



National Collegiate Dodgeball Association

Rulebook, Officiating Manual, and Casebook

Season 2015-2016 / Version 1.0 / **NEW Changes**

Preface:

The National Collegiate Dodgeball Association exists to facilitate collegiate dodgeball. Founded in 2005 by a handful of midwest colleges, the NCDCA has expanded to the East Coast, the deep South, and as far as the Great Plains. There is still plenty of the country to conquer, and plenty of schools that are forming dodgeball teams on the horizon. In 2014 the NCDCA made great strides and became a 501(c)(3) non-profit organization in the United States with the goal in mind to further the expansion, popularity, and legitimacy of not only our version, but all variations, of the sport of dodgeball.

There is one thing that unites the giant family that is this League: dodgeball. The NCDCA ruleset is one that appeals to the collegiate student-athlete. It involves old school rubber playground balls flying at speeds of up to 80 miles per hour, road trips, bonding between lifelong friends, huge 15-on-15 games, and high academic reasoning behind every rule. If you are a college student and want to start up a team of your own, we will gladly welcome you into the Family, and tell you to prepare for the greatest amount of fun you will experience in your life.

Our Rulebook was born out of the large street pickup games in Chicago's UIC neighborhood, adapted into an aggressive ruleset by the Founding Member Teams, and refined over the years by a largely student and alumni-operated organization. Our rules are a common thread, but by no means stagnant. They are refined annually in the summer offseason, starting with the Captains' Meeting at Nationals; a time where a majority of the League is present and the Rulebook endures its greatest test. Any new introductions or editions from last season's rulebook are denoted in **highlighted text**.

Our Officiating Manual was written to imbue an Official with the know-how to cover the game effectively. It is a supplement to a seasoned alumni with plenty of experience under his or her belt.

Our Casebook is a supplementary document which keeps the main Rulebook lighter by moving scenario based explanations to the Casebook. Coupled with a video Casebook, it is essential information ingestion for newcomers.

Please enjoy reading the following! We put our top interns on this project.

Regards,

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Index:

1. Overview
2. Definitions: Terminology, Equipment and Field of Play, Teams
3. Play
 - 3.1 Game Format: Teams, Length of Game, Scoring, Duration of Play
 - 3.2 Opening Rush: Setup, Rush, False Start, Activation of Balls
 - 3.3 Timing Events During Play: Stoppage of Play, **Timeouts and Substitutions**, Shot Clock
 - 3.4 Gameplay: Catches, Throws, Hits and Blocks, Loss of Possession, Boundary Violations, Dead Player Involvement, 1-on-1 Double Faults, Defective Equipment
 - 3.5 Injuries
 - 3.6 Conduct
 - 3.7 Penalties: Referee's Discretion, Yellow Cards, Red Cards
4. Officiating
5. Casebook

1. OVERVIEW

1.1 Dodgeball is a children's game. Two opposite teams throw rubber playground balls at each other. The gameplay is defined by two reactions to the stimulus of a thrown ball: the Failure to Dodge & the Failure to Catch.

1.1.1 You dodge the throw. Well done. Gameplay continues.

1.1.2 The ball hits you. Oh no! You best catch that ball before it hits the ground.

1.2 The purpose of dodging balls is two sided: first, to dodge balls is to understand the harsh, unyielding nature of life, that being, in the end we get out. Secondly, dodging balls helps us as a society to tap into the ritualistic, emotional content of our shared collective consciousness, in effect helping us all to communicate better.

2. DEFINITIONS

2.1 Terminology

2.1.1 *Kill/Tag/Hit* - A direct throw which gets another player out. Henceforth known as a Hit.

2.1.2 *Thrower* - Any live player whom makes a direct throw of a dodgeball.

2.1.3 *Target* - Any live player on the opposite team, who is on the receiving end of a direct throw.

2.1.4 *Live ball* - Any ball that has not become dead. Dodgeballs become live when thrown.

2.1.5 *Dead ball* - A dodgeball that hits a dead player, another dodgeball, or any surface of the court.

2.1.6 *Trap* - A ball that is caught simultaneously with a player's body and either another ball or another part of the environment. The ball is ruled dead. No player is out, no player is in.

2.1.7 *Play* - Any attempt by a player to dodge, catch, or block a directly thrown ball.

2.1.8 *Out* - The condition of a Dead Player who has become inactive under the Rules, and who must enter the Jail.

2.1.9 *In* - The condition of a Live Player. A player may be in from the start of the point, caught in, or substituted in.

2.2 Equipment and Field of Play

2.2.1 *Dodgeballs* - Ten (10) 8.5 inch diameter rubber playground balls are required. Extra balls are encouraged to have on hand in the event of a popped or bloody ball.

2.2.1.1 *Standard Dodgeball* - The Preferred Dodgeball that is primarily used shall be the Champion Sports PG8.5; a nylon wound, two ply, 8.5 inch diameter rubber playground ball, which is available in a number of wonderful colors.

2.2.1.2 *Lack of Preferred Balls* - If not enough Standard Dodgeballs can be supplied, other sufficiently similar dodgeballs may be used as long as they meet the requirements of [2.2.1].

2.2.1.3 *Ball Source* - Each team is entitled to contribute half the number of dodgeballs used in play. If one team cannot supply their entitled share, the Host will be responsible for supplying the necessary amount for play.

2.2.2 *Court at 94' x 50'* - NCAA Regulation is preferred, as a regulation basketball court can be converted easily for play. Sidelines are the longer, while baselines are the shorter. Volleyball court or badminton court markings may be included on the court for the ease of marking the neutral zone.

2.2.2.1 *Halfcourt* - A line halfway between each baseline; usually already marked.

2.2.2.2 *Attack Line* - A line clearly marked 30' from each baseline. Players may cross Halfcourt and move up to the opposite Attack Line. Blue painters tape may be used to mark as it is least likely to ruin the finish on the court.

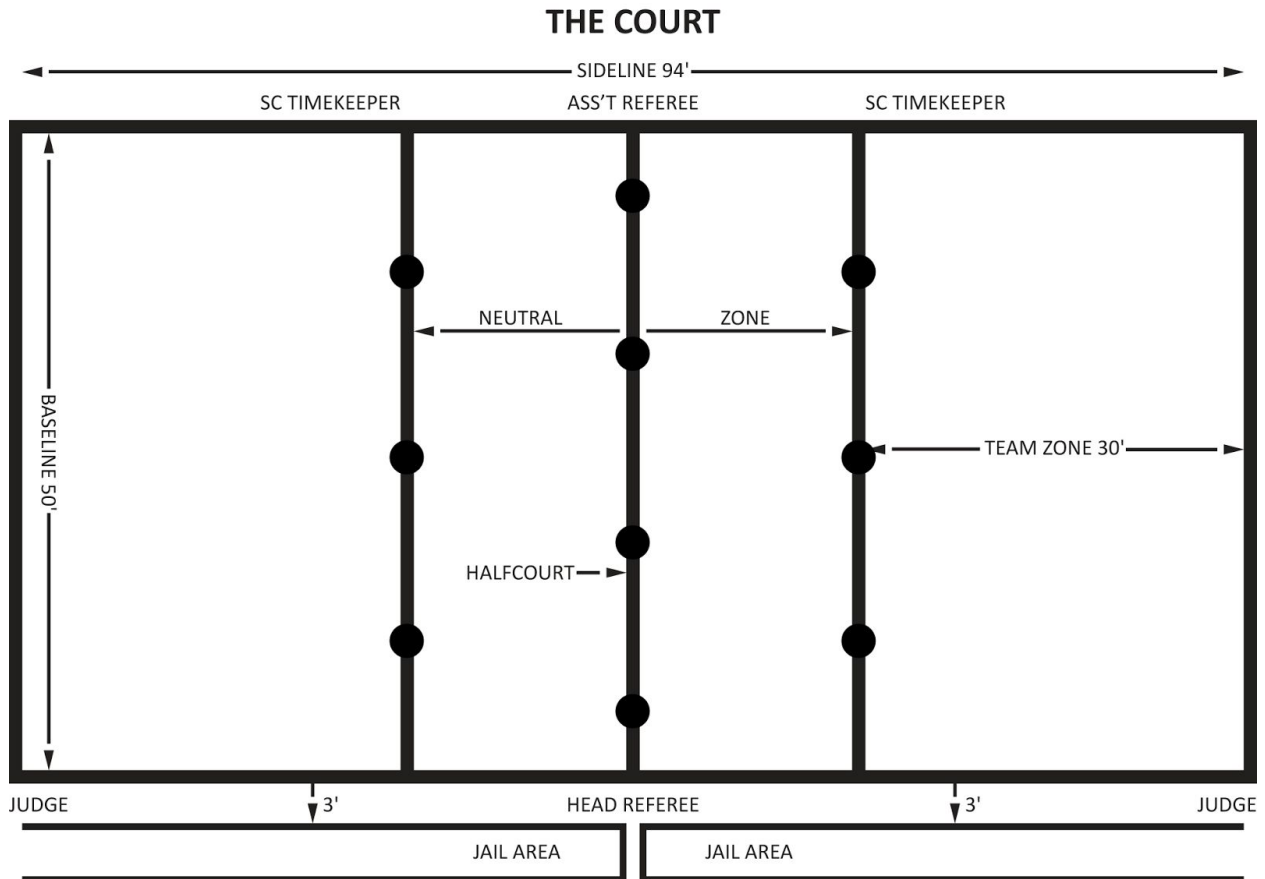
2.2.2.3 *Neutral Zone* - An area in the center of the court, between the Attack Lines.

