



# RULES & REGULATIONS

Players who do not abide by the rules and regulations herein will be disciplined within the confines of the sport up to and including being removed from play. No refunds will be administered due to disciplinary action from infractions.

By refusing to follow the rules, regulations and code of conduct you will forfeit your right to play in any USA Dodgeball events.

Every player in USA Dodgeball will be held to the highest ethical standard while on the court. Anyone found repeatedly violating the honor system will be carded and possibly removed.

## HONOR SYSTEM

In dodgeball, possibly more so than any other sport, the honor system is crucial to gameplay.

- If you realize you have been hit by a ball and you're out, go out!
- If you see that a teammate has been hit by a ball and is out, let them know.
- Not following either of these codes of conduct is cheating.

The referee not calling you out does not remove your obligation to go out if you have been hit or if your ball has been caught.

**\*Management reserves the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules indicates a different ruling.**



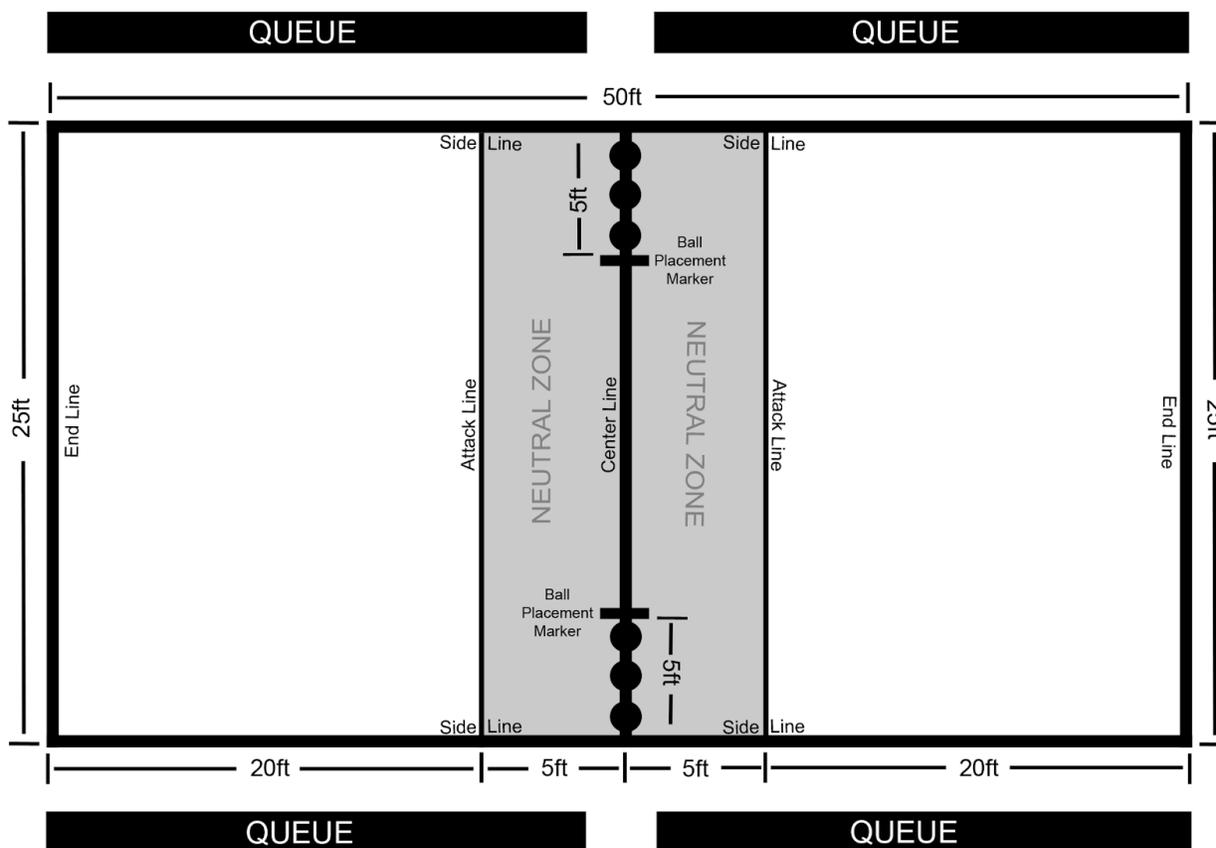
# RULES

## Equipment

1. Balls
  - a. A game is played with six balls on the court.
    - i. Ball types include 8.5 Rubber, no-sting rubber, cloth & WDBF-approved foam
    - ii. There will be five same-color balls and one off-color ball (aka burden ball).
    - iii. Players involved in intentional deflation without approval or intentional damage to balls may receive a penalty card.
2. **Uniforms**
  - a. Uniforms should contain a clear number on front and back of jersey to be easily readable by refs (optional but encouraged).
  - b. Uniforms must not contain vulgar or hateful images or text and those that do will be grounds for eviction from the tournament with no refund. If players refuse to remove.
    - i. Players may play in warmup or backup uniforms as long as the team they are facing are not wearing the same uniform.
  - c. Player refs may not be wearing a jersey of the teams they are reffing.
3. Apparel/Gear
  - a. Players may not wear gloves.
  - b. Athletic tape is permitted with the adhesive side closed.
  - c. Tar tape is strictly prohibited and must be removed before a player may resume playing.
  - d. Players may wear knee pads, knee braces, elbow pads and arm sleeves.
  - e. Players must wear athletic shoes. Cleats, raised heel, open-toed shoes or bare feet are not permitted.
  - f. Players may wear sweatbands and hats. Helmets are not permitted.
  - g. Players may wear contacts or rec specs. Glasses are not permitted (see tournament director for exception along with player understanding the risks associated).
  - h. Players may not apply anything on their hands that may transfer to the balls.
    - i. Chalk used to keep hands dry must be fully absorbed before the game begins.

## Court

1. Dimensions:
  - a. USA Dodgeball Premier Tour: 50 ft by 25 ft.
2. Neutral Zone
  - a. 10 ft (5 ft each side from the center line, 20 ft from the end line to the attack line on each side).
  - b. Neutral zone line is also called the attack line and clear line.
  - c. Neutral zone is only active during 8.5, cloth, and women's no-sting and foam divisions. It is not active during coed divisions
3. Ball Placement Markers
  - a. Two markings on the centerline, 5 ft from each sideline perpendicular to the center line.



## Players

1. Team Capacity
  - a. A maximum of eight players on a team's registered roster for open and women's divisions and 10 players for co-ed divisions.
  - b. A maximum of 5 players of each gender on a team's registered co-ed roster.
  - c. A minimum of four players and a maximum of six players are allowed to start for each team.
    - i. Failure to provide a minimum of four players will result in forfeit of a game.
2. Enforcement
  - a. Players that do not start the game are not valid players to re-enter for catches.
    - i. Players may only substitute in between games or in case of injury.
  - b. All teams must designate a captain and/or a coach for communicating with the referees.
    - i. Only the captain(s) and/or coach may communicate with the ref. Violation of this policy may result in a penalty card.
3. Registration & Membership Requirement
  - a. All players on the court must be registered USA Dodgeball Members for the year in which the event occurs prior to the games starting.
    - i. Any teams attempting to play with non-USA Dodgeball members will be subject to disciplinary measures including forfeit of match and possible expulsion from tournament with no refund.
  - b. All players must be registered for the event in which they are participating.



- c. Replacement players are allowed as long as they are USA Dodgeball Members and registered for the event.
  - i. Replacement players are those that register or replace last minute due to injury or dropout.
  - ii. Registration may happen day of if necessary.
- 4. Team Names
  - a. Team names must be appropriate and not be considered derogatory or discriminatory in regards to race, color, religion, sex, sexual orientation, gender identity or expression, age, disability, citizenship, or national origin.
  - b. USA Dodgeball reserves the right to require a team to change their name prior to event or decline participation from any team unwilling to comply.

