



# National Collegiate Dodgeball Association, Inc.

## Rulebook, Officiating Manual, and Casebook

Season 2022-2023 / 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 NCDAA became a 501(c)(3) non-profit organization in 2014. Our goal is to further the expansion, popularity, and legitimacy of not only our version, but all variations of the sport of dodgeball. In late 2017 the NCDAA became a founding Member Organization of USA Dodgeball, which acts as an umbrella organization to help unite dodgeball organizations and players across the US with the goal of promoting and developing the community and sport of dodgeball.

There is one thing that unites the giant family that is this organization: dodgeball. The NCDAA 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, large format games, and high academic reasoning behind every rule.

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 student and alumni-operated organization. Our rules are refined annually in the summer offseason, starting with player driven proposals in the Captains' Meeting at Nationals; a time where a majority of the league is present and the Rulebook endures its greatest test.

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. 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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## 1. OVERVIEW

1.1 Dodgeball is a sport loved by many in recent years. 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 thrown ball that has been declared inactive. A play stops when the ball becomes dead.

2.1.6 *Trap* - A ball that is caught simultaneously between a player's body and 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.

2.1.10 *Catch* - Any thrown ball in which the possession has been secured by the opposing team prior to becoming Dead.

### 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 required to contribute **at least seven (7) dodgeballs** per event. If one team cannot supply their required share, the team will receive a Team Yellow Card [3.7.3.1.1] at the start of their first match which results in a captain spending the first point in jail and the team playing one-player down until the start of the second point. The Host will be responsible for supplying the necessary amount of dodgeballs for play if teams are unable to provide their required share.

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 longer, while baselines are 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 28' from each baseline. The attack line extends indefinitely in either direction of the court. 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.

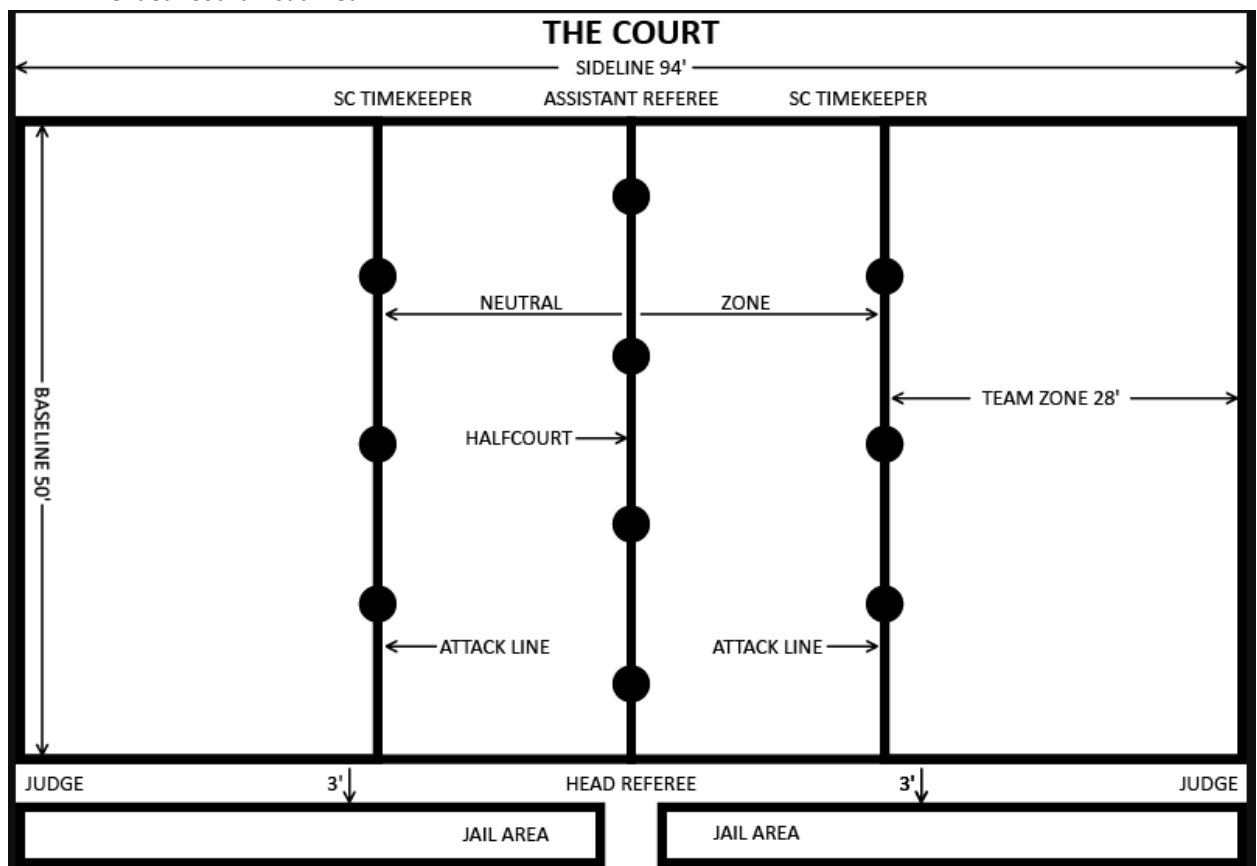
2.2.2.3 *Neutral Zone* - An area in the center of the court, between the Attack Lines.