2.2.2.4 *Team Zone* - The area from a Team's Baseline to the closest Attack Line.

2.2.2.5 *Jail* - An area adjacent to the court, where Jailed/Out players reside. Each team forms their respective Jail on the same sideline, allowing at least three feet from the sideline. The Jail may start from Halfcourt or from the Baseline; the orientation is cleared with the Head Referee prior to the start of the Match.

2.2.2.6 *Bench* - A bench may be declared for team members not in play, but should be designated in such a way as not to be confused with the Jail.

2.2.2.7 *The Ideal Court Visualized*



2.2.3 *Officiating Equipment* - also see [4. Officiating Mechanics]

- 2.2.3.1 At least four (4) whistles
- 2.2.3.2 At least four (4) vertically striped "referee style" shirts
- 2.2.3.3 Two (2) sets of yellow and red "Soccer style" referee cards
- 2.2.3.4 One (1) stopwatch or stopclock
- 2.2.3.5 Two (2) timepieces that display seconds

2.3 **Teams**

2.3.1 **Membership and Player Terminology**

2.3.1.1 *Roster* - Each team may consist of a roster of 10-20 players.

2.3.1.1.1 *Eligibility* - All players must be registered students at the institution they represent, and must currently be enrolled in at least one class. Players may be forced to provide a college ID or other proof of enrollment upon request.

2.3.1.1.1.1 *Institution Eligibility* - All players must adhere to the membership requirements for intercollegiate competition, as defined by the respective institution's sport club or student organization policies.

2.3.1.1.1.2 *Pursuit of Degree* - All players must be enrolled in classes in pursuit of a degree or certification. Players enrolled in classes for personal betterment, but are not pursuing an associates, bachelors, masters, doctoral, medical, law degree, or approved certification, are not eligible for play.

2.3.1.1.2 *Institutional Merging* - Institutions may not merge to form one team.

2.3.1.1.3 *Dual Enrolled Students* - Dual-enrolled students may only play for one team per academic year (July-June).

2.3.1.2 *Low numbers* - A team may play a match with no fewer than ten (10) players. The opposing team may still play with a maximum complement of 15 players and a maximum of five (5) substitutes.

2.3.1.3 *Captains* - All teams should have one Captain and up to two Assistant Captains. Designations should be clearly marked.

2.3.1.4 *Active/Live Players* - Players that are participating in that particular point and are still in play.

2.3.1.5 *Jailed/Out Players* - Players that are participating in that particular point and have been eliminated from the field of play. These players will form a single file line in the Jail in the order that they were eliminated from play.

2.3.1.6 *Benched Players* - Bench players are players on a team's roster for a given match who are not in play, who are not in their team's Jail queue, and who have not been ejected for the current point/match. If designated as Ball Shaggers, Bench players may help retrieve balls that leave the field of play. When not retrieving a dodgeball, Bench players should be far enough from the court so as not to be confused as being in play.

2.3.1.7 *Coaching Staff* - Teams have the option to utilize Coaches to advise the Team during a Match. Coaches are held to the same regulations as Captains during a Match, and may also receive a Penalty Card under [3.7.3.1.1 Team Yellow Cards]. Coaches are non-players and shall remain off the Court during active play.

2.3.2 Team Uniform and Equipment

2.3.2.1 Uniform

2.3.2.1.1 *Uniformity* - All members of a team should have clothes of the same color and style.

2.3.2.1.2 *Colors* - Uniform colors should be comprised of some combination of the respective school's colors, and may include the use of black, grey, or white.

2.3.2.1.3 *Logos* - School logos, school names, and original logos are permitted on the uniform. School logos or names used should be in compliance with the respective school's licensing department.

2.3.2.1.4 Uniforms should be free of any hard or unyielding items (zippers, buttons, fasteners, etc.) to avoid permanent damage to game balls.

2.3.2.1.5 No exposed metal should be on the hands, neck, or fingers.

2.3.2.1.6 Piercings are allowed, but are worn at the player's discretion and acknowledgment of possible injury.

2.3.2.1.7 Gloves may be worn as long as said gloves do not leave a residue on game balls.

2.3.2.2 Numbering and Letter Designations

2.3.2.2.1 All players should have numbers clearly visible on both the front and back of their uniform.

2.3.2.2.2 Numbers may be any of the following: 0, 00, 1-99

2.3.2.2.3 Players should not have identical numbers.

2.3.2.2.4 Host schools may request players tape numbers onto the front and/or back of their jerseys to comply with this rule. A player requested to tape numbers on their jersey, who does not comply with such a request, is prohibited from entering play.

2.3.2.2.5 Captain and Assistant Captain Uniforms should be designated by a C or an A respectively.

2.3.2.3 *Names* - Last names and nicknames are permitted on the backs of jerseys. The general rule regarding appropriateness of nicknames is to only use nicknames that would be fit to print in a media source (newspaper, magazine, etc). Host schools may request players tape over nicknames not in compliance with this rule. A player requested to tape over the text on the back of their jersey who does not comply with such a request is prohibited from entering play.

3. PLAY

3.1 Game Format

3.1.1 *Teams* - Dodgeball is a game played with a maximum of fifteen (15) and a minimum of ten (10) players on the court, at the start of a point. A roster for a specific match may be a maximum of 20 players. The five remaining players may be substituted in as discussed in [3.3.3.3 Substitutions].

3.1.1.1 *Excessive Players on Court* - If unwarranted players are found to be on the court at the start of play, or at any time during the point, a yellow card shall be issued [3.7.3.2.11].

3.1.2 *Length of Game* - The game shall consist of two (2) twenty-five (25) minute halves.

3.1.2.1 Halves are separated by a five (5) minute halftime. This may be shortened or waived under the agreement of both teams.

3.1.2.2 *Court Reservation Restrictions* - In tournament settings, the length of halves may be altered equally to accommodate court reservations, but shall not be less than twenty (20) minutes long. Regular match halves must remain the normal duration of two (2) twenty-five (25) minute halves.

3.1.3 *Scoring* - A point is scored when one team completely eliminates the opposing team from the field of play. If a team still has active players at the end of either half of regulation play, no score is applied.

3.1.4 *Duration of Play*

3.1.4.1 *Clock* - The Clock starts at the beginning of play, at the Official's opening rush signal, and will continually run unless stopped by the end of a point or by the Official's whistle.

3.1.4.1.1 *Special Running Clock* - If the losing team is down by five (5) points at any time in the Match, that losing team has the option of using a running clock for remainder of the Match and may notify the Head Referee of this activation. The Running Clock continually runs until the expiration of the Match. It is not stopped for any reason other than by an Officials' Timeout.

3.1.4.2 *Early Halftime* - If a point has been scored with less than 4:00 minutes remaining in the first half, halftime will go into effect with the remaining time being added to the second half.

3.1.4.3 *Overtime* - If the score is tied at the end of regulation play, Overtime shall be put in effect after a five (5) minute break in play. This break may be waived under agreement by both teams. The first team to score a point in Overtime is declared the winner.

3.1.4.3.1 *Duration* - There is no set time limit, the first team to eliminate all Active Players on the opposing team wins.

3.1.4.3.2 *Number of Players* - Overtime will consist of a maximum of 6 on 6 contest; the Captain choosing any six players from their team's 20 player roster. No more than six players may be on a side for the point; any catches with six players on the Catcher's side will not result in a seventh player entering play, nor shall a player on the starting Overtime roster be substituted for any other player, unless in the case of serious injury as determined by the Official.

3.1.4.3.3 *Opening Rush* - Seven dodgeballs will be used. Setup shall remain identical as described in [3.2 Opening Rush], but only one dodgeball shall be placed along Halfcourt and the remaining six (6) balls split as described in [3.2.1 Opening Rush Setup].

3.1.4.3.4 *Shot Clock* - For the duration of Overtime, a 10 second Shot Clock shall be in effect for both teams, regardless of number of players on a side.