### **Game Objective/Point Scoring**

- 1. A standard round robin match typically consists of an 8-minute round (game time may vary depending on the event). Teams play as many games as they can within that 8 minute match.
  - a. In order to win a game a team must eliminate the entire opposing team within the time limit.
  - b. If any player is left on the court at the end of the allotted time, there are no points awarded for that game.
  - c. Timed matches will start whether or not the team is ready, in order to stick to the schedule.
    - i. If teams cannot start, refs will start games manually but they will still end with the rest of the games per schedule.
    - ii. Every minute (full 60s) a team is late, a point will be given to the other team (max of 5 points).
- 2. A standard elimination match consists of anywhere from 5 - 7 games.
  - a. In the single elimination bracket the first matches will consist of 5 games. When the bracket enters the semi finals, the matches will consist of 7 games.
  - b. In order to win an elimination match a team must win a majority or “best of” the set limit (example, best of 5, a team must win 3 games. For best of 7 a team must win 4 games within that match).
  - c. Each elimination round will consist of a 15 minute timer. At 15 minutes, the game will stop, the referees will call “no blocking” and then immediately resume the game (not reset)  
Any attempt to block a ball during a “no blocking” round will result in an out.
- 3. Scoring Order
  - a. Teams will be allotted 3 “match win” for a win, 1 “match win” for a tie and zero for a loss. In the event teams have the same number of “match points” the tie breaker will be determined in the following order:
    - 5. Match wins
    - 6. Total Points scored
    - 7. head-to-head
    - 8. Win/loss differential

### **Opening Rush**

- 1. Ball Placement
  - a. Six balls are lined up on the centerline.
  - b. Within the 5-foot markers on each side of the court, three balls are placed.
  - c. Players may align their three balls to their liking within the ball placement markers on the centerline in a timely manner.
- 2. Pre-Signal
  - a. Players must start with at least one foot on the back-boundary line.
  - b. Players may not initiate a running start before the start signal.
  - c. Players’ hands may not touch inside the court.



- d. The referee will check both teams, then begin the game with a signal.
3. Post-Signal
    - a. Players may only grab the three balls on their right.
    - b. A team may only retrieve their opponent's inactive balls if they have successfully cleared all three of their respective balls. The opponent's inactive balls must be brought behind the retrieving team's attack line.
      - i. If a team interferes with their opponent's balls before they have cleared their own, the offending team forfeits all balls to the opposing team.
      - ii. Both teams will start behind their end line with no opening rush and at the referee's signal.
  4. Attack Line
    - a. Players must bring their respective balls behind their respective attack line (aka the clear line).
    - b. A ball becomes active as soon as it is held by a player with two feet behind the clear line.
    - c. Players may step over the centerline to retrieve their team's balls only for the opening rush.
    - d. If players step out on the sidelines on the opening rush, they are out.
    - e. If a ball is thrown that is not active (ie: both feet not behind the attack line), the throwing player is out and the ball is instantly DEAD.
    - f. Whichever team recovers a thrown inactive ball, has to activate the ball by bringing it behind the clear line.
    - g. Once a team has successfully cleared a ball from their respective side, they may advance up to their opponent's attack line.
    - h. A valid and LIVE thrown ball is still considered LIVE if an opponent is attempting to block with an inactive ball during the opening rush.
  5. False Start
    - a. If a team **removes their point of contact from the back line** before the referee's signal, the referee will stop play and reset the opening rush.
    - b. If a team false starts a second time before each game, that team will be required to substitute their designated rush players with different players.
    - c. If a team false starts a third time before each game, that team will automatically forfeit all balls to the opposing team.
      - i. Both teams will start behind their end line at the referee's signal with no opening rush.

## **Burden**

1. Enforcement
  - a. The burden enforces which team must throw.
  - b. The team that possesses the majority of the balls determines the burden to throw.
  - c. If the ball count is even (three and three on each side), the burden is determined by the team that possesses the off-color ball (aka burden ball).
  - d. The burden is not decided by the number of players left on the court, nor who threw a ball last.
2. Initial Burden
  - a. **Round Robin: The schedule will list who the "home" and "away" teams are. The Home team gets to pick which of the two they want to start with.**
    - i. **The home team has the choice of which team starts with the burden or which side of the court their team will start.**





- b. If the referee pauses the game, the clock will begin at the start of where the throw clock paused.
    - i. If the throw clock is paused at 4 seconds or less, the team with burden will be given 5 seconds to throw once the referee initiates the game.
  - c. If any ball crosses the centerline during a stoppage of play, that ball will be given back to the originating side.
  - d. All players and balls become immediately inactive during a stoppage of play.
  - e. No “timeouts” during gameplay.
6. Throw Clock Ends
- a. A throw clock ends when the burden countdown reaches zero seconds.
  - b. Failure for a team to get rid of the original burden will result in forfeiting all balls to the opposing team.
  - c. A team will not be penalized or have a reset of a burden throw clock if more balls are added to their side during the original burden countdown.
  - d. If a LIVE thrown ball is executed before the throw clock reaches zero seconds, that ball is still eligible for valid kills and catches after the throw clock reaches zero seconds.
    - i. Players may not interfere or throw any balls at opponents once the burden throw clock reaches zero seconds (For example, if an opponent is catching a deflection by a throw that was initiated before the throw clock reaches zero seconds, the opponent is allowed to finish the play and attempt the catch).
      - 1. Once the throw clock reaches zero seconds, the throwing team is prohibited from making any attempts to start a new play or interfere with opponents finishing the sequence of play.
        - a. If a player throws a ball after zero seconds, but does not interfere with a play that is finishing its sequence, that thrown ball will be awarded to the opposing team.
        - b. If a player throws a ball after zero seconds and causes interference on a play that is finishing its sequence, the referee may provide a Red Card at their discretion.
7. Retrieved Balls
- a. If the referee places a retrieved ball in the center court, it is neutral, and the team with ball majority must throw.
  - b. Balls being retrieved must go to the team on the side of the court’s centerline where the ball is picked up.
    - i. If a ball is thrown over with intent to go to a certain side but goes to the opposite team without receiving team interference, the ball shall be returned.
  - c. Inactive players and designated ball retrievers must put balls in the court immediately.
    - i. If any inactive player or designated ball retriever holds a ball and does not immediately return it in bounds, the offending team risks a delay of game violation determined by the referee.
8. Delay of Game
- a. If a player intentionally tosses a ball off the court, out of play, and does not make an attempt to throw towards the opponent:
    - i. The referee will stop play, supply the opposing team with that tossed ball, and start the game with both teams at their respective end lines.
    - ii. A second offense will result in a forfeit of all balls to the opposing team.
  - b. If Team A rolls a ball to Team B to reset the throw clock, then Team B rolls a ball to Team A immediately after to reset the throw clock, Team A must make an attempt to throw a valid LIVE ball at Team B.
    - i. If Team A rolls the ball again to Team B, Team A will receive a Yellow Card.



- c. If an inactive player or designated ball retriever does not return any ball back in bounds:
  - i. The referee will stop play, supply the opposing team with that held ball, and start the game with both teams at their respective end lines.
  - ii. A second offense will result in a forfeit of all balls to the opposing team.
- d. **Invalid throw**
  - i. If a live player throws a ball that is not intended to contribute to that player's team hitting an opposing live player and is thrown in the general direction of an opposing live player, that throwing player will accrue one warning at the discretion of the referee.
    - 1. If that live player accrues more than one warning, then the offending team must sacrifice one ball in their possession to the other team. No penalty is enforced if the other team possesses all six balls.
    - 2. A live player's accrual of warnings is reset to zero at the end of each set.
  - ii. **Invalid Throw Warnings:**
    - 1. Can be issued as a team warning.
    - 2. Issue Warning at ref description is opposing player is not making a valid throw.
    - 3. Following a warning the offending player's team must sacrifice one ball to the other team each time an additional offense occurs.
  - iii. If a player is attempting to relinquish burden and must throw multiple balls, then they must only establish intent to hit on one of those throws. (Example: a player throws one ball and rolls one ball in order to relinquish burden in time).

## **Ball States**

### **1. Active/Inactive Ball**

- a. A ball is considered active when an active player possesses the ball with at least one hand, against their body or executes a LIVE thrown ball once the ball has been activated from the opening rush.
- b. An inactive ball is when it is rolling on the court, sitting idle on the court, a DEAD ball, a ball outside of the court or has not been activated from the opening rush.
- c. Players may not place balls inside of their jersey.