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 Official 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 8-18 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.

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 intercollegiate competition.

2.3.1.1.1.3 *Longevity Clause* - Players who participated in their first game at or after July 1, 2018 are limited to participating in a maximum of six (6) whole or partial seasons with a single Member Team. All players who participated in their first match prior to July 1, 2018 are grandfathered into this policy and are exempt.

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).

2.3.1.1.4 *Low numbers* - A team may play a match with no fewer than eight (8) players. The opposing team may still play with a maximum complement of 12 players and a maximum of six (6) substitutes.

2.3.1.1.5 *Single-Day Event and Post-Season Roster* - Rosters must remain consistent throughout the entirety of the same Single-Day Event or Post-Season Tournament. The same 18 players who are rostered for the first game of a Single-Day Event or Post-Season Tournament must be the same 18 players used until the Event's end.

2.3.1.1.5.1 *Multi-Day Event* - Member Teams participating in a Regular-Season Event that is taking place over the course of multiple days are entitled to use different rosters composed of 8-18 Members each day of the Multi-Day Event.

2.3.1.2 *Captains* - Designated players that represent the team with the Officials. A team must designate at least one rostered player, but may designate up to four players as captains.

2.3.1.2 *Alternate Captains* - Teams may designate captains as "Alternate" or "Assistant" captains at their own leisure. During play, Alternate Captains share all responsibilities as the primary captain(s).

2.3.1.3 *B-Team Participation* - A-Team Captains are not permitted to participate on the B-Team from the same institution of higher education. B-Teams are permitted to designate their own captains, these designations must be noted at the start of the event.

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

2.3.1.4 *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 they were eliminated from play.

2.3.1.5 *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.

2.3.1.6 *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 are not eligible
- 2.3.2.1.8 *Benched Players* - At the Official's discretion, Benched Players may be required to wear another shirt or turn their jersey inside out so as not to be confused as being an Active or Jailed Player.

#### 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 must be whole numbers and any of the following: 0, 00, 1-99
- 2.3.2.2.3 Players should not have identical numbers.
- 2.3.2.2.4 The opposing team 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 *Captains* - Officer uniforms should be clearly marked to easily indicate position. Teams may designate Captains through use of letters, bands, different colors, or another clear designation.

2.3.2.3 *Names* - Only last names are acceptable on a player's uniform. Host schools or an Official 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* - This version of Dodgeball is a timed game played with a maximum of twelve (12) and a minimum of eight (8) players on the court, at the start of a point.

3.1.2 *Duration of Play* - Gameplay shall last fifty (50) minutes, split into equal halves.

3.1.2.1 *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.