3.2 Opening Rush

3.2.1 *Setup* - Four (4) dodgeballs are spaced evenly along halfcourt. The remaining six (6) balls are split evenly and placed on each team's neutral zone line, three (3) balls for each team. Balls should be placed in order to minimize tripping hazards for halfcourt running paths. Teams line up behind their respective baselines. All officiating staff should have the necessary officiating equipment ready and operational. [See 2.2.2.7]

3.2.2 *Rush* - The Head Official shall confirm both teams are ready. After a brief pause, the Official shall blow the whistle to signal the start of play. The Official shall not use a countdown, hand motion, or any other action which might allow players to predict the beginning of play.

3.2.2.1 Exception: In absence of a whistle, a swift, downward hand motion accompanied by an audibly loud and clear "Dodgeball" will suffice. The Official shall not use any action which might allow players to predict the beginning of play.

3.2.3 *False Start* - A False Start occurs if any player enters the field of play, by coming in contact with the court in bounds, before the Official's whistle is blown.

3.2.3.1 *False Start Violation* - Penalty for a False Start shall require the Team Captain be removed from play. If the Team Captain is not on the court, one of the Alternate Captains on the court is removed from play. The offending team may choose which Alternate Captain is to be removed from play. If the Captain or any of the Alternate Captains are not on the court, the offending team shall choose any player, currently on the court, to be removed from play.

3.2.3.2 *False Start Procedure* - If a False Start occurs, the court will be reset as defined in [3.2.1 Opening Rush Setup]. The Player removed from the court due to the penalty will begin this point in the Jail and may return as an Active Player only if their respective team completes a Direct Catch or Team Catch; thus their team will start the point with one less player than prior to the False Start occurring.

3.2.4 *Activation of Balls* - All dodgeballs are considered active at the whistle to signal the start of play.

3.2.5 *Switching Sides* - Teams shall switch sides at the start of a new half, or at the start of overtime. This may be waived at the consent of both Teams.

3.3 Timing Events During Play

3.3.1 *Stoppage of Play* - If play must stop, the Official shall blow their whistle. Play shall immediately stop and the Clock will be paused.

3.3.1.1 *Airborne Balls* - All Balls immediately become dead. No Direct Catches or Direct Hits may be made with a Direct Throw that was airborne before the whistle was blown.

3.3.1.1.1 Exception: If a Target is hit, then a Timeout is called before the ball is ruled Dead, the Target and his teammates still have the opportunity to complete a Direct Catch or Team Catch. Failure to make a catch will result in the Target being considered out.

3.3.1.2 *Procedure*

3.3.1.2.1 All active Players return to their respective Baselines.

3.3.1.2.2 Any balls not possessed by a Player and at rest in the Neutral Zone are placed at Halfcourt.

3.3.1.2.3 Any balls in a Team's Zone may be possessed by a Player before the restart whistle. Any remaining, unpossessed balls are placed on that team's Baseline.

3.3.1.2.4 Only Active Players and Officials may be on the Court during a Stoppage of Play. Jailed Players and Bench Players must remain in their respective zones. Interference will result in a penalty [3.7.3.2.10].

3.3.2 *Resuming Play* - The Official will blow their whistle to restart play. All balls are then considered active regardless of their position on the court.

3.3.3 Timeouts and Substitutions

3.3.3.1 *Team Timeouts* - a Team may create a Stoppage of Play by calling a Timeout during active play.

3.3.3.1.1 Timeouts may only be called by a Captain or Assistant Captain.

3.3.3.1.2 Team Timeouts have a maximum duration of 30 seconds. Both Teams should be lined up and ready to play after this duration.

3.3.3.1.3 Teams are allowed to call two Timeouts per Half.

3.3.3.1.4 Teams are allowed to call one Timeout per Overtime session.

3.3.3.1.5 Timeouts are not carried over from one half to another half, or one half to overtime.

3.3.3.1.6 Only Captains, Assistant Captains, and Active Players may be on the Court during a Timeout. Jailed Players and Bench Players must remain in their respective zones.

3.3.3.2 *Officials' Timeout* - The Head Referee may designate a Stoppage of Play to be an Officials' Timeout, granting the benefits of a Timeout without charging either Team. Not all Stoppages of Play necessitate an Officials' Timeout, and

Officials should use their best discretion in calling Timeouts.

3.3.3.3 *Substitutions* - During a Timeout, an Active Player may be substituted for a Benched Player.

3.3.3.3.1 Substitutions may be made by either team during either a Team Timeout or an Officials' Timeout.

3.3.3.3.2 A Jailed Player cannot be substituted for an Active Player or a Benched Player.

3.3.3.3.3 Once a Player is substituted off the Court, they cannot be substituted back into play during that same Point.

3.3.3.3.4 *Reporting* - A Captain or Assistant Captain must report all substitutions to the Head Official.

3.3.4 Shot Clock

3.3.4.1 *Definition* - During play, a 15 second Shot Clock shall be in effect for both teams and shall be counted incrementally from one (1) to fifteen (15), or counted down if cleared with the Team before the start of the Half. The Shot Clock is not in effect for a Team if said Team does not have any Balls in their zone or in their possession.

3.3.4.2 *Consistency* - The Shot Clock should coincide with the game clock. The fifteen seconds of the Shot Clock are fifteen seconds, no longer, no shorter. To aid in this, Shot Clock Timekeepers shall use a timepiece that displays seconds.

3.3.4.3 *Resetting the Shot Clock* - To reset the Shot Clock, a Player must make a Direct Throw at the Opposing Team in a Legitimate Attempt to eliminate an Opponent. The Throw must enter the Legitimate Attempt Zone before the Shot Clock expires. The Shot Clock is reset the moment a Direct Throw is deemed a Legitimate Attempt by the Official.

3.3.4.3.1 *Legitimate Attempt* - a Direct Throw within range of a Target, which may allow the Target to make a play on said Direct Throw. This Zone is a step and a lunge in any of the 3 dimensions, in order to make a Direct Catch. A Target does not have to make a play in order for the Direct Throw to be considered a Legitimate Attempt, but may only be within the previously specified range.

3.3.4.3.2 *Higgs Boson Reset* - The Shot Clock is also reset if two or more Direct Throws strike each other in midair, and said throws appear to have the intent to enter the Legitimate Attempt Zone of an opposing player.

3.3.4.3.3 *Direct Catch Reset* - A Direct Catch made by a Team with a Ten (10) Second Shot Clock will result in the Shot Clock resetting for the Catching Team. [3.3.4.6 Five Man Rule] or [3.1.4.3.4 Overtime Shot Clock]

3.3.4.3.4 *Illegitimate Attempt* - a Direct Throw that does not enter the Zone before the Ball is deemed dead, or a Direct Throw that does not enter the Legitimate Attempt Zone before the Shot Clock expires. The Shot Clock Timekeeper does not have to notify the Team of an illegitimate attempt, and may proceed counting on pace.

3.3.4.3.4.1 *Last Ball Illegitimate Throw* - If a team's only ball is thrown, or forfeited, and is ruled an illegitimate attempt, the Shot Clock will continue to run because the ball did not enter the opponents LAZ.

3.3.4.4 *Shot Clock Violation* - Failure to make a Legitimate Attempt at resetting the Stop Clock will result in a Stoppage of Play [3.3.1] and forfeiture of all Balls to the other Team.

3.3.4.5 Timeouts altering the Count

3.3.4.5.1 *Team Timeouts* - If one team calls a timeout, the opposing team's Shot Clock count is immediately rounded down to the nearest increment of five. A Count of 0-4 is set to 0, a Count of 5-9 is set to 5, and a count of 10-14 is set to a Count of 10. The Shot Clock Count of the team that called the Timeout remains as it was when they called the Timeout.

3.3.4.5.2 *Officials' Timeouts* - If an Official calls an Officials' Timeout, both team's Shot Clock counts are reset to zero.

3.3.4.6 *Five Man Rule* - If a Team has five (5) or fewer Active Players, their Shot Clock will have a maximum of ten (10) seconds as opposed to fifteen (15). This change will take place upon the next Reset of the Shot Clock.

3.3.4.6.1 *Return of the Sixth Man* - If the Team regains a total of six or more Active Players, that Team's Shot Clock will be changed to 15 seconds after the next Reset of their Shot Clock.

3.4 Gameplay

3.4.1 Catches

3.4.1.1 *Direct Catch* - If a Target catches a directly thrown ball, a player from the Target's jail comes back into play. The

Thrower is out.

3.4.1.1.1 If a Target bobbles but secures the ball before it becomes dead, it counts as a Direct Catch.

3.4.1.1.2 *Two for the Show* - If a Target catches two directly thrown balls simultaneously, it counts as two Direct Catches.