### **2. LIVE Thrown Ball**

- a. A LIVE Ball is defined as a player throwing an active ball and is LIVE until it becomes a DEAD ball.
- b. A two-handed throw is a valid throw.
- c. Throwing multiple balls at once is a valid throw.
- d. Regardless of the status of the throwing player, a LIVE thrown ball remains LIVE until it is deemed DEAD.

### **3. DEAD/Invalid Ball**

- a. A DEAD ball is defined as a LIVE Thrown ball that touches the floor, wall surface, referee, spectator, an active same-side teammate, inactive player, another inactive ball or in-flight balls from opposing throwers. It cannot cause an out during gameplay.
- b. Spiking, slapping, punching and kicking a ball is not an act of a held possession and the throw is invalid.
- c. Throwing a ball during any stoppage of play is invalid.
- d. If a player becomes DEAD by stepping over an out of bounds line while throwing or executing a flight kill before the ball leaves the player's hand, then any action that follows in the sequence is considered invalid.
  - i. The referee will reverse any outs and allow the appropriate players back into play, and the player that stepped over the line committing the throw will be deemed out.



- ii. This will not be considered interference.
  - e. If a held ball is touching a DEAD object, the held ball is considered DEAD.
- 4. Ball Collision
  - a. Ball Collision occurs when multiple balls collide in-flight before they hit another object or player.
  - b. If a player's LIVE thrown ball and an opponent's LIVE thrown ball collide while in-flight, both balls are immediately DEAD.
  - c. If multiple players on the same team throw at an opponent and their LIVE thrown balls collide while in-flight, those balls are still considered LIVE until they become a DEAD ball.
    - i. Balls that collide from a team throw are LIVE and can cause multiple outs or be caught by the opposing team.
    - ii. Once a ball has successfully hit an opponent, ricocheting from a collided team throw, then that ball is hit by any other LIVE thrown ball from either team, both balls are immediately DEAD.
  - d. If a player executes a controlled drop of a LIVE or active ball from their possession while an opponent throws a LIVE ball hitting the player's dropped ball mid air, both balls are immediately DEAD.
- 5. Sequence of Play
  - a. A sequence of play is defined as a LIVE ball in flight, or player in mid-air, and is not completed until the ball is considered DEAD or caught, or the player has landed.
  - b. The referee's discretion determines the completion of a ball's sequence.
    - i. If a ricocheted ball leaves the boundaries of the court and no active player can make a play on the ball, per the referee's discretion, it is considered to have completed its sequence.
- 6. Popped Balls
  - a. Popped balls are considered DEAD and immediately inactive.
  - b. The referee must immediately stop play and replace the popped ball.
  - c. Plays involving popped balls are negated and play is reset to before the throw.
- 7. Contaminated Balls
  - a. Any ball that contains blood or other substances is considered contaminated and must be popped and disposed of immediately.
  - b. The referee must stop play and replace the contaminated ball immediately.
  - c. All players must check themselves for blood or other substance and go wash off in a timely manner if required. Gameplay will be paused.

## **Kill**

- 1. Single Ball Contact
  - a. If a player hits an opponent with a LIVE ball, the opponent is out once that ball hits a DEAD object.
  - b. If a player hits an opponent with a LIVE ball, the ball ricochets, and hits another opponent, both opponents are out once that ball hits a DEAD object.
    - i. A LIVE thrown ball may cause multiple outs.
  - c. If a player hits the opponent's blocking ball with a LIVE ball, forcing them to drop their blocking ball and that blocking ball hits a DEAD object, the opponent is out.
  - d. If a player deflects a LIVE ball with their blocking ball into their teammate, their teammate is out once that ball hits a DEAD object.



- e. If a player hits the opponent's blocking ball with a LIVE ball, forcing them to drop their blocking ball, and the dropped ball hits a DEAD object, but that thrown ball still deflects and hits another opponent, both opponents are out.
  - f. If a player deflects a LIVE ball into their body with their blocking ball, they are out once the thrown ball hits a DEAD object.
  - g. If a player and opponent throw and hit each other, they are both out once those balls hit DEAD objects.
    - i. It is the referee's discretion whether a ball is released out of hand completely to be considered a LIVE ball.
  - h. If a LIVE ball hits an opponent, ricochets and hits a player from the throwing team, the ball is DEAD, any throwing-team player is safe, and the opponent is out.
    - i. The throwing team can knock the ball away after hitting their opponent if they are in reach and before a catcher secures the ball, as long as the throwing team players are active and in bounds. This will not be considered interference.
    - ii. If a player intentionally collides with an opponent while trying to knock a ball away, depending how severe the interference is, the referee can call an out to the collider and implement disciplinary measures.
  - i. A trap is an out.
    - i. A trap is defined as a LIVE ball simultaneously hitting a player and the floor.
  - j. If a LIVE ball hits any part of the opponent's head, it is an out once that ball hits a DEAD object.
  - k. If a LIVE ball hits any part of the opponent's clothing, accessories or hair, it is an out once that ball hits a DEAD object.
  - l. If a player that was struck by a LIVE ball that becomes DEAD and the struck player continues to intentionally initiate plays, the referee may provide a Red Card to the struck player at their discretion.
    - i. It is to the referee's discretion if the struck player or team is unaware of when the struck player is considered DEAD.
  - m. If a player that was struck by a ball that deflected from hitting a DEAD object, that player is considered safe.
    - i. The struck player must check with the referee before exiting the court to confirm if they are safe or out.
2. Multiple Ball Contact
- a. If Player A is hit by Ball 1 and it ricochets, Player A is LIVE and can make plays until Ball 1 is DEAD.
  - b. If Player A is hit by Ball 1 and it ricochets, Player A or a teammate may make a play on Ball 1.
    - i. If Player A is hit by Ball 2 while Ball 1 is in sequence and then Ball 2 hits a DEAD object, Player A is out. Ball 1 is still LIVE until its sequence is complete.
      - 1. If a teammate catches Ball 1 after Player A is out by Ball 2, Player A is still out, the catch brings in a teammate, and the thrower of Ball 1 is out.
      - 2. Player A is not eligible to be caught back in on the sequence of play because they were involved in the play.
    - ii. If Player A or a teammate catches Ball 1 after Player A catches Ball 2, both catches are valid and the thrower(s) is out.
    - iii. If Player B gets hit by Ball 1 ricocheting from hitting Player A and after Player A catches Ball 2, Ball 2 counts as a catch, but Player A is out after Ball 1 is DEAD, Player B is out, and the thrower of Ball 2 is out.
  - c. The referee's discretion determines the completion of Ball 1's sequence.
    - i. If a ricocheted ball leaves the court, and if no active player can make a play on the ball, and per the referee's discretion, it is considered to have completed its sequence.

### 3. One Versus One

- a. If a player and their opponent throw a LIVE ball at each other, the referee's discretion determines the out based on which ball's sequence of play ended first.
- b. If a player touches out of bounds after successfully hitting the opponent, it is the referee's discretion of when the thrown ball became dead and when the player touched out of bounds.
  - i. If the player touched out of bounds before the thrown ball became DEAD, the opponent would receive the win.
- c. If a player and their opponent throw a LIVE ball at each other and both balls hit each player simultaneously, the referee will reset the play when a result cannot be determined.
  - i. Both players will start at the end line with the current burden and will begin at the referee's signal.
- d. If there is a repetitive stalemate in a one versus one and after multiple exchanges of throwing balls, the referee may enforce a stoppage of play and remove two same-color balls from gameplay.
  - i. The stoppage of play in the one versus one can only be initiated when there is no action during gameplay and the balls are split evenly.
- e. Refer to invalid throw rules for instances where "stalling" by invalid throw in a one vs one.

