

2010 ASCE PACIFIC SOUTHWEST REGIONAL CONFERENCE: DODGE BALL

THE TEAM

The team will be made up of eight players participating on the field and up to eight substitute players which can be moved into play during time outs, in between games or in case of injury. Substitute players not playing during a current round must remain on the boundaries of the field to catch stray balls and return them to the playing field.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

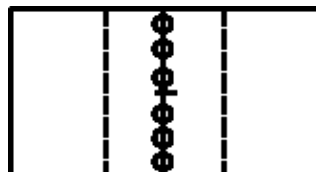
Definition of LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc).

All balls being thrown must hit the opposing player's legs or torso. If a player throws a ball and it hits an opposing player in the head, crotch, or boobs, the player throwing the ball will be considered out for the remainder of the round.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

The field's dimensions are 30'x60'; similar to a volleyball field



THE OPENING RUSH

The game begins by placing the dodgeballs along the center line – four on one side of the center hash and four on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A five minute time limit has been established for each round. If neither team has been eliminated at the end of the five minutes, the team with the greater number of players remaining will be declared the winner. If a tie occurs, a one minute overtime period will occur between the remaining players. If a tie continues, one minute overtime periods will be repeated until there is a winner.

The team which wins the best **3 out of 5 rounds** will be declared the winner of a game and will advance to the 2nd round of the competition.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one 15 second timeout per round. At this time a team may substitute players into the game.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all eight balls on their side of the court for more than 5 seconds. This also applies to tied teams.