3.4.1.1.3 *Clean Direct Catch* - If a Target has a ball in their possession, but catches a direct throw in such a way where it is clear that the possessed ball did not come into contact with the caught ball, it is deemed a Direct Catch.

3.4.1.2 *Team Catch* - If a directly thrown ball hits a Target and a teammate of the Target catches the ricocheted ball before it becomes dead, or before the ricocheted ball clearly makes contact with a possessed ball, it is deemed a Team Catch. A player from the Target's jail comes back into play. Neither the Target nor the Thrower are out.

3.4.1.2.1 A thrown ball can ricochet off any number of live teammates before being caught by any live teammate, including the original Target. Any contact with a dead player, another dodgeball, or any surface of the court causes the ball to be dead.

3.4.1.2.2 *Teammate Cooperation* - If a Target and a Teammate catch the same directly thrown ball at the same time, it is deemed a Team Catch.

3.4.1.2.3 *Clean Team Catch* - If a Teammate has a ball in their possession, but catches the ricocheted ball in such a way where it is clear that the possessed ball did not come into contact with the secured ricochet, it is deemed a Team Catch.

3.4.1.2.4 *Team Ball Trap Catch* - If a Teammate has a ball in their possession, and that ball clearly makes contact with the ricocheted ball, the ricocheted ball is deemed dead on contact, even if the ricocheted ball is caught after contact. No Team Catch is awarded; the original Target is out and the Teammate remains live.

3.4.1.3 *Trapping* - If a Target catches a directly thrown ball, simultaneously, with both their body and any surface of the court, it is deemed a trap. No player is out, no player is in.

3.4.1.3.1 The ball must be caught and controlled in one motion; the Target cannot bobble the ball.

3.4.1.3.2 *Ball Trap Catch* - If a directly thrown ball clearly makes contact with a Target's possessed ball, and the Target catches and secures the Direct Throw in one motion, it is considered a Trap. No player is out, no player is in.

3.4.1.3.3 *Team Ball Trap Catch* - See [3.4.1.2.4]

3.4.1.3.4 Officials are advised to call a Trap unless the situation clearly dictates otherwise.

3.4.1.4 *Immediate Catch* - If a dead player is walking towards his or her empty jail and their teammate catches a live ball, the dead player is back in.

3.4.1.4.1 The recently deceased must exit the Court and re-enter play through the Baseline.

3.4.1.5 *Player Reentry* - A player has five (5) seconds to enter the court after a Catch has been made. The newly active player fails to enter the court after this time, the player is ruled Out by boundary violation.

3.4.2 Throws, Hits, and Blocks

3.4.2.1 *Direct Throw* - Any ball thrown by a live player is considered a directly thrown ball.

3.4.2.1.1 Direct Throws are considered Live balls, until they are deemed dead. If the Thrower is deemed out after the Throw was made, the Throw is still considered Live and may cause a Direct Hit.

3.4.2.1.2 If any thrown ball comes into contact with any other dodgeball in midair, at rest, or in possession of a Player, both balls are considered dead.

3.4.2.1.3 *Siblicide* - If a thrown ball comes in contact with a teammate of the Thrower, the ball is ruled dead.

3.4.2.2 *Direct Hit* - If a Target is struck on any part of their body or clothing with a directly thrown ball, and fails to complete a catch [3.4.1 Catches], the Target and only the Target is ruled out.

3.4.2.2.1 If a Direct Throw connects with a Target, any Direct Throws or Direct Catches made by the Target are valid until the original ricocheted Direct Hit becomes dead.

3.4.2.3 *Blocking* - A Target may use any dodgeball to block any thrown ball, but the blocking dodgeball(s) must remain secure.

3.4.2.3.1 If a blocking ball becomes dislodged, the Target must regain possession before the ball becomes dead.

Failure results in a Loss of Possession [3.4.3.1] and the Target is ruled out.

3.4.2.3.2 Balls may be thrown into the flight path of a direct throw in order to make a block, but the blocking ball must make enough clearance so as not to be confused as a Loss of Possession.

3.4.2.3.3 If a thrown ball grazes and makes contact with a Target's blocking ball, and is then caught, it is considered a Trap. No player is out, no player is in.

3.4.3 Loss of Possession

3.4.3.1 If a Target has secured a ball and that ball is knocked out of possession by another thrown ball, the Target and only the Target must regain possession before the ball becomes dead. Failure results in a Loss of Possession and the Target is ruled out.

3.4.3.2 *Stripping* - Unnecessary roughness will result in the offending player to be ruled out. Players may not attempt to steal possession of a ball from an opponent's hands. If a player strips, or attempts to strip a ball securely possessed by an opponent, the Official shall signal that the offending player is out.

3.4.3.2.1 *Possession Contention* - If two players pick up a ball at the same time and neither player secures possession after two seconds, an Official shall instruct both players to drop the ball and back away towards the Baseline, then place the ball where it was located prior to the players' contesting possession.

3.4.4 Boundary Violations

3.4.4.1 *Out of Bounds* - One point of bodily contact inside the boundary lines must be maintained; if all points of bodily contact are outside the boundary lines, the player is ruled out.

3.4.4.1.1 *Catching* - A Catcher must maintain one point of bodily contact in bounds in order for a Catch to count.

3.4.4.2 *Neutral Zone* - A player may cross Halfcourt and move up to the opposite Attack Line, but any player that makes contact upon the marking of the Attack Line or beyond the Attack Line, with any part of their body, is ruled out. Attack Lines extended indefinitely beyond the Sidelines.

3.4.4.3 *Suicides* - If a player jumps from the neutral zone, over the Attack Line, and throws their ball before landing out of bounds, the Thrower's ball is acts as a directly thrown ball and may cause a direct hit. The Thrower is ruled out once they contact the ground; any dodgeballs secured in their possession are ruled dead when they land out of bounds.

3.4.4.4 *Coming in from the Jail* - Players must enter play from the baseline, and are not considered live until they enter through the baseline.

3.4.4.4.1 For safety and clarification reasons, any player coming in from the Jail, who does not enter through the baseline, is ruled out.

3.4.4.4.2 A Player coming in from the Jail may not intentionally touch a Ball before entering play. Intentionally touching or securing a Ball declares that Player live but standing out of bounds, therefore that player would be ruled out.

3.4.5 Dead Player Involvement

3.4.5.1 Upon being ruled out, the recently deceased should immediately raise their hand and leave the court in the quickest and least intrusive way possible.

3.4.5.2 *The Death Touch* - No dead player can be involved in a play. If a live ball contacts a dead player, the ball becomes dead. Intentionally disrupting play as a dead player will result in a penalty.

3.4.6 1-on-1 Double Faults - In certain cases of 1-on-1, both players can be ruled out in the same play. The Team declared the Loser is the team of the Player that is out first.

3.4.6.1 *Do Over* - If the Officials cannot genuinely make a call on which player is out first, play is reset. Both players are still in, and all balls are reset in the middle, as defined in [3.2 Opening Rush].

3.4.7 Defective Equipment

3.4.7.1 *Timer Malfunction* - Should the Clock or a Shot Clock Timepiece become inoperative at any time during gameplay, the Official shall whistle and a Stoppage of Play shall be called. Both Captains shall be notified by the Head Referee and the inoperable timing device shall be replaced before play continues.

3.4.7.2 *Popped Balls* - A popped ball immediately becomes a dead ball from the moment it popped, regardless of its position in the environment. Play should be stopped as soon as possible, and the ball replaced appropriately.

3.4.7.2.1 *Popped When Blocking* - If a Target is using a blocking ball and the blocking ball pops as a result of a thrown ball, the Block is valid and the Popped Ball is considered dead. The Popped Ball should be replaced and placed on the sideline nearest to the Blocking Target.

3.4.7.2.2 *Popped After Throwing* - If a Thrower makes a Direct Throw and that ball is popped at any point during the Throw, the Popped Ball is considered dead. The Ball should be replaced on the sideline nearest to where the Ball was popped.

3.4.7.2.3 *Referee's Discretion* - The Head Referee has the final say as to the moment the Ball was popped, or if a Ball is sufficiently deflated to be considered unusable.

3.4.7.3 *General Equipment Failure* - If any equipment or apparatus fails and prevents continuation of play, the Official shall whistle and a Stoppage of Play shall be called. The apparatus shall be removed or the equipment replaced before play is resumed.

3.5 Injuries

3.5.1 If at any time a Player has blood on their clothes or person, or is otherwise unable to remove themselves from the field of play, play shall immediately stop. They will receive any necessary treatment and will be ineligible for the remainder of the Point and may not return to the Match until any traces of blood have been removed.

3.5.2 Any Jailed or Bench player that requires medical assistance may get the necessary assistance at any time, but may not return to play for the remainder of that point.