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

3.1.2.3 *Court Reservation Restrictions* - To accommodate court reservations in tournament settings, Gameplay may be shortened to a minimum of forty (40) minutes. Halves must be equal. Regular matches must remain the normal duration of fifty (50) minutes.

3.1.3 *Scoring* - A point is scored when one team completely eliminates the opposing team from the field of play.

3.1.3.1 *Clock Expiration* - If a team has active players remaining at the end of either half, no score is applied.

3.1.3.2 *Point Differential* - If the losing team is down by four (4) points at any time, the losing team will be given the option by the Official to call the Match.

3.1.3.2.1 If the Match is not called, a running clock automatically goes into effect for the remainder of the time in the second half of the Match and will only be stopped by a team timeout until the expiration of time or until the Match is called.

3.1.3.2.2 If the Match is called, the Score is final but both teams may continue play for the remainder of the game time on a running clock, unbound by the rules.

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 *Early Halftime* - If a point has been scored with less than four minutes remaining in the first

half, halftime will go into effect with the remaining time being added to the second half.

3.1.4.1.2 *Early Overtime* - If a point has been scored with less than four minutes remaining in the second half, and the resulting Score is tied, Overtime [3.1.4.3] will begin.

3.1.4.3 *Overtime* - If the score is tied at the end of regulation play, or if a point is scored with less than four minutes remaining in the second half [3.1.4.1.2], 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 contestants; the Captain choosing any six (6) players from their team's eighteen (18) player roster. No more than six (6) 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 (7) dodgeballs will be used. Setup shall remain identical as described in [3.2 Opening Rush], but only one (1) 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 ten (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 Official shall confirm both teams are ready and stationary. 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.

3.2.3 *False Start* - A False Start occurs if any player is either not stationary or 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 Warning* - Each team is allotted one warning per Match if they violate the rules of the False Start.

3.2.3.2 *False Start Violation* - Any False Start committed by a Team who has already received a False Start Warning in the same Match will incur the penalty for a False Start which requires a Team Captain to be removed from play and shall enter the Jail. The offending team may choose which Captain is to be removed from play. If none of the Captains are on the court, the offending team shall choose any player, currently on the court, to be removed from play.

3.2.3.3 *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 Personal 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 are live until they become Dead [2.1.5].

3.3.1.1.1 *Referee Discretion* - If an Official is unable to determine whether a thrown ball was released

before the Stoppage of Play was called, the ball will return to the throwing team. If a thrown ball was released after the Stoppage of Play, that ball will be returned to the throwing team.

#### 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 Coach or Team Captain

3.3.3.1.2 Team Timeouts have a maximum duration of thirty (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 (2) Timeouts per Half.

3.3.3.1.4 Teams are allowed to call one (1) 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 Coaches, 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. 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 Team Timeout, an Active Player may be substituted for a Benched Player.

3.3.3.3.1 Substitutions may be made by either team only during a Team 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 Team Captain must report all substitutions to the Official.

#### 3.3.4 Shot Clock

3.3.4.1 Definition - During play, a fifteen (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 has two (2) or fewer balls in their possession or zone.

3.3.4.1.1 - Shot Clock Initiation - The shot clock of a team acquiring their third ball resumes upon the death of the third ball within their zone (including out of bounds).

3.3.4.1.2 Returning 3rd Ball - If the third ball naturally returns to the opposing team's zone without being redirected by more than 90°, then the acquiring team's shot clock is returned to a non-enforced state.

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 (LAZ) 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 Zone* - a Direct Throw within range of a Target, which may allow the Target to make a play on said Direct Throw. This Zone is the Target's full body reach in any of the 3 dimensions at the time of arrival of the ball, in order to make a Personal 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 from opposing sides 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 *Personal Catch Reset* - A Personal Catch [3.4.1.1] 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 Shot Clock will result in a Stoppage of Play [3.3.1] and forfeiture of all Balls to the non-offending Team. Each team's Shot Clock will be reset.