## Catches

### 1. Valid Catches

- a. If a player catches a LIVE ball from their opponent, the thrower is out and a teammate gets to re-enter.
  - i. Re-entry must happen along the back line.
- b. Two points of body contact must be in bounds and one hand needs to secure the ball for a valid catch.
  - i. A player catching a ball while on top of their teammate and not touching the court, is not a valid catch until the catcher has two points of body contact in bounds.
  - ii. Laying down, sitting, and one knee and foot down on the same leg, count as two points of contact.
- c. A catch with one foot (one point) in bounds and one foot (one point) out of bounds is not a catch and results in an out.
- d. Catching a ball while sliding out of bounds is valid if no part of their body was already out of bounds before the catch and two points of body contact were in bounds.
- e. If a player catches a ball between their legs, the catch is not valid until the player clearly demonstrates control of the ball.
- f. If a player catches the ball between their legs with two points of body contact in bounds, then falls out of bounds, the player must have clearly demonstrated control before touching a dead object out of bounds.
  - i. If a player from the team with burden catches the ball between their legs with two points of body contact in bounds, then the burden throw clock reaches zero seconds, the catch counts as long as the player clearly demonstrated control before the clock hit zero.
    1. The thrower is still out and a player may reenter for the catching team, but the burden team must provide all balls to the appropriate team.
  - ii. If a player from the team with burden catches a ricochet ball with two points of body contact in bounds that was thrown before the throw clock reaches zero seconds, the player can still catch the ball after zero seconds to finish the sequence of play.

1. The thrower is out, a player may reenter for the catching team, but the burden team must provide all balls to the other team.
      2. The opposing team may not interfere with the player securing the catch nor start a new play once the burden throw clock reaches zero seconds.
    - iii. If a player catches Ball 1 between their legs with two points of body contact in bounds, then gets hit by Ball 2, it is to the referee's discretion to make the call on the sequences of play.
      1. Ball 1 is only a valid catch if the player clearly demonstrated control.
      2. Player is DEAD once Ball 2 hits a DEAD object.
  - g. Players may not use their jersey as a net to catch a ball.
    - i. The catch will be invalid, and the catching player is out.
2. Player Entry
  - a. One catch from one LIVE ball brings in one teammate in the order in which they got out.
  - b. The starting six players for a game may be the only players to re-enter from catches for that game.
  - c. The order for players to re-enter on catches is a first-out, first-in basis.
    - i. If a player from a team reenters the court out of order from a catch but does not interfere the gameplay, that team will receive a warning, and the player that came in out of order will be out, be put at the back of the reentry order, and the correct player will not be allowed for reentry and the thrower is still out.
      1. A player entering out of order is considered active once that player has established two points of contact inside the court.
    - ii. If a player from a team reenters the court out of order from a catch and interferes with the game in any way, that team will receive a Yellow Card and receive an automatic forfeit for that game.
      1. If gameplay ends, but the referees discuss afterwards that the player entry was incorrect, a Yellow Card can still be issued to that player.
    - iii. A player re-entering a game has five seconds to enter the court.
      1. A player is active once that player has established two points of contact inside the court.
3. Catching Scenarios
  - a. If a LIVE ball hits an opponent, ricochets, and their teammate catches it, the first opponent is safe, the thrower is out, and one teammate gets to re-enter for the catching team.
  - b. If a LIVE ball hits an opponent, ricochets, and their teammate catches it after the player has stepped out of bounds, the thrower is out, and one teammate gets to re-enter for the catching team.
    - i. If the player that is struck first by a LIVE ball walks out of bounds and is unaware of a ricocheted catch by a teammate, that struck player is still out for stepping out of bounds.
      1. A ricocheted catch by hitting a teammate that stepped out of bounds means the original struck teammate is not eligible for re-entry on the catch as they were involved in the same sequence of play.
    - ii. Another teammate may re-enter if they were already out and in the queue.
  - c. If a player manages to catch multiple LIVE balls simultaneously, the thrower(s) is out, and the number of valid balls caught results in the number of players that may re-enter for the catching team.
  - d. If a player and an opponent throw at each other and both catch their opponent's ball simultaneously, both catchers are out, and one player may re-enter for each team.

- i. If Player A and Player B throw at each other, Player A secures the catch instantly and Player B bobbles the catch, Player A is safe, Player B is out, and one player may re-enter for Player A's team.
      - ii. If Player A and Player B throw at each other, Player A secures a catch quicker than Player B, Player A is safe, Player B is out, and one player may re-enter for Player A's team.
    - e. If a LIVE ball hits an opponent, ricochets, and a throwing-team player catches that ball, the catch is not valid, and the opponent is out.
    - f. Each LIVE ball by a player is eligible for one valid catch for the opposing team,
      - i. A thrown ball that occurs after the thrower is considered out is not eligible for a catch.
    - g. Active players can jump in the air to tip a LIVE ball or ricochet to their teammates for a catch.
      - i. If the player tipping a ball lands out of bounds before or after the ricochet catch, the player is out and is ineligible to return for the catch because they were involved in the same sequence of play.
    - h. While a player is attempting to make a catch, it is the referee's discretion if a ball has slipped out while going for another catch, dodge or block, or if the floor or teammate has knocked the ball out of possession.
    - i. If a player is hit by a LIVE ball and falls out of bounds, the ball is still LIVE to teammates, but the player is out for falling out of bounds and cannot be saved from a team catch.
      - i. The player that fell out of bounds is out and is ineligible to return for the catch because they were involved in the same sequence of play.
    - j. If a player is hit out and the ball that hits them is dead and then catches a LIVE ball that catch does not count.
      - i. If the thrower has already stepped out in good faith to take their out, the referee may call them back into play at their discretion in the spirit of fair play.
4. Momentum Catch
- a. If a catch causes the catching player to fall out of bounds while two points of contact are secure in bounds, the catch is valid and the catcher is not out.
    - i. A momentum catch is only valid along the sidelines and backlines.
  - b. After a successful momentum catch is made, the catching player is pending-active and cannot make any valid plays.
    - i. Players must immediately re-enter the court after a momentum catch, with two points of body contact in bounds, in order to be fully active again.
    - ii. If the catching player gets hit or tries catching another ball while laying out of bounds, the catching player is considered out and any ricochet balls are DEAD.
    - iii. If the catching player throws a ball while laying out of bounds, that player is out and the ball is immediately DEAD.
    - iv. If the catching player makes an attempt to dodge farther away from the court while out of bounds, that player is out.
    - v. It is the referee's discretion whether the player is making an attempt to dodge for safety towards the court versus dodging away from the court intentionally and remaining out of bounds.
      - 1. If a player is bobbling a catch while falling out of bounds, it is the referee's discretion if the catch was secured before landing out of bounds.
      - 2. If a player secures a catch with two points of contact in bounds, throws that caught ball, then falls out of bounds, the catch is valid, but the player is out for being out of bounds.
    - vi. Players must be in full control of the caught ball to complete the entire process of the momentum catch.



- vii. Thrown balls before falling out of bounds during a momentum catch is still considered a valid throw.

#### 5. Blocked Catch

- a. If an opposing player blocks a LIVE thrown ball, ricochets, and the blocker catches the ricochet ball, the thrower is out, and a teammate gets to re-enter for the catching team.
  - i. The blocker must be in control of dropping their blocking ball to attempt to catch any ricochet balls.
- b. If an opposing player blocks a LIVE thrown ball, ricochets, and a teammate catches the ball, the blocking opponent is safe, the thrower is out, and one teammate gets to re-enter for the catching team.
- c. If an opposing player blocks a LIVE thrown ball, they lose their blocking ball, but catch the thrown ball, the opposing player is out once the dropped blocking ball hits a DEAD object, the catch counts, the thrower is out, and one teammate gets to re-enter for the catching team.
  - i. A dropped or bobbled blocking ball is only LIVE to the player holding that ball and cannot cause an out to any teammate that gets hit by it.
  - ii. If the dropped blocking ball is caught by a teammate, the player who dropped the ball is safe, and the saved catch does not bring in a teammate.
- d. If an opposing player blocks a LIVE thrown ball, they lose their blocking ball, the deflected ball ricochets and a teammate catches the original thrown ball, the initial blocker is out once the dropped blocking ball hits a DEAD object or a teammate, the thrower is out, and one player may re-enter for the catching team.
- e. If an opposing player blocks a LIVE thrown ball, they lose their blocking ball, the deflected ball hits their body then becomes a DEAD ball, then the dropped blocking ball is caught by a teammate, the opposing player is still out and is not saved.
  - i. The dropped blocking is not considered a catch, and the thrower is not out.
- f. If an opposing player blocks a LIVE thrown ball, then it deflects back to the thrower, and the thrower catches the initial thrown ball, the blocker is safe, and no players may re-enter for the catching team.
  - i. The deflected ball is only LIVE to the blocking team.
  - ii. The throwing team may deflect the ricochet ball to prevent the opposing team from catching.