3.5.3 In order for a Bench player to substitute for the injured player, a timeout must be called.

3.6 Conduct

3.6.1 *Players* - It is the Player's responsibility to follow the Spirit of Dodgeball. If a player is hit, it is their responsibility, and part of the Spirit of the Game, to excuse themselves from play and head to the Jail. Intentionally staying in, because an Official has not called the Player out, degrades the faculty of the game and its underlying sportsmanship.

3.6.2 *Captains & Coaches* - The leadership of the team is as crucial to enforcing the rules as the Officiating Crew. They are responsible for helping curb any disruptive play before it becomes a problem that needs to be dealt with by an Official.

3.6.3 *Officials & Staff* - Aside from taking care of supportive tasks like timing the game and ensuring a safe gameplay environment, the Officials are present to help ensure the match is fair.

3.7 Penalties

3.7.1 *Referee's Discretion* - The Officiating Staff has final say on all rulings.

3.7.1.1 Captains and Alternate Captains are the only players who may question a call. All other players must relay requests through a Captain or Alternate Captain. Players may ask an Official what a call was and consult an Official as to a call on the court that they were involved in, however, that Player may not argue that call. Any Players who are not Captains or Alternate Captains, and argue calls with an Official, will be given a Yellow Card [3.7.3.2.5].

3.7.2 *Stoppage of Play* - If the infraction occurs during play, play shall immediately stop on the administering of a Yellow or Red Card.

3.7.3 Yellow Cards

3.7.3.1 Any Player receiving a Yellow Card is removed from the remainder of the Point and cannot come back in regardless of the amount of Direct Catches. If a player receives a Yellow Card between points, the Player cannot play the next Point and their Team plays that next Point with a max of 14 players.

3.7.3.1.1 *Team Yellow Cards* - If an infraction occurs in a manner to which no single member of a team can be

identified as the cause, the Captain will receive the yellow card. If the Captain is not playing during the point in which the foul has been committed, an Assistant Captain will receive the yellow card. If an Assistant Captain is not playing during the point either, the other team will choose an active player to be the recipient of the yellow card.

3.7.3.2 Infractions may include:

- 3.7.3.2.1 Unsportsmanlike Conduct
- 3.7.3.2.2 Unnecessary roughness or Excessive Physical Contact
- 3.7.3.2.3 Profane language or gestures
- 3.7.3.2.4 Intentionally delaying the Match
- 3.7.3.2.5 Persistently disobeying rules/directives from the Officiating Staff
- 3.7.3.2.6 Persistently disputing a Call with an Official [3.7.1.1]
- 3.7.3.2.7 Spiking or kicking a ball
- 3.7.3.2.8 Removing parts of the Player's uniform or clothing
- 3.7.3.2.9 Loitering on the court after being eliminated from play
- 3.7.3.2.10 Disrupting the Match from the Jail or Bench
- 3.7.3.2.11 *Excessive Players During Active Play* - If the Officials have ensured the correct number of active players are on the court at the start or resumption of play, and inactive or unwarranted players are discovered to be on the Court for any reason the extra player(s) will be asked to leave the court and a card shall be issued under [3.7.3.1.1].
- 3.7.3.2.12 *Unruly Audience* - If the fans of a specific team interfere with play, or disrupt or interfere with an Official, the Captain of the respective team will be asked to resolve the issue. If the problem continues, a card may be issued in accordance to [3.7.3.1.1 Team Yellow Cards].

3.7.4 Red Cards

3.7.4.1 Any Player receiving a Red Card during a match is ejected from the remainder of the Game and their team must play at a one man disadvantage for the remainder of the Game.

3.7.4.2 *Multiple Red Cards* - If a team receives two Red Cards they must play at a two man disadvantage. If a team receives three Red Cards in a game they immediately forfeit that game.

3.7.4.3 Infractions may include:

- 3.7.4.3.1 Gross Unsportsmanlike Conduct
- 3.7.4.3.2 Intentionally striking a Player or Official
- 3.7.4.3.3 Spitting at a Player or Official
- 3.7.4.3.4 Extreme, offensive language or gestures
- 3.7.4.3.5 Intentionally ignoring the decision of an Official
- 3.7.4.3.6 Receiving two (2) Yellow Cards in One Game

4. OFFICIATING

4.1 Definition, Equipment, and Placement

4.1.1 The Officials and Staff

4.1.1.1 The Officiating Crew shall be a Head Referee, an Assistant Referee, and two (2) Shot Clock Timekeepers.

4.1.1.2 Judges, Assisting Staff, and Ball Shaggers may be designated before the start of the match, as needed.

4.1.2 The Officials' Equipment

4.1.2.1 At least four (4) whistles

4.1.2.2 At least four (4) black and white striped "Referee style" shirts

4.1.2.2.1 While "Referee style" black and white striped shirts are preferred, all staff should wear clothing that is sufficiently different than the Teams participating. If a red and a blue team are playing against each other, the staff could wear black, or yellow, or any other color that won't be confused as red or blue.

4.1.2.3 Two (2) sets of yellow and red "Soccer style" cards, one set for each Referee

4.1.2.4 One (1) stopwatch or stopclock, [3.1.4.1 The Clock]

4.1.2.5 Two (2) timepieces that display seconds, one for each Shot Clock Timekeeper

4.1.2.5.1 Timepieces may be a basic wrist watch that displays seconds, which may then be counted by the Official.

4.1.2.5.2 Timepieces may be a device that displays or counts seconds accurately, such as a cell phone application, a personal computer program, or shot clock device. These devices must have an easy mechanism to quickly reset the Shot Clock every time a Legitimate Attempt has been made, which may occur within seconds of the last Attempt.

4.1.3 Location Mechanics

4.1.3.1 The Head Referee shall be at Halfcourt, on the same sideline as both Jails.

4.1.3.2 The Assistant Referee shall be at Halfcourt, on the sideline opposite the Head Referee.

4.1.3.3 The Shot Clock Timekeeper shall be at the Attack Line for their particular side, or 30' from the Baseline of the Team they are officiating for. Timekeepers should ask the Team to determine on which Sideline the Timekeeper will stand, before the start of the Half.

4.1.3.4 Any additional Judges should be placed at the corners of the court which will give the best vantage point for Sideline or Baseline Boundary Violations.

4.1.3.5 Ball Shaggers, when not retrieving a stray ball, should remain far enough from the Court so as not be confused as in play.

4.1.3.6 Additional members of the Staff, such as Score or Time Operators, should be in the best position to perform their duties but not in a position that will interrupt the Play or Officiating of the game.

4.1.3.7 See [Diagram 2.2.2.7] for a visual representation of basic location mechanics.

4.2 Officials' Authority

4.2.1 The Officials shall fairly conduct the game in accordance with the Official Rules, uphold the image of the profession of Officiating, promote the philosophy of Officiating in Dodgeball, and employ the proper mechanics as designated in their respective sections.

4.2.2 *Referee's Discretion* - As previously stated [3.7.1], the Officials have the final say on all rulings, and shall have the power to make decisions on any points not specifically covered in the Rules.

4.2.2.1 The Head Referee has the authority to override a made decision of another Official.

4.2.2.2 *Area of Responsibility* - Officials should remain dedicated to their areas of responsibility.

4.2.2.2.1 The Official closest to the Play in question can be considered in the best position to make a call, but may defer to one of Referees as needed. Being closest to the Play does not automatically denote being in the best position to view the Play.

4.2.2.2.2 No Official, besides the Head Referee, may openly question decisions made by an Official who is executing their specified duties.

4.2.2.3 Any Official may assist another Official by providing additional information that relates to a made decision.

4.2.2.3.1 *Officials' Conference* - If a quick hand signal from the Head Referee is not sufficient to clear up the call, an Officials' Conference may be useful. When least likely to disrupt the flow of the game, the Head Referee should stop play and conference privately with the Officials in order to make a final call. Players should not be near the Conference.

4.2.2.4 An Official may stop the game by blowing the Whistle.

4.2.3 Philosophy of Officiating in Dodgeball

4.2.3.1 The Officiating Staff are part of Dodgeball only out of necessity. Dodgeball possesses a certain amount of honor and self enforcement of the rules. With ten balls and thirty players on the court at one time, the very nature of the game prevents arbitrating every instance of gameplay. If a player is hit, it is their responsibility, and part of the Spirit of the Game, to excuse themselves from play and head to the Jail. That is why the language of these officiating mechanics are largely "should" and "may", rather than "will" and "shall".

In addition to preventing and curbing behavior that disrupts gameplay, it is the Official's duty to remain at the side of the court in support of this Spirit of the Game. They offer an impartial set of eyes to a close call. Officials have the final say because of this impartiality, but should only enforce this final despotic gesture when the situation warrants.

