



Rules

1. Players must be 18+ years of age and may be male or female.
2. All spectators must watch from the upper track.
3. Teams will start with 6-8 players on the court (equal for both sides) with up to two players collecting balls on their side of the court. Balls should be returned to the court within 10 seconds.
4. Dodgeball is primarily self-refereed, and played on the honor system. Referees have the final say in all calls.
5. The typical Dodgeball court is about the size of a small Volleyball court, with a centerline, attack line, 2 sidelines, and a back line.
6. There are 6 balls, split into 2 even groups near the ends of the centerline. During the opening rush (when the game starts), you may only grab the balls to your right.
7. You are out if: 1) you step over a sideline, backline, or on the centerline; 2) a thrown live ball hits your body 3) you throw a live ball and it is caught by an opponent.
8. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls, and are ineligible to hit players out.
9. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.
10. If you are out, line up on the side in the order you got out ("resurrection" line). If your teammate catches a ball, the player at the start of your team's "resurrection" line comes back into play (the teammate must be in the line at the time of the catch to be eligible to be brought back in).
11. You can only hold a ball for 10 seconds, afterwards, it will be considered dead. Dead balls must be rolled over immediately to the other team. If the game comes down to 1 player per side, the first player to get the other player out wins.
12. Ball collectors must return balls to the court within 10 seconds and the remaining player must throw balls within 10 seconds to ensure play progresses.
13. Matches consist of as many games as possible during two, 20 minute halves. Teams swap sides at the half. Time does not stop for any reason. Match winner is the team that wins the most games during the match.
14. Have fun, shake hands, make friends and be spirited! No Refunds for any reason.



- No outside food.
- No alcoholic beverages.
- No smoking indoors.
- Please respect the facility.