#### 6. Catch and Out

- a. If multiple balls are simultaneously thrown at an opponent, and one ball is caught, while the other balls successfully hit the opponent, the catch is valid, the thrower of the caught ball is out, the catcher is out once the other balls hit a DEAD object, and one player may re-enter for the catching team (See Rule IV.B. for further multiple ball contact scenarios).
  - i. If a player makes a catch while jumping, or with one foot off the ground, and gets successfully hit by a separate thrown ball by the opponent, the “catch and out” is still enforced, but the player must have two points of contact upon landing to complete the sequence of play.
  - ii. If a LIVE thrown ball hits an opponent’s body first, then knocks their held ball out of their hands, then the dropped blocking ball hits a DEAD object or teammate, the catch will count, the teammate is safe, the thrower is out, the catcher is out, and one player may re-enter for the catching team.

### **Blocking**

#### 1. Valid Blocks

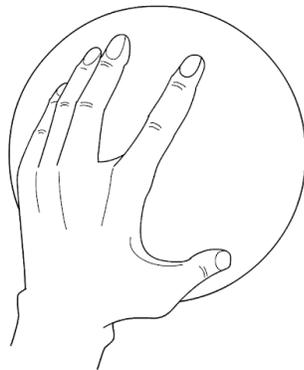
- a. A player may use a ball to block a LIVE thrown ball and does not result in the blocker being out.

1. A LIVE thrown ball blocked with a ball is considered LIVE until it hits a DEAD object.
- b. If a player completely drops their blocking ball from a LIVE thrown ball, and the dropped ball hits a DEAD object or teammate, the blocker is out, and the teammate getting hit by the dropped ball is safe.
- c. If a player bobbles their blocking ball from a LIVE thrown ball, then regains control of the blocking ball in hand, the blocker is safe.
  - i. If the dropped blocking ball ricochets off a teammate then hits a DEAD object or is hit by another LIVE thrown ball, that ball is instantly DEAD.
  - ii. If the dropped blocking ball is caught by a teammate, the player who dropped the ball is safe, the thrower is safe, and the repossessed blocking ball catch does not bring in a teammate.
- d. If a player holds a ball in between their legs, that held ball is still eligible to be used as a blocking ball and still eligible to be knocked out causing a potential out.
- e. Fingers and hands are not considered part of the blocking ball and results as an out if successfully hit.
- f. A valid and LIVE thrown ball is still considered LIVE, if an opponent is attempting to block with a held inactive ball during the opening rush.
- g. See Blocked Catches (Rule IX.E.) for further blocking scenarios.

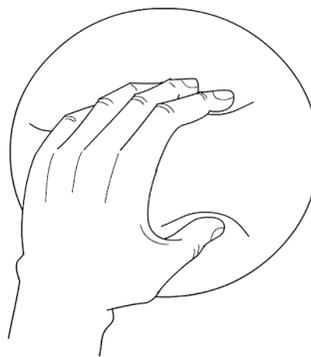
### **Pinching**

#### **1. Enforcement**

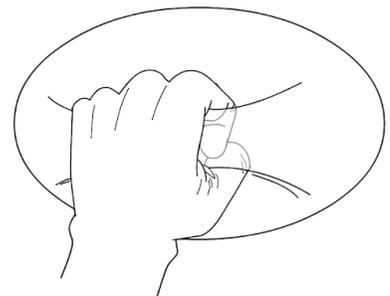
- a. For all divisions, except for Pinch Division, players may not pinch or grip the ball causing rubber-to-rubber contact at any time, including throwing or blocking.
  - i. Players may only open-hand or clamp throw a ball.
- b. Pinched throws or pinched blocks are not outs for either team, but will result in a warning for their first offense at the referee's discretion.
- c. A second offense for pinched throws or pinched blocks will result in the player committing the pinch to be out and receive a Yellow Card.



**Open Hand**



**Clamp**



**Pinch**

### **Out of Bounds**

#### **1. Enforcement**



- a. A player that uses any body part to cross the end line, sideline or the opponent's attack line and contacts any DEAD object outside of the boundaries for balance, is considered out of bounds and is out.
  - i. Stepping on the line is safe.
- b. Active players are allowed to reach over any out of bounds line to retrieve a ball.
- c. Active players who use a held ball to touch out of bounds for regaining balance are out.
- d. If a player is struck by a LIVE thrown ball and steps out of bounds, then the ball is caught by a teammate, they may reenter the game with permission of the ref as they were not truly hit out.
- e. Before exiting the court, a player may check with the referee for approval if they were officially struck or determined as DEAD.
  - i. To uphold integrity of the game, if a player is clearly hit and considered DEAD it is still their duty to exit the court immediately into the queue.

### **Retrieving Stray Balls**

#### **1. Enforcement**

- a. Active players may not leave the court at any time to retrieve a ball.
  - i. Players may only leave the court when they are out, injured or when the referee has stopped play.
- b. A ball can only be retrieved once it is completely out of the court.
  - i. Any ball sitting on the line is considered inside of the court.
  - ii. Any designated ball retriever or inactive teammate that touches a ball that is still on the court results in forfeiting that ball to the opposing team.
    1. The team associated with the inactive players or designated ball retrievers who committed the offense will receive a Yellow Card if excessive at the referee's discretion.

#### **2. Designated Ball Retrievers**

- a. Designated ball retrievers or available inactive teammates off the court are allowed to retrieve stray balls.
  - i. Players deemed out on the court may not interfere with any balls during their exit off the court.
- b. Retrieved balls must be put back on the court immediately through the court end lines.
  - i. Retrieved balls may be put back in through the sidelines but must either be placed inside the court where it exited or rolled/tossed towards the respective team's end line.
- c. Designated ball retrievers are required to be determined and made clear to the referee before the match begins.
  - i. If a person that is not a designated ball retriever interferes with a stray ball to manipulate the game to a team's favor, it will be considered interference and a delay of game.
    1. The ball will be given to the opposing team.
    2. The referee decides whether a spectator was tossing a ball back into play for gameplay continuation or interfering with a ball to favor a team.
    3. If a spectator was interfering with a ball to favor a team, the referee will stop play, reward the opposing team with that ball and continue gameplay at their signal.
- d. A maximum of two people are allowed to be designated ball retrievers per game.
  - i. Designated ball retrievers may be switched after each game but must make it clear to the referees.
- e. Designated ball retrievers and inactive teammates are not allowed to hoard balls or stand at the center with a ball to assist active teammates.



- f. Designated ball retrievers and inactive teammates may only retrieve balls on their half of the court and may not cross or reach over the extended centerline.
- g. Designated ball retrievers and inactive teammates may not enter the court to provide a stray ball.
- h. Active players on the court are allowed to reach over any line to retrieve any stray balls without touching out of bounds or their opponent's zone.
  - i. Designated ball retrievers and inactive teammates are prohibited from fighting for stray balls with active players.
  - ii. The stray ball will always be rewarded to the active player if both the active and inactive player or designated ball retriever possess the stray ball.

### **Flight Kills**

#### **1. Flight Kill**

- a. A flight kill is the aerial act of jumping into the opponent's zone, not stepping over the opponent's attack line before the jump, and hitting the opponent with a LIVE thrown ball before the flight player lands.
- b. Flight Kills (or "suicide") are NOT ALLOWED.
- c. A player who attempts a flight kill will be immediately called out and any play made by the offending player's team during the flight kill will be considered void and the play reset.

### **Interference**

#### **1. Enforcement**

- a. Players who are immediately deemed out or inactive may not interfere with the game, the balls on the court or active players.
  - i. Players intentionally interfering with a game will be issued a warning and a yellow card if it persists.
  - ii. Players deemed out must exit the court and into their queue immediately.
- b. Players who are deemed out while holding a ball are allowed to pass that held ball to their teammate, then must exit the court immediately to the side or back lines.
  - i. Players may not cross the center line to exit. Any perceived attempt to harass, threaten or interfere with an opponent's gameplay through crossing the center line will be issued a yellow card.
- c. Referees are allowed to overturn a play to make the correct ruling on the court.
  - i. If a referee recognizes that a player is considered DEAD and the player continues to make plays, the referee must stop play and enforce the correct ruling and disciplinary measures.
    - 1. The referees may provide Yellow and Red Cards dependent on the severity of intentional interference.
    - ii. The referees will reset both sides with ball in hand and current burden, if needed.
- d. If a player becomes DEAD by stepping over the out of bounds line while throwing, then any action that follows in the sequence is considered as invalid.
  - i. The referee will reverse any outs and allow the appropriate players back into play, and the player that stepped over the line committing the throw will be deemed out.
  - ii. This will not be considered interference.
- e. Inactive players and spectators may not interfere with gameplay at any point.
  - i. Inactive players, ball retrievers, coaches, and spectators may not intentionally toss a stray ball in the court to manipulate the outcome of a play.
  - ii. This applies to all other teams that may or may not be playing on that court.