3.3.4.4.1 *Simultaneous Shot Clock Violations* - If both teams fail to make a Legitimate Attempt and have simultaneous Shot Clock Violations, an even distribution of balls will be given to each team. Each team's Shot Clock will be reset.

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 reset to a full count. 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 (6) or more Active Players, that Team's Shot Clock will be immediately changed to fifteen (15) seconds.

## 3.4 Gameplay

### 3.4.1 Catches

3.4.1.1 *Personal 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 *Bobbling* - If a Target bobbles but secures the ball before it becomes dead, it counts as a Personal Catch.

3.4.1.1.2 *Block Assisted Catch* - The Target may use a blocking ball to assist in securing a directly thrown ball.

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

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, 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 and/or teammate possessed balls before being caught by any live teammate, including the original Target. Any contact with a dead player,



an unpossessed dodgeball, or any surface of the venue 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 *Block Assisted Team Catch* - If a Teammate has a ball in their possession, and catches the ricocheted ball, it is deemed a Team Catch.

3.4.1.2.4 *Sportsmanship Clause* - If a Team Catch is made and the player who was hit exited the court on their own power before the catch, they are allowed re-entry, and that team can still bring one player in from the Jail

3.4.1.2.5 *No Re-Entry on Same Play* - A Target cannot re-enter the game if they are involved with the Team Catch being made.

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. The ball is ruled dead. No player is out, no player is in.

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. If the newly active player fails to enter the court after this time, the player is ruled Out by boundary violation.

3.4.1.5.1 *Immediate Catch Reentry* - If a player is brought back into play by an immediate catch [3.4.1.4] they are given five (5) seconds to reenter starting from the moment they exit the court.

### 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 an unpossessed ball, or with a ricochet off a teammate-possessed ball [3.4.2.3.5], both balls are considered dead.

3.4.2.1.2.1 Ways in which a ball may become Dead:

4.3.2.1.2.1.1 Ball comes into contact with a dead player,

4.3.2.1.2.1.2 Ball comes into contact with any surface of the court or environment,

4.3.2.1.2.1.3 Ball comes into contact with a teammate [Friendly Fire 3.4.2.1.3],

4.3.2.1.2.1.4 Ball comes into contact with another Direct Throw from the opposing side in mid air [Higgs Boson 3.3.4.3.2],

4.3.2.1.2.1.4.1 Multiple Direct Throws from Teammates that collide in mid air enroute to their destination are considered live until they are Dead;

4.3.2.1.2.1.5 When balls are declared dead by a Stoppage in Play [3.3.1.1],

4.3.2.1.2.1.6 Ball becomes Trapped [2.1.6],

4.3.2.1.2.1.7 Ball becomes secured by any type of Catch [2.1.10],

4.3.2.1.2.1.8 Ball comes into contact with an unpossessed ball, or

4.3.2.1.2.1.9 Ball comes into contact with the possessed ball of a teammate immediately after contact with a Directly Thrown ball [3.4.2.1].

3.4.2.1.3 *Friendly Fire* - 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 Personal Catches made by the Target are valid until the original ricocheted Direct Hit becomes dead.

3.4.2.2.2 There can only be up-to one (1) out per throw. There is no situation in which one throw can directly result in more than one out on the opposing team.

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 makes contact with a Target's blocking ball, and is then caught by the original Target, it is considered a Personal Catch [3.4.1.1].

3.4.2.3.4 - If a thrown ball makes contact with a Target's blocking ball, makes contact with the Target, then touches the court, the Target is out.

3.4.2.3.4.1 - If a thrown ball makes contact with a Target's blocking ball, makes contact with the Target, and is then caught by a Teammate, the ruling is a Team Catch [3.4.1.2].

3.4.2.3.4.2 - If a thrown ball makes contact with a Target's blocking ball, makes contact with the Target, then makes contact with a Teammate, and is then caught by the original Target, the ruling is a Team Catch [3.4.1.2].

3.4.2.3.5 - If a thrown ball makes contact with a Target's blocking ball, then makes contact with a Teammate, this is considered a clean block. Only the player who originally made the block is at risk for becoming out on a throw that makes contact with a possessed ball.

