated.

If a live player catches a ball on the full without fumbling it then the thrower is eliminated and a player from the catches team may re-enter play.

Any player may substitute after a point has been scored.

The umpire is the sole judge on eliminations.

Start of Play: The game will commence with all the balls lined up in the middle of the court. All players will line up on the back net with one hand on the net (pulling on the net is not permitted). The umpire will signal the start by blowing their whistle. Players then run to the middle to grab one ball only. They must then return to zone 2 before throwing commences. The half way line is off side. You will be eliminated for standing on or over the line.

Zones: refer to the diagram.

When either team is down to the last player the umpire will stop the game and call all live players into zone 3. The game will then recommence until either team has been eliminated.

Zone 1 is the stand down area

- Players will enter the stand down area if they have been eliminated from zones 2 or 3.
- A player may enter the stand down area if no players in their team have been eliminated to retrieve balls
- A player can be eliminated if they are retrieving a ball from zone 1.

Zone 2 and 3 are the live areas

- Live players must remain in zones 2 or 3 unless retrieving a ball or they will be eliminated.

- Only players in zones 2 or 3 may throw live balls.
- Live players may hold a ball for no longer than 10 seconds. You may pass a ball to team mates.
- If a player places a ball on the ground they will be eliminated.

Zone 3 is the scoring zone

- All live players will be called into zone 3 when either team is down to 1 player.
- Players will be eliminated if they leave the zone. You may however leave the zone to retrieve a ball if you have no eliminated players to do this for you.

Scoring Points: Once a team has been eliminated a point is awarded to the non eliminated team.

Play will cease at the half or full time whistle with no points awarded.

Game Points:

Win: 3pts, Draw: 2pts, Loss: 1pt,