Therefore, an official should not consistently call each and every event in a game. To visualize one instance of this officiating spirit, consider the following: An Official may signal an out on an ambiguous trap, but a clear hit should not require a signal if the recently deceased Player is already walking towards the Jail. A smooth, fair game with limited interruptions in play is the ideal to strive for.

4.2.3.2 Calls that should be made:

4.2.3.2.1 *Signaling* - A loud, audible call and recognizable signal goes a long way in readily informing players of a call, therefore maintaining the flow of the game by preventing a stoppage of play.

4.2.3.2.2 *Traps* - Traps are ambiguous by their very nature, so an Official should call Trap and signal appropriately. Trap Catches should also be called appropriately.

4.2.3.2.3 *Immediate Catch* - The Official should call an Immediate Catch loudly and wave the recently deceased Player back in.

4.2.3.2.4 *Team Catches* - Some Team Catches may be ambiguous, and should be called as needed. An Official might need to indicate to the Thrower that they are not out, and should indicate to them that they are all good by the "Okay" gesture. In a situation where two teammates catch a ball at the same time, an Official might need to clarify a Team Catch has been made.

4.2.3.2.5 *Direct Catches* - The Official should make sure the Thrower leaves the court, and may indicate to the Catcher's Team that a valid Direct Catch has been made.

4.2.3.3 Code of Ethics

4.2.3.3.1 Officials shall call the game impartially, using the best information they have at the time of the call.

4.2.3.3.2 Officials shall know the Rules of the Game and the mechanics necessary to enforce these Rules.

4.2.3.3.3 Officials shall remain aware of the risk of injury to anyone on or near the court, and take reasonable steps to promote a safe playing environment while enforcing the Rules.

4.2.3.3.4 Officials shall mutually work to ensure the success and perpetuation of the Art of Dodgeball.

4.2.3.3.5 Officials shall uphold the honor and dignity held for the profession of Officiating.

4.2.3.4 Game Control

4.2.3.4.1 *Preventive Officiating* - If your actions or verbal comments can prevent a player from receiving a Penalty, it can keep the game running smoothly. Warning a Player that they are being too aggressive may prevent a fight later in the game.

4.2.3.4.2 *Reinforce the Call* - Using confidence and good body language will reinforce a call better than any other verbal statement.

4.2.3.4.3 *Support & Communicate* - If another Official makes a Call, honor it unless an Officials' Conference is called. If necessary, explain the play to the best of your ability and respect the rest of the Officiating Staff.

4.2.3.4.4 Officiate as a team.

4.2.3.4.5 If an Official blows the Whistle, play immediately stops. An Official should not whistle unnecessarily, unless

the situation warrants stopping 10 balls from flying through the air.

4.3 The Officials' Duties and Responsibilities

4.3.1 Head Referee

4.3.1.1 The Head Referee is the Crew Chief, in charge of the Officials and the Staff.

4.3.1.2 Pregame

4.3.1.2.1 *Dodgeballs* - Inspect all dodgeballs for blood, extremely low inflation pressure, and any other problems. Dodgeballs not fit for play should be replaced. Extras should be on hand but out of the way of play.

4.3.1.2.2 *Court Preparation* - Make sure the Court is properly marked and taped, any obstructions are out of the way

4.3.1.2.3 *Equipment Check* - Make sure all equipment and play devices are functional, and in accordance with the Rules.

4.3.1.2.4 *Crew Check* - Make sure all Officials are ready and able to officiate, know the proper signaling, are in appropriate attire, and have the appropriate equipment.

4.3.1.2.5 Pregame Captains' Meeting

4.3.1.2.5.1 Gather the Officiating Staff, Captains and Alternate Captains at Halfcourt. Introduce the Officiating Crew to the group of Captains and have the Captains introduce themselves to the opposing team's Captains.

4.3.1.2.5.2 Ask if either team has any questions or clarifications about the Rules.

4.3.1.2.5.3 Determine on which sideline the Shot Clock Timekeeper should stand, and to either count up or down.

4.3.1.2.5.4 Determine if the Court design warrants placing the start of the Jail at Halfcourt or the Baseline.

4.3.1.2.5.5 Determine if any of a Team's Bench Players are designated as Ball Shaggers. If so, explain rule [2.3.1.6] and the mechanics [4.3.6]. Also suggest the Ball Shaggers wear a contrasting color of the team they are working for, so they might not be confused for Active Players.

4.3.1.3 Gameplay (starting/stopping clock, setting score after completion of point, signaling plays)

4.3.1.3.1 *The Clock* - The Head Referee shall start and stop the Clock as gameplay necessitates.

4.3.1.3.2 *Scoring* - The Head Referee shall set the score after completion of a point.

4.3.1.3.3 *Calls* - The Head Referee should signal and announce any calls according to the Philosophy of Officiating in Dodgeball [4.2.3]

4.3.1.3.4 *Penalties* - The Head Referee may stop play and issue a Yellow or Red when necessary.

4.3.2 Assistant Referee

4.3.2.1 *Primary Duty* - Assist the Head Referee in officiating the game.

4.3.2.2 *Calls* - The Assistant Referee should signal and announce any calls according to the Philosophy of Officiating in Dodgeball [3.4.1]

4.3.2.3 *Shot Clock* - The Assistant Referee shall keep the Shot Clock on proper cadence, and enforce proper mechanics by the Timekeeper.

4.3.2.3.1 During a Stoppage of Play, the Assistant Referee shall keep track of the current count of both Shot Clocks and inform each team of the count before play resumes.

4.3.2.3.2 The Assistant Referee will signal if a throw is not a legitimate attempt, should there be any ambiguity.

4.3.2.4 *Penalties* - The Assistant Referee may stop play and issue a Yellow or Red when necessary.

4.3.3 Shot Clock Timekeeper

4.3.3.1 Each Team shall have One Official dedicated to oversee that Team's Shot Clock.

4.3.3.2 *Primary Duty* - The Shot Clock Official's Primary Duty is to officiate the Shot Clock for the Team they oversee. If a team does not have any balls within their zone or in their possession, the Shot Clock is not in effect. [3.3.4 Shot Clock]

4.3.3.3 *Area of Responsibility* - A Shot Clock Official may assist an Official by providing additional information related to

a Play in question, but should not do so when this act prevents the proper enforcement of the Shot Clock.

4.3.3.4 Signaling the Shot Clock

4.3.3.4.1 *Equipment* - In order to maintain proper pace, the Official shall use a Timepiece that displays or counts seconds accurately. [4.1.2.5]

4.3.3.4.2 *Timepiece* - The Official should keep the Timepiece at face level, in such a way that it will be easy for the Official to both watch for Legitimate Attempts and observe the Timepiece.

4.3.3.4.3 *Counting* - The Official counts from One (1) to Fifteen (15), or from Fourteen (14) to Zero (0). The Official uses the Timepiece to internally count the fifteen, counting the seconds as they tick by.

4.3.3.4.4 *Signaling the Last 5* - When the count reaches the last 5 seconds remaining in the Shot Clock, the Official shall vertically raise the hand not holding the timepiece. The Official visibly counts off the seconds by bringing the hand back down over their chest, then back up to vertical to signal a second. The Official shall also verbalize the Count, loud enough to be heard by the Team.

4.3.3.4.5 *Resetting* - Each Legitimate Attempt [3.3.4.3.1] resets the Shot Clock and the Official resets the count.

4.3.3.4.5.1 *Legitimate Attempt Zone* - The range that may allow the Target to make a play on a Direct Throw. This zone forms a 3-dimensional bubble around the Target but does not extend beyond the Target's Court Boundaries. In the up direction, the Target may make a play within the full reach of their arms while remaining standing. The rest of the zone may be up to a step and a lunge in any direction within the Target's boundaries of the Court, in order to make a Direct Catch. As the Zone does not extend past the Target's Attack Line, Sidelines or Baselines, the Target must be able to make a play on the Attempt without causing a Boundary Violation. A Target does not have to make a play in order for the Direct Throw to be considered a Legitimate Attempt, but may only be within the previously specified range.

4.3.3.4.5.2 *Exact Moment of Reset* - The exact moment the Shot Clock is reset is when a Throw enters the 3D bubble of the Legitimate Attempt Zone, not when the Throw is made. By definition, the Reset technically happens before a Direct Catch or Direct Hit is made.

4.3.3.4.6 *Violation* - If the count reaches fifteen (15) and a Legitimate Attempt [3.3.4.3.1] has not been made, the Official whistles and signals a Shot Clock Violation. [3.3.4.4]

4.3.3.4.7 *Five Man Rule* - If the Five Man Rule [3.3.4.6] is in effect, the count has a maximum of ten. The Official will raise their hand at five (5) seconds to count off the remaining seconds.