3.4.2.3.5.1 - If a thrown ball makes contact with a Target's blocking ball, then makes contact with a Teammate, and is then caught by the original Target, the ball is ruled dead upon contact with the Teammate, thus this is a clean block and there is no Team Catch.

### **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 an opponent's directly 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. The contesting players remain in the game and may reattempt to acquire the ball after the official places it into play.

### **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 beyond the Attack Line, with any part of their body, is ruled out. Attack Lines extended indefinitely beyond the Sidelines.

3.4.4.3 *Flight Kill* - 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 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* - After a Catch has been made, players have five (5) seconds to enter the court through the baseline. Players are not considered live until they fully enter the court through the baseline.

3.4.4.4.1 Any player who enters play through the sideline is ruled out by boundary violation.

3.4.4.4.2 A Player coming in from the Jail may intentionally touch a Ball before entering play.

### 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 Possessed Balls - Recently eliminated players that were in possession of balls before being eliminated may drop their held balls where they were eliminated, or may choose to move their held balls towards their team's baseline. A ball on the ground in front of the dead player is not considered in possession and therefore may not be touched.

3.4.5.3 *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 to the amount that each team had before the double fault ensued.

### 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 an Official 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 is encouraged to continue, but if the referee cannot seamlessly replace the popped ball without interrupting the natural flow of the game, play should be stopped, 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 Official 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 In the event of an injury, the officials will immediately call an Injury Timeout and allow the player to seek medical assistance. Injured players may be substituted out for eligible bench players during Injury Timeouts.

3.5.2 *Blood Rule* - If at any time a Player has blood on their clothes or person play shall immediately stop. The Player will have thirty (30) seconds to remove any and all traces of blood and cover the injured area. If they are unable to get appropriate treatment within the allotted time their team will be charged a timeout to substitute the player out of the point. If no Team Timeouts remain, the player will be removed from the point 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. Team Shot clocks will reset according to the Team Timeout rule (3.3.4.5.1).

3.5.3 *Ineligible for Reentry* - 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.

### 3.6 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 are the only players who may question a call. All other players must relay requests through a 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 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 Personal or Team Catches.

3.7.3.2 *Yellow Card Continuation* - If a player receives a Yellow Card between points or after the end of a Match the offending Player cannot play in the next Point their team plays in and their Team plays that next Point one player down from their capable roster.

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, a Captain will receive the yellow card. The opposing team may choose which Captain receives the card. If no Captain is playing during the point, the opposing team will choose an active player to be the recipient of the yellow card.

3.7.3.1.2 Inactive Participant Yellow Card - If an infraction is made by a Coach, Substitute, or Inactive Player; a player will be removed from the point in the same manner as a team yellow card (3.7.3.1.1)

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, a 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].

3.7.3.2.13 Intentionally jumping or sliding into an opposing player resulting in contact.

### 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.

3.7.4.1.1 Red Card Continuation - Red Cards are administered as two (2) halves of penalty. If the Red Card was given in the second half of a match the player will also have to sit out the first half of their team's next match. Similarly if the Red Card was given after the final whistle of a match the player will be required to sit out for their team's entire next match.

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 from 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 28' 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 decision made by 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 other Referees as needed. Being closest to the Play does not automatically denote being in the best position to view the Play.

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 twenty-four 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.

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 *Personal Catches* - The Official should make sure the Thrower leaves the court, and may indicate to the Catcher's Team that a valid Personal 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. A minimum of one extra ball 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 Coaches at Halfcourt. Introduce the Officiating Crew to the two teams, and have them introduce themselves to the opposing team.

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 *Game Clock* - Start and stop the Clock as gameplay necessitates.

4.3.1.3.2 *Scoring* - Set the score after completion of a point.

4.3.1.3.3 *Calls* - Signal and announce any calls according to the Philosophy of Officiating in Dodgeball [4.2.3]

4.3.1.3.4 *Penalties* - Stop play and issue a Yellow or Red when necessary.