- f. If an inactive player, designated referee or spectator throws a ball at an active player or ball on the court to manipulate the game in any way, that team committing the offense will forfeit all balls to the opposing team and receive a Yellow Card.
2. Player Collision
    - a. Both teams must try to avoid physical collision inside the neutral zone.
    - b. Intentional collision results in an out and a Yellow Card.
    - c. It is to the referee's discretion if a player is attempting to intentionally collide with another player.
      - i. Any collision will involve a stoppage of play by the referee, enforcement of the final decision and starting the game with both teams at their respective end lines with a reset of the current burden.
    - d. Repeat offenders in the same match will be given a Red Card.

### **Queue**

1. Valid Queues
  - a. Valid queues are located on the sides of the court.
  - b. Each team's designated queues are located on their half of the court.
  - c. All out players may help shag for their team and remain in the queue in the correct order.
2. Enforcement
  - a. Once a player is deemed out, they must immediately head to their team's designated queue.
  - b. A player must be officially in their queue, with two points of contact secured, in order to become valid for re-entry on a catch.
    - i. A player may not re-enter on the same sequence of play they are involved in, even if they were able to reach the queue before the catch.
    - ii. If a player was in the queue before a sequence of play happens, then gets caught in, that player is allowed to make any plays once they are considered active.
  - c. If a player is still on the court making their way to the queue during a catch, that player is not valid for re-entry.
  - d. When a team makes a catch, players must re-enter through their respective designated end line within five seconds.
    - i. Failure to do so will result in denied re-entry, and that player must begin at the back of the team re-entry order.
    - ii. Players are active once two points of contact are secured in bounds.
  - e. Inactive players in the queue are allowed to retrieve any stray ball off the court on their half of the court.
    - i. Inactive players that exited the queue to retrieve a stray ball will not be penalized on entry time from a catch.
    - ii. Inactive players may bring in retrieved stray balls through their team's end line when a catch is made for their team.

### **Disciplinary Measures**

1. Enforcement
  - a. Disciplinary measures are enforced for all players, coaches, ball retrievers, referees and spectators that are participating in the event.
  - b. The USA Dodgeball Executive Board will confer with the other directors of the event to determine if further disciplinary measures need to be taken.
2. Verbal Warning

- a. Players that receive a warning remain active in the game, but another violation for the same offense will result in a Yellow card.
  - b. Verbal warnings may be given by the Head Referee and Burden Referee during gameplay as a reminder to keep the gameplay continuing.
  - c. Warning offenses include the following:
    - a. Inactive players stepping onto the court while the game is still in process.
    - b. The incorrect player stepping on the court from a catch.
    - c. Minor verbal taunting/jeering/screaming/temper tantrums.
    - d. Players that are not captains questioning a refs call.
    - e. Wearing apparel that is not permitted.
3. Yellow Card
- a. A Yellow Card may be given by the Head Referee, Burden Referee and any Tournament Director during gameplay or immediately after game if behavior so deems necessary.
  - b. A Yellow Card is defined as a warning to the player who received it, and the player must leave the court, cannot be caught back in, and must sit the next game (not match),
    - i. The point following a yellow card offense, the offending team must also start with one less player on the court for every yellow card received in the previous game. An additional player is not eligible to reenter the game on a catch.
    - ii. If a yellow card occurs in the final game of a match, the offending player must sit the first game of the next match they play and the offending team must start with one less player on the court.
    - iii. If the player is outside of a game, the player must sit the next upcoming game.
  - c. Yellow Card offenses include the following:
    - i. Portraying verbal aggression or swearing to any opponent or referee.
    - ii. Taunting, intimidating or arguing with any opponent or referee.
    - iii. Pinching a dodgeball during gameplay when pinching is not allowed.
    - iv. Inactive player interference.
    - v. Intentionally cheating or manipulating a rule.
    - vi. Attempting to use video replay on a referee's decision.
    - vii. Bringing in foreign objects onto the court that are not part of the game.
    - viii. Wearing apparel that is not permitted.
    - ix. Committing the same offense that already had a warning issued.
    - x. Verbal threats.
  - d. If a player receives a second Yellow Card for the Division registered in the current tournament, even in separate matches, that second Yellow Card will follow the single Yellow Card rules, but the player will also receive a Red Card for receiving two Yellow cards in the same Division.
  - e. Yellow **DO NOT** cards will reset after each Division.
4. Red Card
- a. A Red Card may be given by the Head Referee, Burden Referee and any Tournament Director during gameplay or retroactively after game if behavior so deems necessary.
  - b. A Red Card is defined as an immediate out for the remaining part of the match with suspension for the following three matches.
    - i. The offending team must also start with one less player for the three matches the offending player is suspended for. An additional player is not eligible to reenter the game on a catch.
  - c. Red Card offenses include the following:
    - i. Two Yellow Card offenses in the same match within the same team.
    - ii. Intentionally kicking a ball in an aggressive manner.
    - iii. An inactive player intentionally throwing a ball at an opponent.
    - iv. Intentionally colliding with an opponent during gameplay.



- v. Portraying verbal offense to any referee or opponent including racial slurs or discriminative comments.
      - vi. Light physicalness between players before, during or after gameplay.
      - vii. Spitting at an opponent.
    - d. If a player receives two Red Cards in a single tournament, the player will be ejected.
      - i. The player is suspended from play for the remainder of the tournament and may be asked to leave the premises at the discretion of the USA Dodgeball staff or representatives with further suspension also at their discretion.
- 5. Ejection
  - a. An ejection results in any player, coach, referee or spectator being disqualified to continue participating in the event and that individual must leave the premises of the venue immediately.
  - b. Ejections are only enforced by the Executive Board and Tournament Directors.
  - c. Ejection offenses include, but are not limited to, the following:
    - i. Two Red Cards in the same event.
    - ii. Physical fighting.
    - iii. Intentionally vandalizing the venue or equipment.
    - iv. Spectators harassing and interfering with participants or gameplay.
    - v. Participants harassing the spectators.
    - vi. Providing illegal drugs and alcohol at the event.
    - vii. Heavily intoxicated participants.
    - viii. Using objects as weapons to harm participants.
    - ix. Threats of violence.
- 6. Referee Eviction
  - a. A referee eviction is defined as responsibilities and guidelines not being enforced correctly by the designated referee.
  - b. A referee eviction revokes the participant's eligibility for referee compensation and will not continue to referee gameplay for the event.
  - c. A referee eviction has no impact on the disciplinary measures as a player.
- 7. Expulsion
  - a. An expulsion is defined as an official ban, by USA Dodgeball, of any participant or spectator if they pose a dangerous threat to the organization or participants.
  - b. Participants receiving expulsion will not be allowed re-entry to any USA Dodgeball sanctioned event unless approved by the USA Dodgeball Executive Board.
- 8. Overturning Cards
  - a. No cards may be overturned by anyone except for the disciplinary committee or executive board.
  - b. Final answer/decisions must be delivered before the next attended USA Dodgeball Event by said carded player(s).

## Injury

- 1. Enforcement
  - a. The referee must stop gameplay immediately if there are any injuries.
    - i. The seriousness of the injury will determine the allowance of time needed to pause the game.
  - b. If a player is fit to continue playing, both teams will begin behind their respective end line and will continue gameplay with the current burden at the referee's signal.
  - c. If a player is NOT fit to continue playing, a sub from their roster (not playing the current game) may replace the injured player.



- i. If no sub is available, the injured player may be replaced by the inactive player in the queue that is next to be in.
- ii. If a team were to fake an injury to sub in a different player, the team will be ejected from the tournament and will automatically forfeit any final awards for that tournament.