4.3.3.4.7.1 *Switching Counts* - When another count comes first into effect, the Official will announce "Shot Clock Ten" and signal with ten (10) fingers, or announce "Shot Clock Fifteen" as appropriate.

4.3.4 Judges

4.3.4.1 Judges assist the Referees in calling the game, and may be designated in order to provide more potential viewpoints.

4.3.4.2 *Calling* - Judges do not possess a whistle, but may make a call if the Referees do not make the call. Judges should announce the offending player's number, denote the Call, and signal appropriately.

4.3.4.2.1 *Boundary Violations* - Judges may specifically call Boundary Violations and False Starts when they occur.

4.3.4.2.2 *Ambiguous Plays* - Judges may make a call on an ambiguous play, if they were in the best position to see the play.

4.3.4.3 *Dress* - Judges should wear a contrasting color of the team they are working for. If the team is wearing blue, they should be wearing white, black, or some color other than blue.

4.3.5 Assisting Staff

4.3.5.1 Assisting Staff is considered to be any remaining staff, designated before the start of the game, to assist the Officiating Staff.

4.3.5.2 *Criteria* - Assisting Staff members may maintain any of the equipment needed for play. This may include inflating dodgeballs, replacing popped dodgeballs, setting the score board, and/or controlling the stop clock.

4.3.5.3 *Stop Clock Operation* - When maintaining the Stop Clock, the Assisting Staff should follow the signals of the Head Referee for starting/stopping the Clock. The Clock starts and stops on the whistle and/or hand signal from the Head

Referee.

4.3.5.4 *Officiating* - Assisting Staff may not make a call or give counsel for any call.

4.3.6 Ball Shaggers

4.3.6.1 Ball Shaggers are those designated to retrieve stray dodgeballs and bring them back to the court.

4.3.6.2 *Retrieval* - Ball Shaggers should place the ball at the nearest point on the sideline or baseline from the point in which the ball last exited the court. Balls should not be actively rolled, tossed, or passed directly to any player.

4.3.6.3 *Minimum Interference* - It is not the duty of the Ball Shagger to actively intervene and stop a ball from going out of play; they should try to maintain the bounce and flow of the ball. If the ball will end up bouncing or rolling back into play, that ball should be left alone to find its home. It is only when the ball has a forward trajectory that is opposite of the court without promise of ricocheting back into play, and is out of reach of any active players should the Ball Shaggers retrieve it.

4.3.6.4 *Dress* - Ball Shaggers should wear a contrasting color of the team they are working for. If the team is wearing blue, they should be wearing white, black, or some color other than blue.

4.3.6.5 *Officiating* - Ball Shaggers may not make a call or give counsel for any call. They just shag balls.

4.4 Signaling & Whistling

4.4.1 *End of point* - One whistle, extend arm to victorious team's side.

4.4.2 *Halftime* - One long whistle. Say "Halftime".

4.4.3 *Overtime* - One long whistle, extend arm parallel to the ground, rotate palm back and forth. Say "Overtime".

4.4.4 *End of Match* - Three whistles, with the third being a long, rolling whistle.

4.4.5 *Opening Rush* - Make sure both teams are ready, Whistle.

4.4.6 *False Start* - Rotate fists, extend arm to violating team.

4.4.7 *Stop Clock* - Head Referee whistles, Wave arms over head.

4.4.8 *Start Clock* - Ready teams, Whistle. No Whistle: Raise hand, drop swiftly.

4.4.9 *Team Timeout* - Touch fingertips to shoulders. Motion to the calling team.

4.4.10 *Officials' Timeout* - Touch shoulders with fingertips, hold top of head.

4.4.11 *Shot Clock - The Last 5* - Vertical, over the head counts with the arm not holding the timepiece. [4.3.3.4.4]

4.4.12 *Shot Clock Illegitimate Attempt* - Rotate arm in a wide circle arc.

4.4.13 *Shot Clock Violation* - Whistle, move one hand up and the other hand down, with palms towards the ground. Sweep arm from the offending team's side to the receiving team's side.

4.4.14 *Ten Second Shot Clock* - Extend arms upward, hands open, all fingers spread. Say "Shot Clock Ten"

4.4.15 *Direct Catch* - Extend both arms upward perpendicular to the ground, two fists together, pull towards chest, say "Catch." Extend one arm parallel to the ground towards the team credited with the catch.

4.4.16 *Team Catch* - Extend both arms upward, crossed at the forearms, make two fists, pull towards chest, say "Team Catch." Extend one arm parallel to the ground towards the team credited with the catch.

4.4.17 *Trap* - Signal Safe, say "Trap".

4.4.18 *Immediate Catch* - Signal team or direct catch, say "Immediate Catch".

4.4.19 *Out* - Make a closed fist, extend arm downward at a 45 degree angle towards the team side of the recently deceased. If necessary, say player number and "Out". If further required, indicate on your own body the area the hit was scored. Avoid birdogging.

4.4.20 *Safe, no out* - Wave hands horizontally back and forth. In addition, the OK gesture may be used.

4.4.21 *Dead Ball* - Signal Safe, say "Dead Ball".

4.4.22 *Loss of Possession* - Hands spaced apart and parallel, but perpendicular to the ground, motion down repeatedly. Say "Knockout".

4.4.23 *Boundary Violation* - Signal Out, swipe both hands across the body towards the sideline.

4.4.24 *No Eyes on the Play* - Wave hand in front of eyes.

5. CASEBOOK

Preface:

Dodgeball is just a crazy game. There are many things that can happen and there's only so much a set of rules can get you in this particular case. This Casebook sets out to explain some of the more complex rules in specific examples, to the best capabilities of words themselves. Sometimes, actions are just going to be the best way to explain the limits/capacity of any particular rule, so this author supports getting up and actually playing dodgeball in order to truly understand dodgeball. The content of the Rulebook and Officiating Manual takes priority over any contradicting content of the Casebook.

5/2.2.2 *The Court* - Not every court is ideal for dodgeball, and some venues will have to make due with what they have on hand.

5/2.2.2.2 *Attack Line* - Generally, the Court is divided into thirds. On a standard NCAA Regulation basketball court, the Neutral Zone is a four feet larger than the Team Zone, 34' to 30'. Some venues have shorter courts and shorter sidelines. Keeping the Team Zone a consistent 30' from Baseline to Attack Line, no matter how long the great court's sideline, guarantees a consistent distance no matter the venue. The Neutral Zone sideline varies as needed.

5/2.2.2.5 *Reversing the Jail* - With a court that has a very small area on the side line, it could be beneficial for the team to line up their Jail starting from the Baseline rather than Halfcourt. This could make it easier for players coming in from the Jail to avoid stepping onto the Court while trying to run back to the Baseline [3.4.4.1]. This should be cleared with the Head Referee before the Match.

5/2.3.1.1.1 *Eligibility* - Another proof of enrollment could be any number of things within reason: a notice from a Club Sports Director, Student Organization Director, or Dean of Admissions. When asking if a player meets eligibility requirements, a sufficient time should be allowed for that player to meet the requirement. Paperwork often takes time.

5/3.1.2.2 *Court Reservation Restrictions* - It should be noted that regular matches must remain the full length of 25 minutes per half. Only when multiple teams are playing and reservation time is an issue, can halves be shortened to anywhere between 25 and 20 minutes.

5/3.1.3 *Scoring* - If the last remaining player on a team completes a direct catch and is then hit by a second ball, a point is not scored until the newly active player, as a result of the direct catch, is eliminated. A newly active player has 5 seconds to enter the Court [3.4.1.5]. If time expires before the newly active player can enter the Court, a point is not be awarded because the newly active player was not eliminated.

5/3.1.4.1.1 *Special Running Clock* - The Head Referee should approach the Captain of the losing team, and ask them if they would like to activate a Running Clock. The activation is permanent for the remainder of the Match, and continues even if the point differential falls fewer than five.

5/3.1.4.2 *Early Halftime* - A victorious team scores a point with 2:48 left on the clock. Halftime is called and the second half will be 25:00+2:48=27:48 minutes long.

5/3.2.3.1 *False Start Violation* - "Removed from Play" is meant to say that the Captain, or other Player, enters the Jail and may be caught in. "Removed from Play" is not the same as a Yellow Card, for instance.

5/3.3.4 *Shot Clock* - A good knowledge of this rule involves reading both the Rule and how the Timekeeper officiates it.

5/3.3.4.1 *Lack of Possession* - The Shot Clock restarts at the start of a new point, half, or overtime, since neither team has any dodgeballs in their possession. Once a ball is secured, that team's Shot Clock will be in effect.

