



AZ Dodgeball - Official League Rules

1. Eligibility
 - a. All players must be at least 18 years of age to participate.
 - b. Players must be registered by applicable cut-off date.
 - c. Players must be in good standing with AZ Dodgeball LLC.
 - d. If a team uses any player who is not registered and/or in good standing with AZ Dodgeball LLC, that match, and any subsequent matches that the ineligible player participated in, will be forfeited.
2. Teams
 - a. Teams will be made up of at least 6 players.
 - b. Each team will have a minimum of 2 women and 4 men at the start of the game, with no more than 8 on each side at any time, with at least three of those players being women. A team must have at least three women to have more than six players on the court.
 - c. The people who are on the court at the start of the game are the only team members allowed to play in that particular game. Once a new game begins a team may exchange players.
 - d. No more than 16 total players on the court during the game.
 - e. If a team cannot field the minimum six person (four male, two female) requirement with its own players, the team may recruit substitutes from other registered players during regular season play. Teams may not increase to more than six players with substitutes.
 - f. A team must field at least three of its own players to begin a game.
3. Game Play
 - a. Playing Field
 - i. The playing field will be a rectangular area divided into two equal sections
 - ii. Players may not enter the opposing team's section for any reason
 - iii. Players may lean into the opposing side, but no part of the player's body may touch the ground in the opposing side.
 - iv. Players may pick up balls on the opposing side, as long as the player does not touch the ground on the opposing side.
 - v. Any player touching the ground on the opposing team's side will be out.
 - vi. Players may not leave the court to pick up a ball that is out of bounds, Leaving the court will result in that player being out
 - b. Game Ball
 - i. The game ball for all games will be an 8.5" Baden playground ball.
 - ii. Game ball color will be court-specific. Players may not use game balls from a different court
 - c. Game Play
 - i. Game begins by placing five dodgeballs on the center line. Two balls on each side of center hash and one in the middle of the gym.
 - ii. Players begin the game behind their end line.

- iii. Gameplay begins with a signal from the official
 - iv. After the official's signal, players retrieve the balls on their designated side of the centerline.
 - v. One player from each team may attempt to retrieve the center ball.
 - vi. Balls may only be thrown once the player with the ball moves behind the "throw line"
 - vii. Players will get official warnings for slow play. Slow play will be called if a player or players are holding the balls and not attempting to eliminate to opposing players
 - viii. If a player or team is not putting dodgeballs in play, the referee may stop play and send balls to the other team.
 - ix. A player gets 15 seconds to possess a ball before they are called out for slow play. After ten seconds the referee will begin a countdown from 5 to zero. At zero, the referee will call the player out.
- d. Outs
- i. A player is out if they are hit with a thrown ball below the neck before it touches the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.)
 - ii. A player is out if their thrown ball is caught by an opponent before it touches the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.)
 - iii. Uniforms are considered part of the player's body
 - iv. A player will be declared out if their thrown ball hits another player above the shoulders while the player is standing upright
 - v. A player who is hit in the head while crouching or bending over is out, and the player who threw the ball is safe.
 - vi. A player who intentionally places his/her head in front of a ball is out.
 - vii. Any player who intentionally throws a ball at another person's head will be out and immediately ejected from the league
 - viii. When a player is out, they must leave the court immediately and take their place in the out line.
 - ix. If an out player moves out of their way to intentionally get in the path of a ball thrown by an opponent, the closest teammate at the point of contact will be out.
 - x. Teams may get an out player back into play by catching a ball thrown by your opponent before it hits the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.). The player who enters the game must be the first out player during the current game.
 - xi. Players can not move ahead in the out line.
 - xii. When a player re-enters the playing field, they are not eligible for play until they turn into the playing field. When a player re-enters the court, they must go behind their out line, or if there is no one else out, outside the sideline. Once a player reaches the back line, they must enter the court.
- e. Honor System –
- i. Rules are primarily self-governed. Outs are enforced by the honor system.

- ii. Referees are available to handle disputes, not to tell every player when they are out.
 - iii. The referee's decision is final. Arguing with the referee may lead to ejection from the match and recommendation to be banned from the tournament.
 - iv. If there is a discrepancy, or if you feel your referee was unfair or biased, the team's captain may bring it up to the Commissioner between games or after the match
 - v. Referees may sit players and give warnings for unsportsmanlike conduct
 - vi. Upon recommendation from the referee, any player may be brought up for ejection and a lifetime ban from AZ Dodgeball. Reasons for this will include, but not be limited to:
 - Abuse of the honor system
 - Unsportsmanlike conduct
 - Excessive arguing with a referee
 - Excessive vulgarity
 - Kicking a ball
 - Intentionally aiming at the head
 - Unnecessary roughness
- f. Saves
- i. A save occurs if a player is struck by the ball and the ball is in turn caught by a teammate before the ball touches the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.). No player is eliminated in this situation, including the thrower.
 - ii. A player may deflect a thrown ball with a held ball and not be called out. If the player drops the deflecting ball, s/he is out.
 - iii. A ball is considered dead once it hits the ground, wall, any inanimate object, or any person who is an inactive player (referees, spectators, etc.).
- g. Jailbreak - If a team has only one remaining player on the court, that player may try to shoot their ball in the opposing team's basketball hoop. If the basket is successful, everyone in the out line is allowed back on the court.
- h. Sudden Death
- i. If, at the end of the game, there is only one person on each side, the entire court becomes playable for either player. This will be signified by a referee's whistle. Remember to wait for the referee to call the gym open. This will take from 5-15 seconds after there are only two players present, the amount of time is at the referee's discretion.
 - ii. Players may make a jailbreak shot on their basket if they have not already made one in that game
 - iii. If a jailbreak shot is made, the referee will stop play and both teams will return to their respective side