

Official Dodgeball (International) Rules – Coed 6-on-6

OBJECTIVE	<ul style="list-style-type: none"> To win a game, a team must eliminate all 6 opposing players from the court. Matches will consist of as many games that can be played in the 55 minute time period. Each game won will count for one point. If the game ends and the score is tied, a final 3-minute match will be played to decide a winner. When time expires, the team with the most live players on the court at the time will win the game.
GAME LENGTH	<ul style="list-style-type: none"> Games are 55 minutes in length. Games start and end according to your online SSC schedule. If games start late, games must finish at the scheduled time (e.g. 6:15pm-6:55pm).
EQUIPMENT (MANDATORY)	<ul style="list-style-type: none"> Teams are required to bring 3 dodgeballs (7 inch size) to every game. Dodgeballs are available to rent through SSC. A \$75 refundable deposit is required, payable through online registration. Players are not allowed to play with gloves, bare hands only. Wraps or single-sided tape for supporting recovering injuries are acceptable, however cannot be performance enhancing.
PLAYERS ON COURT, GENDER RATIO AND DEFAULTS.	<ul style="list-style-type: none"> Teams are comprised of 6 players. Teams must play with a minimum of 2 males and 2 females on the court at all times. A team can play with a minimum of 4 people, as long as 2 of the players are male and 2 are female. Captains may agree to waive the rules regarding minimum players and gender ratio before the game starts.
REFEREE	<ul style="list-style-type: none"> Games are to be refereed by the provided SSC official. Referees are present to ensure rules and game structure are followed as well as played with fair and proper sportsmanship. SSC referees have full authority to enforce all rules including calling players out at their discretion. Although a referee is present at all games, players are to still call themselves out when hit by a ball.
GAME SET-UP	<ul style="list-style-type: none"> Opening Rush: To start the game, each team stands at their respective back wall. All players must have at least one hand/foot touching the back wall. After the referee declares "Ready... Set... Dodgeball", player's approach the centre line and can only retrieve 3 balls on the right side of the court. Once a ball is retrieved it must be taken behind the attack line before it can be legally thrown. Only the ball has to pass over the line to be considered 'live'. If a ball is thrown but does not pass behind the attack line, the ball is considered dead. The referee will outline the attack line at the start of each match. Six dodgeballs will be used simultaneously for each game. Eliminated/substitute players should stand/sit on the side of the court out of the way of play as much as possible. A bench area should be defined and then considered out of bounds. Live players may only enter this area to retrieve balls. Teams should switch sides at the half-way point of the match.
GENERAL GAME RULES	<ul style="list-style-type: none"> The 6 players that start each game are the only players that can play during that particular game (i.e. for that point). Teams can alter their roster for each game as long as gender requirements are met. Injured players can be substituted midway during a game if necessary (keeping gender ratio). It is the responsibility of all players to make a fair and honest call as to whether or not they were hit. If a player/team accuses another player of being out, the referee will make the final decision. Players cannot remain static in areas that conceal or partially conceal their body, e.g. door entrance ways. Defensive players cannot lie down, kneel or crouch before a ball is thrown. Players cannot kick the ball at an opponent. It is considered unsportsmanlike to squeeze the dodgeballs before throwing them.
SHOWDOWN	<ul style="list-style-type: none"> When 2 players remain on the court (1 from each team), after 10 seconds the referee will call a 'Showdown'. A Showdown is played as follows: <ul style="list-style-type: none"> Players begin with 2 balls in their hands at their respective walls. The other 2 balls are at the ends of the centerline. When ready, the showdown begins with 'Ready... Set... Showdown' from the referee. The centre line is dissolved during a showdown and players may cross over to the other side of the court. Players cannot 'tag' a player, a ball must be thrown.

	<ul style="list-style-type: none"> ○ There is no 10 second count.
<p>PLAYER ELIMINATION AND PLAYER ADDITION</p>	<ul style="list-style-type: none"> • To eliminate an opposing player, a 'live' ball must hit the player anywhere on their body including clothing. Head shots count, however, balls should never be purposely thrown at a player's head. The referee reserves the right to discipline/remove a player if there are repeated violations. • Once a player has been hit with a ball and is out, they must raise their hand while exiting the floor. This way opponents will not intentionally strike again. Any ball that hits an 'out' player as they are heading off the court is a dead ball. Please leave the court quickly. • A ball is considered 'dead' as soon as it hits the floor, walls, ceiling or any other obstacles around the court (e.g. basketball hoops, etc.). A player is not eliminated after being hit by a dead ball. All other balls are considered 'live'. • If a thrown ball hits an opponent and comes back across the center line, the ball is considered to be dead and only the person who is hit is out. • If a player catches a 'live' ball the thrower is out. In addition, the team that caught the ball can return a previously eliminated player to the court. The player that returns to the game can be anyone from the original 6 that started the game. Returning players must go straight to any part of their own back wall and touch the wall to be reactivated. This should be done without hesitation or delay. If a player purposely touches a ball before reactivation, the ball is dead. • If a 'live' ball hits a player then rebounds and hits another player on the court and the ball hits the ground or wall, both players are out. If the ball rebounds off a player and another player catches it (as a continuous action without touching the ground) the thrower is out and the player who had the ball rebound off them is safe. • Players cannot cross the center line (with the exception of a 'Showdown'). Players may lean over the half line to retrieve a ball, but the player cannot touch the middle line or any part of their opponent's half of the court. If any part of a player touches the line or other half, that person is out. If a ball is thrown by a player who steps on and/or over the line, the ball is considered dead and cannot eliminate an opponent. • Players cannot jump from their own side of half and land on their opponent's side in the attempt of getting an opponent out. Only the thrower is out in this scenario. This is also known as the kamikaze rule.
<p>BALL POSSESSION</p>	<ul style="list-style-type: none"> • Team follow the "Advantage Rule": <ul style="list-style-type: none"> ○ The team with the "advantage" must throw the first ball within 5 seconds of gaining this "advantage". ○ To determine which team has "advantage", these are the steps: <ul style="list-style-type: none"> ▪ The team with more balls on their side of the court has "advantage". ▪ If both teams have an equal number of balls, the team with most players on the court has "advantage". ▪ If both players and balls are equal on each side, the team that threw last does not have "advantage". ▪ Exception (opening rush): if each team has 3 balls, the team that won the last set has "advantage" and must throw first. ○ The referee will indicate each time which team has the "advantage", and can use warnings, outs and forfeitures of balls as means to controlling the game. • Players can be in possession of 2 balls at the same time. • A player holding a ball can use it to deflect/block another ball thrown at them by an opponent. However, if the ball being held is dropped due to the 2nd ball, the person who dropped the ball is out. A deflected ball is still considered 'live' until it hits the ground. If it hits another player before hitting the ground, the hit player is out. • If a player has caught a ball, deflects a thrown ball, places current ball down, and catches new ball, the thrower is out and the player is safe.
<p>PLAYOFFS</p>	<ul style="list-style-type: none"> • Playoff games should only be 50 minutes in length in anticipation of needing the extra time to settle a tie. • In the playoffs, a game that is tied at the end of regulation time is decided by one final game. • Team playoff position: Ties in the standings will be broken first by head-to-head play. If there are more than 2 teams that are tied, all the teams must have played each other in order for the results to go to head-to-head. Otherwise, least points against, then +/-, then most points for will determine the placement in that order. • The SSC office will update the playoff schedule once all scores have been submitted and after the last regular season game. Please do not assume the time/location of your playoff game until team names have been posted into the schedule.

Remember... Always Have Fun!