## Divisions

1. Open 8.5 & Cloth Divisions
  - a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
  - b. Court Modifications;
    - i. The court will have neutral zones.
    - ii. Both teams must throw from behind the opposing team's clear line.
  - c. Gameplay Modifications.
    - i. 8.5" rubber or cloth balls will be used, respectively.
2. Women's Division
  - a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
  - b. Gameplay Modifications:
    - i. 7" soft rubber no sting, foam or cloth balls will be used.
    - ii. Foam will have a neutral zone.
    - iii. A Women's Division roster may only have women players.
    - iv. The roster may have a maximum of eight women players.
    - v. A minimum of four women players and a maximum of six women players are allowed to start for each team.
    - vi. Failure to provide a minimum of four women players will result as a forfeit for each game.
3. Co-ed 8.5 & Cloth Divisions
  - a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
  - b. Gameplay Modifications:
    - i. 8.5" rubber or cloth balls will be used respectively
    - ii. A Co-ed Division roster may have a maximum of 10 players and a maximum of five players of the same gender.
    - iii. A minimum of two players of each gender must start the game (minimum 4 players - 2 of each gender)
    - iv. Failure to provide the co-ed requirements will result in a forfeit for each game.
4. co-ed No-Sting & Foam Divisions
  - a. All basic USA Dodgeball Premier Tour and Setup are enforced.
  - b. Court Modifications:
    - i. The court will have no neutral zones.
    - ii. Both teams must throw from the centerline.
    - iii. For the opening rush, both teams may cross the centerline to retrieve balls, but must still bring inactive balls behind their respective attack line.
  - c. Gameplay Modification:
    - i. 7" soft rubber no sting or foams balls will be used, respectively.
    - ii. A co-ed Division roster may have a maximum of 10 players and a maximum of five players of the same gender.
    - iii. A minimum of two players of each gender must start the game (minimum 4 players - 2 of each gender).
    - iv. Failure to provide the co-ed requirements will result as a forfeit for each game.
5. Open No-Sting & Foam Divisions



- a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
  - b. Court Modifications:
    - i. The court will have no neutral zones.
    - ii. Both teams must throw from the centerline.
    - iii. For the opening rush, both teams may cross the centerline to retrieve balls, but must still bring inactive balls behind their respective attack line.
  - c. Gameplay Modifications:
    - i. 7" soft rubber no sting or foam balls will be used, respectively.
6. Open Pinch 8.5 Division
- a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
  - b. Court Modifications:
    - i. The court will have no neutral zones.
    - ii. Both teams must throw from the centerline.
    - iii. For the opening rush, both teams may cross the centerline to retrieve balls, but must still bring inactive balls behind their respective attack line.
  - c. Gameplay Modifications:
    - i. Players are allowed to pinch the balls, including for throwing and blocking.
7. 4v4 Division
- a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
  - b. Court Modifications:
    - i. The court dimensions are 20 ft wide and 50 ft long.
    - ii. The court will have no neutral zones.
    - iii. Both teams must throw from the centerline.
    - iv. For the opening rush, both teams may cross the centerline to retrieve balls, but must still bring inactive balls behind their respective attack line.
  - c. Gameplay Modifications:
    - i. A 4v4 Division roster may have a maximum of five players and a minimum of three players must start the game.
    - ii. Failure to provide the 4v4 requirements will result as a forfeit for each game.
    - iii. If co-ed, on court gender must always be 2/2 split.
8. 2v2 Division
- a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
  - b. Court Modifications:
    - i. The court dimensions are 10 ft wide by 50 ft long.
    - ii. The court will have no neutral zones nor clear/attack lines.
    - iii. Both teams may only advance to the centerline.
    - iv. If co-ed, on court gender must always be 1/1 split.
  - c. Gameplay Modifications:
    - i. Four balls will be used.
    - ii. Three same-color balls and one off-color ball (aka burden ball).
    - iii. Each team must start with one male and one female on the court.
      1. One male substitute and female substitute are allowed to roster, but may not be eligible for re-entry for catches if they did not start in the current game.
    - iv. Each player starts with one ball in hand.
      1. There is no opening rush.
      2. Rock-paper-scissors system between a player from both teams will decide who starts with burden.
    - v. Each player starts behind the end line before the game is initiated.
      1. Burden throw clock will begin at the start of the game.



- vi. All games will start at the same time for each round.
  - 1. After four minutes of gameplay of each round, a NO-BLOCKING rule will take effect.
  - 2. Once the time reaches four minutes, gameplay will stop, the current players still active will start behind their respective end line with the current burden, and gameplay will resume at the referee's signal.
  - 3. The blocking ball becomes a part of the player's body during the NO-BLOCKING stage, and is valid for hits, ricochets and catches.
- vii. Play continues until one team is eliminated.
  - 1. A catch allows re-entry to the teammate in the queue.
- viii. Matches will be best of three games.
  - 1. An additional game will not be played once a team acquires two game wins.
  - 2. Playoffs will be double elimination.

#### 9. Showdown

- a. All basic USA Dodgeball Premier Tour Rules and Setup are enforced.
- b. Court Modifications
  - i. The court dimensions are 50 ft by 8 ft.
  - ii. The Neutral Zone is 20 ft (15 ft from the end line to the neutral zone line on each side).
- c. Gameplay Modifications
  - i. Gameplay is one player versus one player.
    - 1. Each player will start behind their respective end line.
    - 2. Each player will be given one ball in hand before the start.
    - 3. One ball will be placed at the center of the court.
    - 4. Gameplay will begin at the referee's signal.
    - 5. Players may not cross into their opponent's zone.
    - 6. Players may not conduct flight kills.
    - 7. The center ball does not need to be brought behind an attack line and is active once it is secured in one hand and may be used at any point during gameplay.
    - 8. Every ball only gets one throw during a game.
    - 9. Once any ball that was originally secured in hand, then is dropped and hits a DEAD object, that ball is immediately DEAD and cannot be used.
    - 10. If the center ball gets knocked out of the court before either player has secured the center ball in hand, the center ball is DEAD and cannot be used.
    - 11. If a player throws first, the other player will be given a 10 second burden throw clock.
    - 12. The burden throw clock will reset once a throw has been made.
    - 13. Failure to throw before the burden throw clock ends will result in a forfeit of any held balls to the opponent, and play will continue with both players behind their respective end lines and start at the referee's signal.
    - 14. The win is awarded to the player who has successfully hit their opponent first with an active LIVE thrown ball.
    - 15. The players who are hit by their opponent may attempt to catch their opponent out, regardless of first hit.
    - 16. Players may not swat a ball away after successfully hitting their opponent.
    - 17. It is the referee's discretion if a player commits an interference, intentionally colliding into another player.



- a. If the interference is severe, the referee can provide a point to the victim or disqualify the interferer from the game completely.
18. If all three gameplay balls have been thrown and made no successful hit, the game will fully reset.

### **Undocumented Rules**

1. Enforcement
  - a. An undocumented rule occurs when a play or situation happens that has no record of ruling.
  - b. Referees must come to a logical and unbiased agreement quickly.
    - i. If no logical agreement can be made by the referees, the referees must enforce a reset of play.
  - c. The undocumented rule will not affect the continuance of gameplay. A reset of play forces both teams to start behind their end line.
  - d. All undocumented rules must be reported to USA Dodgeball Premier Tour Tournament Directors.