4.3.1.3.5 *Shot Clock* - Keep the Shot Clock on proper cadence, and enforce proper mechanics by the Timekeeper.

4.3.1.3.5.1 During a Stoppage of Play, keep track of the current Count of both Shot Clocks and inform each team of the Count before play resumes.

4.3.1.3.5.2 Reinforce the signaling of the Timekeepers when necessary.

4.3.1.3.5.3 Reinforce the proper boundaries of the LAZ with the Shot Clock Official if there is any ambiguity.

#### 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]

#### 4.3.3 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 has less than 3 balls (2, 1, 0) within their zone or in their possession, the Shot Clock is not in effect. [3.3.4 Shot Clock]

#### 4.3.3.3 Calls -

4.3.3.3.1 *Head Ref Override* - During play, the Head Referee may override the Shot Clock Official.

4.3.3.3.2 *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.

4.3.3.3.3 *Boundary Violations* - Shot Clock officials may specifically call Boundary Violations and False Starts when they occur.

#### 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 uses the Timepiece to internally count the fifteen real seconds, counting the seconds as they tick by.

4.3.3.4.3.1 *Counting Up* - Count by saying 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, Whistle. The Violation occurs once 15 occurs.

4.3.3.4.3.2 *Counting Down* - Count by saying 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, Whistle. The Violation occurs once Zero occurs.

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 *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 Personal 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 scoreboard, 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* - If a ball exits in the Neutral Zone, a Ball Shagger should place the ball at the nearest point on the sideline from the point in which the ball last exited the court. Balls should not be actively rolled, tossed, or passed directly to any player.

4.3.6.2.1 *Team Zone Retrieval* - If a ball exits the court between a team's attack line and the baseline, a Ball Shagger is permitted to retrieve and roll the ball towards the team's baseline.

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 Shagger 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 the 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 *Personal 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 personal 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 each 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.

1. *Blocking* - A Target can use a dodgeball to block any direct throw. However, the blocking dodgeball(s) must remain secure after being hit, and the ricochet must not hit the blocking Target's body.

1.1 *Knockout* - If a blocking ball becomes dislodged, the Target must regain possession before the dislodged ball becomes dead. Failure results in a Loss of Possession [3.4.3.1] and the Target is ruled out.

1.2 *Dirty Block* - If the ricochet hits the blocking Target, a catch must be made on the ricochet before the ball becomes dead. Failure will result in the Target being ruled out.

1.2.1 *Block Assisted Personal Catch* - If the blocking Target catches the ricochet, it counts as a Personal Catch. A player from the Target's jail comes back into play. The Thrower is out.

The play must be isolated to the blocking Target. Once the ricochet hits a teammate, it is only eligible for a Team Catch.

1.2.2 *Block Assisted Team Catch* - If a teammate of the Target catches the ricocheted ball before it becomes dead, it is deemed a Block Assisted Team Catch. A player from the Target's jail comes back into play. Neither the Target nor the Thrower are out.

Here are some examples:

2.1 If a directly thrown ball is blocked into the ground, this is a Clean Block and no one is out.

2.2 If a directly thrown ball is blocked into the blocking Target, then the thrown ball hits the ground, the blocking Target is out.

Why: The Target failed to personally catch the ricochet, and a teammate failed to team catch the ricochet, all before the ball became dead by hitting the ground.

2.3 If a directly thrown ball is caught by the Target with the assistance of a possessed ball, this counts as a *Block Assisted Personal Catch*. The thrower is out, the catcher is safe, the catcher's team gets one player in from the jail.

Why: A Personal Catch doesn't need to be clean, contact with a held ball is now permitted. Further, the Target can catch the thrown ball clean, or simultaneously catch the thrown ball with a held ball, or deflect the thrown ball into the air and then catch it for a valid Personal Catch. A play can be made on a live ball until it becomes dead.

2.4 If a directly thrown ball is blocked into a teammate of the blocking Target, the thrown ball is ruled dead upon contact with the teammate.