5/3.3.4.1.a If a Player places a ball just over the Attack Line in order to activate the Opposing Team's Shot Clock, it can be considered a Penalty, under Unsportsmanlike Conduct [3.7.3.2.1]

5/3.3.4.3 *Exact Moment of Reset* - The exact moment the Shot Clock is reset is when a Throw enters the 3D bubble of the Legitimate Attempt Zone, not when the Throw is made. By definition, the Reset technically happens before a Direct Catch or Direct Hit is made.

5/3.3.4.4 *Shot Clock Violation* - A violation is not a Timeout. Active, Jailed, and Benched players should remain in their respective zones [3.3.1.2.4]. Officials should make sure that balls are surrendered to the respective team in a timely

manner, and ensure that Active Players are lined up and ready to play in a timely manner.

5/3.3.4.6 Five Man Rule

5/3.3.4.6.a A Thrower's Team has 6 players on the court and one of their players is caught out. The Throwing Team's Shot Clock is not reset on the Catch, because the reset happens upon entering the LAZ. The Shot Clock becomes a 10 second Shot Clock after the Throwing Team's next Legitimate Attempt. By the definition of the Reset rule, the Shot Clock is reset when the throw enters the 3D bubble of the Legitimate Attempt Zone. In the end, that throw can make a hit, a near miss, be blocked or be caught; but the Clock is reset before the catch is made and therefore the Clock counts to 15 after the sixth player is caught out. Then it switches to 10.

5/3.3.4.6.b Target's Team has 6 players on the court and one of their players is hit at shot clock count of 8. Shot clock continues to 15 or until a Legitimate Attempt is made by the Target's Team, whereupon the Shot Clock is reset and becomes a 10 second clock.

5/3.3.4.6.c Target's Team has 5 players on the court and makes a Direct Catch or Team Catch with a Shot Clock of 8. The Target's shot clock is immediately reset and uses the 15 count.

5/3.4.1.2 Team Catches

5/3.4.1.2.a *Multiple Team Catches on one Target* - A Target is hit with two balls and both become airborne. Both balls are team caught. Each Team Catch awards one player in, so two players are in. Target is not out, nor are the Throwers.

5/3.4.1.2.b *Live Ricochets after the Target is deemed out* - Team Catches are defined based on the dead or live status of the ricocheted ball. A Target may become out by any of the ricochets, but a Team Catch can still be made on any ricocheted ball that has not become dead, even if the Target is deemed out by any of the ricochets becoming dead.

5/3.4.1.2.b.i Scenario: A Target endures multiple Direct Hits. One ricocheted ball bounces high with plenty of flight time, while another bounces low and to the ground. The low, ricocheted ball is dead on contact with the ground, causing the Target to be out. The Target cannot make any further plays [3.4.5 Dead Player Involvement]. However, as long as the high ricocheted ball is still live, it can be caught by a Teammate for a Team Catch. This is easier to officiate than determining when a player is out, then determining if any airborne ricochets were caught after a player is deemed out.

5/3.4.1.3 *Trapping* - A trap is a ball that is caught simultaneously with a player's body, another ball, and another part of the environment. Any part of the environment means that it can be caught with a wall, another player, the ground, another ball, a shoe, an official, etc. It just has to be caught in one motion.

5/3.4.1.3.2 *Ball Trap Catch* - As the thrown ball is caught at the same time, it is presumed that the Thrown Ball and the Blocking/Possessed Ball touch each other, thereby declaring that the Thrown Ball is dead. This is deemed a Trap by definition: A ball caught simultaneously with a player's body and another ball.

5/3.4.1.4 *Immediate Catch* - This often occurs when the Catcher's team has an empty jail, but a dead player has not yet reached the Jail Queue. As long as the Catch is made after the dead player is out, said dead player is back in. If the Target has not yet reached the Jail, they must exit the court and re-enter play through the Baseline. It does not matter where on the court the dead player is, only that they exit the court and re-enter play like would normally happen in [3.4.4.4.1].

5/3.4.1.5 *Player reentry* - A newly active player has five (5) seconds to enter the Court, otherwise they are ruled out by Boundary Violation. If time expires before the newly active player can enter the Court, a point is not be awarded because the newly active player was not eliminated. See [5/3.1.3] for a similar case in which this would play out.

5/3.4.2.2.1 *Direct Hit* - Suppose a Direct Throw hits a Target and ricochets high in the air. The Target can still throw or make a catch before the ricocheted ball is direct caught by the Target, team caught by a Teammate, or becomes dead.

5/3.4.3.1 *Loss of Possession* - A Target who loses possession of a blocking ball is not out at the moment they lose possession. The Target has the opportunity to repossess the dislodged ball before it becomes dead. Under the rules, the Target is the only one that can make this save; a Teammate cannot make the save.

5/3.4.3.2.1 *Contesting Possession* - If the Official's action will not adversely affect play, the Official does not have to stop play. But if this happened in the middle of the court and the Ball had to be repositioned, the Official would need to stop play in order to perform this action.

5/3.4.4.1 *Out of Bounds* - A point of contact is any part of the body: part of a foot, a hand, a finger, etc. As long as the player has one point of contact in bounds, they are considered in bounds.

5/3.4.4.1.1 *Catching* - A Catcher must maintain one point of bodily contact in bounds in order for a Catch to count.

5/3.4.4.1.1.a If a Catcher catches a ball while airborne, and the Catcher's first point of contact lands out of bounds, the Catcher is out and there is no catch.

5/3.4.4.1.1.b If a Catcher catches a ball while airborne, and the Catcher's first point of contact lands in bounds but the Catcher proceeds to fall or roll out of bounds, a Direct Catch is ruled. The Catcher and the Thrower is out.

5/3.4.4.1.1.c If a Target catches a ball while airborne, passes the ball to a teammate without the ball becoming dead, and the Catcher lands out of bounds, a Team Catch is ruled but the Target is out. The Thrower is not out.

5/3.4.4.2 *Neutral Zone* - Dodgeballs are not considered part of the body. Players may reach over the Neutral Zone line to retrieve a ball beyond the Attack Line, as long as no part of their body or clothes touches beyond the line.

5/3.4.5.1 If the recently deceased is close to the sideline, he or she should leave the court via the sideline, instead of running back through the baseline and potentially screening any live players.

5/3.4.5.2 *The Death Touch* - No dead player can be involved in a play.

5/3.4.5.2.a Two players throw a ball at each other, and both balls bounce into the air. If Player A catches the ricocheted ball first, Player B is immediately ruled out. If Player B catches or touches a ball after his or her ball is caught, those balls are declared dead and no catch can be ruled for Player B. Any teammate on Team B, however, may make a Team Catch, until the ricocheted ball becomes dead. See [5/3.4.1.2.b Live Ricochets after the Target is deemed out]

5/3.4.5.2.b If two opposing players catch a ball at the same time, both catches count for the Catcher's respective team, both Throwers are out.

5/3.4.5.2.c A dead player is considered part of the Court. If a Ball touches a dead player, that Ball is ruled dead. If the Ball ricochets off a live Target, it is ruled dead on contact with the dead player and the Target is ruled out.

5/3.4.6 *1 on 1 Double Faults* - The Team declared the Loser is the team of the Player that becomes dead first.

5/3.4.6.a Players A and B throw at each other at the same time. Player B is hit in the foot and the ball bounces high and out of bounds. Player A is hit in the arm and the ball bounces straight down to the ground. More than likely, the ball that hit Player A first will hit the ground and become dead first. As such Player B is still live when Player A is out so Team B wins. If the balls were to become dead in the other order then the reverse decision would be employed.

5/3.4.6.b Player A suicides Player B. Player B is hit by the ball but Player A lands before the ball hits the ground. Player A was out first and Team B wins. If Player A landed after the ball hit the ground (which should never happen but on the off chance that it does) then Player B was out first and Team A wins.

5/3.4.6.c Player A throws at Player B and the ball bounces off of Player B and high into the air. Player A throws another ball that is caught by Player B before the first ball becomes dead. Player A is out and Team B wins.

5/3.4.6.d Player A throws at Player B and the ball bounces off of Player B and high into the air. Player B throws another ball that hits Player A and hits the ground before the first ball becomes dead. Player A is out and Team B wins.

5/3.4.7.2 *Defective Dodgeballs* - Popped, bloody, or otherwise defective dodgeballs can be replaced anytime, providing the Clock is stopped. If the defective ball was not in possession by any particular team, it can be logically assumed that the ball would be placed at halfcourt.

5/3.7.3.2.12 *Unruly Audience* - This is handled at the discretion of the Officiating Staff. It is important not to penalize a team for having a good fan-base, but the audience must remain an audience. They do not participate in a match. Should unruly audience members be free of association to any teams currently participating in a match, the host institution's club representative or facility supervisor shall be made aware of the situation as a measure to cease the intruding behavior. If a Team associated with the unruly audience member[s] is in attendance at the Event, the team's Captain shall be alerted of the

situation so it can be resolved.

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