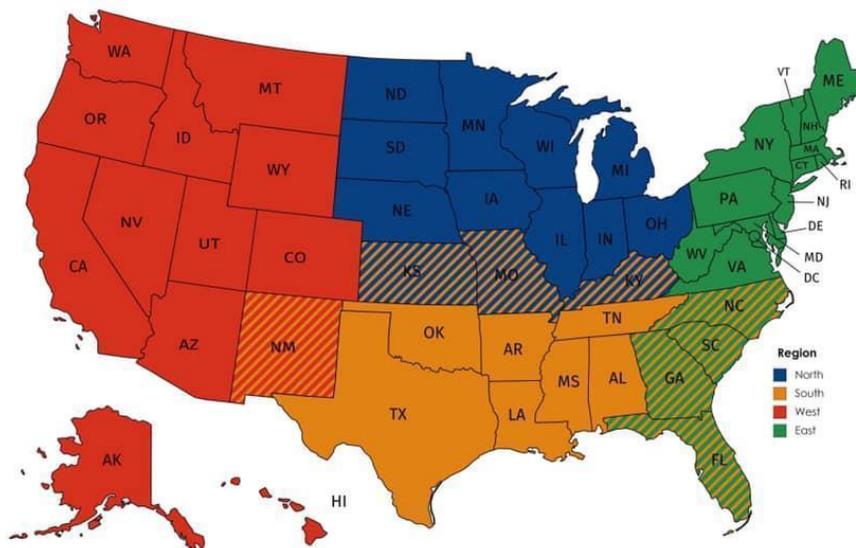
### **Traveling Player Rules**

1. Traveling teams
  - a. Teams are to be self-established in a single region (N,S,E,W) for the season upon registration (See figure below).
  - b. Teams may not travel to compete in another region except during each region's Grand Slam tournament, granting the opportunity for each team to play 4 times in their own region as well as 3 additional grand slams.
  - c. Teams are considered intact if 4 or more of the original roster play together in any given tournament. (See traveling player rules).
  - d. Traveling Team Eligibility applies to all divisions.
  - e. Any team from any region may travel to a Grand Slam tournament to compete.
2. Traveling players
  - f. Traveling player eligibility applies to all divisions with exception to the Foam & Cloth specific round in each region,
    - i. Players and teams are free to travel to each region's foam/cloth-only round for the 2022 season.
  - g. A traveling player is any athlete that travels to play in a region other than their self-designated "home region" to compete in the USA Dodgeball Premier Tour.
  - h. Individual players may travel to another region for any tournament to play as long as they do not play with more than one other player from their home region team by division (Two open or women's teammates can travel to another region and play together in the same division, but 3 cannot play together. Two co-ed players may travel together to play but 3 cannot).
  - i. Traveling players are not allowed to play in more than 3 regions per year.
  - j. Players may have different "home regions" for different divisions (i.e. home region of north for pinch & open 8.5 and home region of west for open no-sting and co-ed).
  - k. A team is responsible to verify that their traveling sub does not violate any traveling player rules.
3. Penalties for traveling team and player violations:

- l. If a team is found to have registered with 3 or more of their players on the same team in a region other than their home region, they will be offered a chance to change their roster or offered a refund at a \$5 (whatever the service fee is) fee.
  - m. If any player is found to have played without registering, they will be fined the full registration cost, suspended from the next “round” of tour stops (or Nationals) and the team’s title or placement also being stripped from them.
4. Team formations:
- n. Teams must select a primary region they compete in.
  - o. Each division and ball type may have a different permanent roster.
5. Roster requirements
- p. A team registering for open or women’s divisions may not roster more than 8 players for that specific division
  - q. A team registering for a co-ed division may not roster more than 5 of each gender for that specific division
  - r. This means a team may not register with more than specified above but may have more than the limits in a “player pool.”

\*\*\*USA Dodgeball Executive leadership reserves the right to make exceptions in the spirit of fairness, even if a strict interpretation of the rules indicates a different ruling.

USA Dodgeball Regional Map



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6. FAQs:

a. Why is the cloth/foam round open to any team or player from any region?

This is open to anyone for two reasons: first, we want these newer divisions to be successful in every region as we promote these “newer” ball types. Allowing for anyone to play will increase the competition and grow interest with the option of



restricting in the future if there are too many traveling teams/players. Second, we want to allow all of our scouts to be able to see the best players in the country regardless of where they normally play. This also allows our players to get a chance to play with and against different players than they are used to and will help them develop their skills.

**b. Most of my team lives in one region, but we want to compete in another, is that okay?**

Yes, but you must commit to traveling to that region continuously for the season and may only play in your “home region’s” Grand Slam. Your team may not compete in all 3 rounds of one region and all 3 rounds of another region. As an example, if a team of players that lives in Tennessee decide that the travel options for the North Region work better for their team than the South Region, they may establish themselves as a North Region Team. This means that while they live in the “South” they will be expected to play primarily in the North Region’s events, but they may travel to the South Region’s Grand Slam Round or Cloth/Foam Round if they so choose. *USA Dodgeball reserves the right to deny teams the ability to declare a home region outside of their residence as their home region to preserve the spirit of fair play. Any team considering this should email [events@usadodgeball.com](mailto:events@usadodgeball.com) with details for approval.*

**c. Why can’t I travel with a few of my main teammates to play in another region?**

This is to discourage players that don’t typically play in a region to help “stack” teams for other regions and offset the competition unfairly. While you may travel with your team, you may play with more than 1 other person from your “home team” per division. (See 2c for details).

**d. Why are there roster restrictions?**

The restriction is only on the number of players you can register for a specific tournament. You may have as many players on your team as you want, but only the number indicated above may register and play per team. This is to encourage more teams to form and promote competition and discourage excessive “stacking.” For example, a team may have 15 players in that identify themselves as members of the “Abilene Cattle Prods,” but when the Abilene Cattle Prods register for an event, they may only bring up to 8 unique players per division to that event (with the exception of co-ed divisions which have a roster-cap of 10).

## REFEREEING GUIDELINES

### **Refereeing Guidelines**

1. Referee Capacity
  - a. All games are monitored by two to six referees.
    - i. Head Referee: court monitor, rule enforcer, and main referee for alerting infractions.
    - ii. Burden Referee: court monitor, rule enforcer, and main referee for determining the burden and calling burden countdown.
  - b. If available, two Line Referees, one for each end line of the court, are allowed.
    - i. Line Referee: court monitor for alerting infractions.
  - c. If only three referees are available on the court, two Head Referees will stand on the same side of the court (one at each Attack Line) and the Burden Referee will stand on the opposite side of the court in the center.
2. Preparation



- a. Before each game begins, the referees must inspect the condition of the court, balls and players.
    - i. Referees must provide and approve unmodified playable balls for gameplay and required items if the court is ill-equipped, including required balls and taped lines.
    - ii. Referees must review and approve each team's required player count, player apparel and player physical condition.
  - b. Referees are required to station gameplay balls on the centerline evenly within their respective ball placement markers before the opening rush.
  - c. Whistles are recommended, but not required for referees.
3. Enforcement
- a. All referees are responsible to rule on any situation quickly and fairly during gameplay.
  - b. The decisions of the referees are final.
  - c. Referees may not step inside the court during gameplay unless it is for stoppage of play.
  - d. Referees may not intentionally interfere with any ball or player during gameplay.
  - e. If a referee makes an incorrect ruling, only other referees on that court may stop play to discuss and enforce the correct ruling.
    - i. Only the designated captains and coaches may communicate to the referees for rule clarification.
    - ii. If needed, a Tournament Director may assist with the rule clarification.
    - iii. The referees must agree to correct mistaken sanctions.
      1. Once the changes from the correct ruling are applied, the current active players and balls remain on their respective sides, and the match is resumed by the referee's signal.
4. Opening Rush
- a. Referees must first ensure that both teams are ready before the opening rush cadence begins.
  - b. The opening rush cadence will be as follows: The Burden Referee must signal and shout "Ready" to two teams respectively, and then the start of the rush is indicated by the Head Referee's signal all at a symmetrical pace.
5. Throw Clock Cadence
- a. During gameplay, the Burden Referee must provide a symmetrical cadence to the pace of complete 'seconds' when conducting the burden throw clock.
  - b. When initiating the burden throw clock, the Burden Referee must signal and shout "10 seconds," followed by four seconds of silent counts using arm waving motions, then shout the remaining seconds when five seconds is reached.
6. Ball Retrieval
- a. The referees may not intentionally touch the balls during gameplay.
  - b. If there are no shaggers nearby, a referee should place any stray ball inside the court at the motionless point of the ball, or help guide the rolling ball towards the team it is in path for so it does not stray away from the court.
7. Stoppage of Play
- a. A stoppage of play pauses the gameplay and immediately makes all players and balls inactive.
    - i. A stoppage of play results from any disputes, injuries, interferences, rule infraction decisions, lost ball, foreign object or code of conduct infractions.
  - b. Only the Head Referee and Burden Referee are allowed to signal a stoppage of play at their discretion.