Why: Since the blocked ball did not hit the blocking Target's body, it was blocked cleanly. The Target is not at risk for elimination and a Team Catch is not possible. Hitting the Teammate deems the ball dead.

2.5 If a directly thrown ball is blocked into the blocking Target, then a teammate catches the ball, it is a Team Catch. No outs, the blocker's team gets one player in from the jail.

Why: A Team Catch acts as a measure to save the hit Target from elimination. The Target failed to block the ball cleanly from their person, and was hit. A hit Target has an obligation to catch the ricochet or be ruled out when the ricochet becomes dead.

2.6 If a directly thrown ball is blocked into the blocking Target, hits a teammate and the original blocker catches the ball, it is a Team Catch. No outs, the blocker's team gets one player in from the jail.

Why: Once the ricochet hits a teammate, it is only eligible for a Team Catch, no matter who on the team

caught the ball.

2.7 If a directly thrown ball is blocked into the blocking Target, hits the possessed ball of a teammate and is caught by anyone on blocker's team, it is a Team Catch. No outs, the blocker's team gets one player in from the jail.

Why: A ricochet can hit any number of teammates, and can hit any number of possessed balls by the teammates, and a Team Catch is still eligible. Once the ricochet hits a teammate, it is only eligible for a Team Catch.

Further Commentary:

3.1 A Direct Catch is now classified as a Personal Catch, indicating the play only involves the initial Target.

3.2 Only the blocking Target is at risk for becoming out.

3.3 The purpose of a Team Catch is to save a teammate from elimination, thus the only time a Team Catch can be made is if a teammate is at risk for being ruled out.

3.4 A Team Catch does not have to be clean. A teammate may use a possessed ball to assist in making a Team Catch.

Terminology aside: A "Ricochet" involves a hit off a Target player. The Target needs to make a Personal Catch on the hit, or a Teammate needs to make a Team Catch off the hit, all before the ball becomes dead. A "Deflection" is a blocked ball that has not hit the Target. A Deflection becomes a Ricochet only if it hits the blocking Target player.

Comment below with any specific scenarios/questions you have regarding this rule. Thank you for your patience.

\* Case: A directly thrown ball is blocked, pops up into the air, the Target drops their initial blocking ball noticeably after the block, then catches the ricochet. The Official must judge if the blocking ball was knocked out by the direct throw or if the player released the ball intentionally to better catch the ricochet.

If it is judged that the blocking ball's release was not a result of being hit by the direct throw, the caught ricochet is ruled a Block Assisted Personal Catch.

If it is judged that the blocking ball's release was a result of being hit by the direct throw, the blocking ball is a knockout. The regular order of precedence occurs for these two balls, either of which may cause an out on the Target. If the ricochet is caught before the knockout becomes dead, a Block Assisted Personal Catch is ruled.

- Other variations on this include the Target catching a thrown ball in one swoop, but dropping the blocking ball immediately following the securing catch action. The Official needs to make the call as to whether it was a knockout

\* Case: Teammate's ball incurs knockout off a ricochet block. Doesn't matter.

5/2.1.5 Dead ball - A thrown ball that has been declared inactive. A play stops when the ball becomes dead. A thrown ball is ruled dead by about a dozen different instances throughout the Rulebook.

- hits any surface of the court or environment
- secured by any type of Personal Catch: Personal Catch or Block Assisted Catch
- secured by any type of Team Catch: Team Catch or Block Assisted Team Catch
- becomes Trapped (simultaneous stop using part of the player's body and the court)
- hits a teammate after a clean block
- hits a dead player [Dead Player Involvement]
- hits a teammate after being thrown by a teammate [Friendly Fire 3.4.2.1.3]
- hits another dodgeball from the opposing side in mid air [Higgs Boson 3.3.4.3.2]
- hits an unpossessed dodgeball

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 six feet larger than the Team Zone, 34' to 28'. Some venues have shorter courts and shorter sidelines. Keeping the Team Zone a consistent 28' 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 sideline, 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 [3.4.4.4.1]. 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.

