

# GAME ON OFFICIAL DODGEBALL RULES



**Team Fees:** Full teams must pay a \$100 deposit at the time of registration. All team fees must be paid in full before the first game can begin. Yearly membership is required for all players.

**Team Rosters:** Maximum of 10 players per team. Rosters are locked by the start of the 3<sup>rd</sup> game.

**Format:** This is an *adult only* league. Minimum age is 18, though 17-year olds may join with a parent consent that have signed an online waiver.

6 players will compete on each side which may be male or female. Minimum of 3 players must be available for the game to begin. Teams with less than 4 players at the start of the game have a 5-minute grace period before the game is considered a forfeit. We recommend arriving 10 minutes early to be considerate to the other team and to avoid losing points/forfeiting. A forfeit fee of \$20 will be charged to the team per game that is forfeited and must be paid before the next scheduled game can begin. This will even apply if game is rescheduled as referees still need to be paid for their time.

**Game Length:** Each team will play a total of 12 regular season games during a 6-week season. Double headers will be played each week. There will be two 20-minute games per night with as many rounds played during the game until time runs out. Games will be divided by 10-minute halves with a 1-minute break between each half. Teams will switch sides at half time.

The 7<sup>th</sup> week will be reserved for semi-finals and finals.

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**The Equipment:** Game On will provide all dodgeballs

**Uniform:** Each team must wear a same shade t-shirt with a unique number on it. Full teams must provide their own shirts with unique heat pressed on numbers. House teams (teams that GO creates) will be provided a GO t-shirt and unique heat pressed on number with the registration fee if registration was done on time, and a shirt size was provided at the time of registration. Any player that registers late must provide their own same shade shirt with number or may purchase the same shirt from Game On if there are any available. Fees cannot be prorated for late registrants that did not receive a shirt.

Cleats of any type are NOT allowed on our turf fields. We recommend turf shoes or tennis shoes to play in.

**The Referee:** There will be 1 official referee for each game. The referee's decision is final. The referee will be paid in cash \$8 per game from each team before the game may begin. The team must also pay \$8 in cash to the ref for the 2<sup>nd</sup> game as well before that game may begin. (\$16 paid out per day per team). The referee is there to keep the game fair and will not be able to see every play with balls flying in different directions, but we expect everyone to play ethically as well and call yourself out if you indeed are.

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## **Basic rules:**

6 Dodgeballs are placed on the centerline in two groups of 3. Each group of 3 is placed at opposite ends of the centerline.

**Opening Rush:** Players must be touching the back wall at the start of the game. The referee will start a countdown of “3, 2, 1 Dodgeball” to begin the game. The teams start with one hand on the wall (boards) then race to the centerline to retrieve the balls. No sliding is allowed. Teams can only take the 3 balls to their right initially. The balls must be brought back and touch the back wall (boards) before they are live, otherwise the ball is dead. There is a ten (10) second grace period after the initial rush before balls can be thrown. Play can then begin after the referee’s signal of “Go” and “Dodge”

**The Object:** Eliminate all players on the opposing team. This is done by either:

- catching a ball that is LIVE that was thrown by your opponent before it hits the ground
- hitting an opposing player with a live ball which you have thrown. Ball must hit below the shoulders for the player to be considered OUT. If it hits a player above the shoulders, then the thrower is out.
- Player is out if they cross the center line (exception during the opening rush)
- While using a ball to block an incoming ball finger tips that are hit do not count as being hit, however a hand being hit does count. If a ball is used to block an incoming ball and it is then knocked out of the blocker’s hand, they will be out.

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- If any part of the player's body touches the sidelines, the player shall be deemed "out".
- If a player ducks or is on the ground and is hit in the head, the player hit will be called out.
- If a player is stalling or makes no attempt to play a ball within 10 seconds they may be called out by the opposing team. If a ball is dropped to avoid this the player may also be called out.
- You may drop your ball to catch another ball that is thrown at you. If you're still holding a ball when you catch another, you must drop one before throwing. Any ball thrown while holding two balls will not count unless caught by the opposing team. You will be called out if you use a ball to deflect a thrown ball while holding two balls.

A thrown live ball can only hit out 1 player. Any ball that hits the ground, ceiling, wall, balls, or other objects before hitting the opponent is considered a dead ball and are not eligible to hit a player out. If a player is hit, they should drop all held balls, raise their arm to signal that they are out, and leave the field immediately.

Any balls that go out of bounds own teammates on the sidelines may kick balls to their own active teammates. The ball must touch the back wall again before it is live.

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All eliminated players must line up on the designated sideline in the order of elimination. Players may reenter the game upon their teammate catching a live ball, unless there are still 6 players remaining. There cannot be more than 6 players at a time per side. We play first out, first back in. A player can be reactivated by touching any part of their own back wall (boards) before playing again.

A player is not out if:

- Their ball is caught off the boards or ceiling
- They get hit above the shoulders.

We use the honor system so if you know you are out do not wait for the official to call you out. When in doubt, you are OUT!

Play continues until one team is eliminated.

*Game On Arena Sports is a private venue which reserves the right to establish rules and modify them at any time. Our goal is to preserve player enjoyment and safety. The following are the rules established for Indoor Dodgeball play. The current rules are maintained and available on the GOAS web site.*