

## **MUSA Milwaukee Dodgeball Official Rules**

1. Teams shall consist of 6-10 players. Co-ed divisions require a minimum of 3 players of each sex. Up to 10 players on the roster play at the start of each game so a team can roster more than 10 players, but only 10 will play at a time and there is no subs during a game.
2. Any intentional malicious play during the course of a game/match may lead to the player(s) or teams expulsion. We have to remember, **we are out to have fun!!!**
3. **Head shots** are not allowed. The player that threw the ball will be out and the player hit will be allowed to stay in. If the player is ducking or not in an upright position when hit with the ball, the head shot may count. It will be up to the judge to determine whether the head shot was intentional.
4. A **match** will consist of 3 games. Depending on league or tournament play, it just might be best of three series. In that case, the team that wins 2 games will win the match. In tournament play it might be based on points and in that case, points are awarded for each game won and a possible bonus for winning all 3 or a **sweep**.
5. Games within a match shall consist of 6 minutes unless otherwise noted. The winner will be determined by two ways
  - a. Eliminating all of the players on the other team.
  - b. Which ever team has more players on the court at the time limit\
6. **Game Play:**
  - a. **The Start:** Each team will begin at their **end line** on their stomachs. The end line should run even with the chest. Three 8.5 inch balls and two 6 inch balls will be placed at the **centerline**. At the first whistle, teams will race to retrieve as many balls as possible without going over the centerline. If a player goes over the centerline, they will be eliminated. A second whistle will sound and that will signal the teams to begin throwing the balls.
  - b. **Eliminating Players:** You can eliminate the other players by either hitting them with a ball or catching a ball in the air. A ball that is deflected off a player or another ball can be caught. A **dead ball** is one that hits the ground, ceiling, wall or anything else that is not a player or ball. Dead balls can not be caught for an "elimination" nor can they eliminate someone by hitting them.
  - c. **Throwing Rules:** Males can not throw the 6 inch balls unless all the females on the other team have been eliminated. Once all girls are eliminated from the opposing team, males can begin to throw the smaller balls. If a male throws a 6 inch ball with a female on the opposing team, he will be eliminated.
  - d. **Getting back in:** Players may re-enter the game once a player on your team catches a ball from the opposing team. ALL players sitting out can re-enter the court thus creating huge momentum swings.
  - e. **Blocking:** Players may use a ball to block balls that are thrown at him/her. However, the player must hold to the ball once the oncoming ball hits it. If the player drops the ball they are eliminated. Also, a ball deflected off the **blocker ball** is considered live. So if it hits a teammate, they are eliminated or if it is caught off the blocker ball then the thrower is eliminated.
7. **Out of Bounds:** There will be either lines or cones to determine the **court of play**. Players may exit the court in order to retrieve stray balls but they need to re-enter in a timely manner. We encourage players that are out to help with retrieving strays as well. However, only balls on your side of the court can be retrieved by your team.
  - a. Players out of bounds can not throw the ball to eliminate someone.
  - b. Players out of bounds can not be eliminated if and only if they are retrieving a ball. They can be eliminated if they are just standing there.
  - c. Players just standing out of bounds can not catch a ball either. If they attempt to catch a ball, then it will be determined they are eliminated because the ball hit them when they were standing out of bounds and not retrieving a ball.
  - d. The only times when a ball can be caught out of bounds

- The ball deflects off another player (either in or out of bounds) and the player trying to catch the ball was standing in bounds at the time of the deflection.
  - The player is standing in bounds and steps out in an attempt to catch the ball. Player must have been in bounds before the ball was thrown.
8. **Delay Rule:** Teams are expected to keep an active pace. A team is allowed a maximum of 15 seconds to throw one ball. Players violating this rule will be ruled “out” and will have to stand out of play until there is a caught ball for their side. Time cues will not be given out to teams because this causes teams to delay and we want to keep action moving. The court judge will determine if anyone is delaying and will call for play to keep an active pace.
  9. **Centerline Violation:** For the most part we are pretty lax about this. The judge will call you out if you fall over the line or your whole foot goes over. Stepping on the line will probably get you a warning so please pay attention to where you are and your follow through. You will be called out at the discretion of the judge and the result of the throw will not count. Also, the “suicide” maneuver is illegal and will not count, the player attempting the suicide will be called out for going over the line and the result of the play will be ignored.
  10. **Stockpiling Rule:** Teams can not “stockpile” balls either. Teams must throw/roll one ball of each back to the other team. This happens most often when there is only one player left on a team. They must give both females and males and opportunity to throw a ball at them by giving them at least one ball of each.
  11. **The Fairness Rule:** Teams/players are expected to be fair and good sports. We base this game for the most part on the honor system. We expect players to go out when they are hit or their ball is caught by an opposing team player. It is pretty easy to determine if you got hit or not so please be fair and go out. We have the “all in rule” after the catch because we think it keeps things active and crazy. Most people will be right back in the game right after they get out because of a catch from a teammate, so please be honest.
  12. **Court Judge:** The judge is there to keep time and to make sure people are being fair. With 5 balls and 20 people playing at once it is impossible for them to call everything. They will be calling the “over the line” violation, keeping time and calling what they can. It’s up to the players to be fair and honest. If the judge catches you not being honest, they may ask you to sit out the rest of the game. Consistent failure to abide by the rules and be honest will result in an expulsion from the match and/or the tournament. They may stop play and time to access a situation and are open for discussion, they will not tolerate arguing or yelling.
  13. **Have fun!**