



INDIANA SPORTS CORP CORPORATE CHALLENGE EVENT RULES – DODGEBALL

TEAM SETUP

You must field a team of six (6) players, at least one (1) male and one (1) female. In the event you do not have at least one (1) male and one (1) female, you will play down one (1) player. A game may be started with a minimum of three (3) players. You may have additional players as substitutes. Teams may only substitute players in between games or in the case of injury.

THE FIELD

The game begins with opposing teams' players lining up on opposite baselines with six (6) dodgeballs divided in sets of three (3) on the mid-court line. On the referee's start of the game, players race towards the dodgeballs (on their right) to retrieve them. Players who retrieve the dodgeballs from mid-court must ensure the balls cross back over their own baseline before attempting to eliminate opposing players. No player may cross the mid-court line in an attempt to eliminate an opposing player.

GAME PLAY

Matches last up to five (5) minutes and are single elimination. At the conclusion of the five (5) minutes, the team that has more players in the game will be considered the winner. If both teams have the same number of players left, the game will go to sudden death. The referee will signal the teams to continue play. The next team to have a player eliminated loses.

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

1. **Hitting an opposing player with a LIVE thrown ball below the shoulders.**
 - Any balls held are part of your body and if hit will result in you being OUT, unless the ball is caught (NO BLOCKING).
 - Any player hit in the head during play will not be OUT. However, if a player ducks, dodges, crouches, or takes a position in which their head is below where their shoulders would normally be when standing to avoid a thrown ball, and is struck in the head, the player is OUT.

- If the ball first contacts another part of the player's body and then hits them in the head, the player is OUT.
- 2. Legally catching a LIVE ball thrown by your opponent before it touches the ground.**
 - Any dodgeball(s) you possess, must be maintained while attempting to catch a thrown ball or a ball that hits/deflects off you.
 - 3. Causing an opponent to lose control of a held ball as a result of contact by a thrown LIVE ball.**
 - The held ball must be dislodged so that it has either hit the ground, wall, another player, etc.
 - 4. Stepping over the mid-court line.**
 - 5. Dodging a ball outside of the boundary lines or exiting/touching the wall or ground that has been designated to be out of bounds.**

Definition of LIVE Ball: A thrown ball that strikes or is caught by an opposing player without/before contacting the ground, another player, a non-held ball, official, wall, or any other determined object.

Once a player is OUT, they must drop any balls in hand and exit the playing field at the baseline. If an OUT player intentionally contacts a live ball or interferes in any way with play before exiting the playing field, the officials may call OUT an additional member of their team as a penalty for interference.

The referee is in charge of calling players OUT. However, during game play, the furious and fast-paced action may occasionally limit the ability of the referee to see every bit of action at all times. Please follow the honor system: If you are hit, whether the referee has seen it or not, you are OUT!

If a team has control of four (4) or more dodgeballs, they will be given a count down from five (5) at the referee's discretion. If the team that has control does not make an attempt to throw their dodgeballs, then one player from their team will be called OUT. (This player can be chosen by the team.)

LEGAL CATCHES

A clean caught ball eliminates the player who threw it.

A LIVE ball deflecting off the body of Player "A" remains LIVE only to Player "A". If Player "A" legally catches the deflected ball, the thrower is OUT. Teammates of "A" may not legally catch the deflected ball. In fact, touching of the deflected ball by another player causes it to become dead.

BOUNDARIES

If a ball has rolled out of bounds to the point a player must step out of bounds to retrieve it, they must first signal they are retrieving the ball (by raising their hand), exit the court at the baseline, promptly retrieve the ball, and then re-enter the game at the baseline. If a ball has gone out of bounds where your team is standing please do not roll or throw the balls back to your team, instead place them on the out of bounds line for someone to come pick up.

RULE ENFORCEMENT

Dodgeball is NOT a contact sport. If a ball is on the ground or out of play you should not make ANY contact with a player in an attempt to gain possession of the ball. A player may be removed from a game at any time by the referee if they exhibit poor sportsmanship or become out of control.

Kicking the dodgeball is NOT allowed at any time during the game, balls must be thrown, tossed, or rolled by hand. A warning will be passed onto a player who kicks any ball. A second violation, that player will be OUT.

At no time should any player slam a ball into the ground or wall or squeeze the dodgeballs as this causes them damage and/or can be a safety risk. Players seen abusing equipment in this way will be warned and then ejected from the game.

Please remember that dodgeball is a recreational sport. Please show respect towards your opponents, the referees, and your teammates. Any players or teams who exhibit poor sportsmanship or foul play towards others will be asked to leave.

SCORING

The winning team in each division will be awarded 300 points.