5/3.1.3 *Scoring* - If the last remaining player on a team completes a personal catch and is then hit by a second ball, a point is not scored until the newly active player, as a result of the personal 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 awarded because the newly active player was not eliminated.

5/3.1.4.1.2 *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.

5/3.2.3.2 *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.

5/3.3.1.1 *Airborne Balls* - A Direct Throw is released on a Count of 14. The Throw does not reach the LAZ before the Shot Clock expires at 15. At 15, the Shot Clock expires, causing a Stoppage of Play. The Throw scores a hit on a Target, the Target fails to catch the ricochet, and the ricochet becomes dead. The Target is out by Direct Hit because the Direct Throw was released before the Stoppage of Play occurred. The Throwing team is charged a Shot Clock Violation, but the Target is out.

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

5/3.3.4.1.b The Shot Clock restarts at the start of a new point, half, or overtime. The orientation of balls at the start of these events has three dead balls within the team's zone, therefore the Shot Clock starts as soon as the game starts.

5/3.3.4.1.1 - *Shot Clock Initiation* - The throwing team with 8 balls will always reset their Shot clock before the team that receives their third ball's Shot Clock starts as the live throw must enter the LAZ before it becomes dead.

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 Personal Catch or Direct Hit is made.

5/3.3.4.3.1 *LAZ Example* - A player that is six feet tall, has a legitimate attempt zone of seven feet from left-to-right, seven feet from front-to-back, and twelve inches above their upwardly-extended vertical arms while their feet are on the ground.

5/3.3.4.3.3 One team is on the 10 second shot clock. One of their players is hit with 9 seconds on the clock and the ball caroms into the air. The shot clock then reaches 10 seconds, and after that the hit player catches the ball. A catch was not made, nor did a ball enter the LAZ within the shotclock time period. All balls are

immediately dead when there is a stoppage of play unless there is the opportunity to keep a player alive (such as in the situation you're describing. The catch is good, but there is still a shot clock violation.

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 out 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 Personal 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.

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.

3.4.1.2.5 *No Re-Entry on Same Play* - A Target cannot re-enter the game if they are involved with the Team Catch being made.

Scenario: Player A is hit by a thrown ball and falls out of bounds on the same play. If the ball that hit Player A is caught by Player B, Player A can not re-enter the game on that specific Team Catch. This is also true if they player is hit with two balls and one of them becomes dead before the 2nd becomes a Team Catch.

5/3.4.1.3 *Trapping* - A trap is a simultaneous stop of a live ball between a player's body and something that would cause the ball to become dead. It is similar to a catch, however because the ball also hits a surface or object that would cause the ball to become dead, it is deemed a trap. The ball can be secured against any part of the environment, which may include a wall, the ground, an unpossessed ball, a dead player, an official, etc. The ball must initially contact both the player and the dead causing object at the exact same time, else the target will be ruled either out (body contact before surface) or safe (surface contact before body).

5/3.4.1.4 *Immediate Catch* - This 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].

5/3.4.2.2.1 *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 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, or make other plays (like personal catches). 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 Personal 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.

5/3.4.5.3 *The Death Touch* - No dead player can be involved in a play.

5/3.4.5.3.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]

5/3.4.5.3.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.

5/3.4.5.3.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 flight kills 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 provided it does not interrupt the natural flow of the game. If play must be stopped and 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 *Yellow Card Continuation* - Yellow cards received after the end of matches will carry over to the offending player's next match, even if that match is in an entirely different tournament. Their team will play down a player from their maximum capability (i.e. for a team that can field all 12 players, they will play the next Point with a max of 11 players; a team that can only field 10 players will play with 9, etc).

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.

## **CREDITS:**

*Influenced by: National Collegiate Dodgeball Association, the Midwest Dodgeball Conference, National Collegiate Athletic Association, National Federation of State High School Associations, 2017 Elite Dodgeball Rulebook, 2017 Ultimate Dodgeball Championship Rulebook by Sky Zone, the Rules of Golf*

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