

SSA OFFICIAL DODGEBALL RULES

1. Court:

1. The court is divided into approximately two 30' X 30' areas, for a total court length of 60' from end line to end line, and a total width of 30' from sideline to sideline.
2. Approximately 2'-3' should be allotted for an out of bound area, allowing officials to move freely along the sidelines.
3. The Queue for each team is a 3' X 12' area, and should be located 2'-3' from the sideline, leaving enough room for an official to move free along the sideline. The Queue line is always on the left side of the court.
4. Every effort should be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.
5. Please clean up after yourself. ALCOHOL is NOT allowed in the facility. If you are found with Alcohol you will be ejected.

2. Equipment:

1. 6 balls spaced evenly along the center court line.

3. Players:

1. Teams consist of six (6) players with up to four substitutes. Coed teams may consist of either gender; a minimum of 1 female must start on the court for all matches. A loss will be awarded to the team without a female for each game she is missing, regardless of the actual game result.
2. Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.

4. Retrievers:

1. Retrievers are individuals designated to retrieve balls that go out of play. Teams are responsible for providing retrievers. A maximum of 4 retrievers are allowed for all matches. Any additional team players/spectators are not allowed on the playing field. Some locations may not be suitable for using retrievers.
2. Retrievers may not enter the court at any time. Retrievers must be declared to the officials prior to the start of each match.
3. Retrievers are only allowed to field balls from their side of the court.
4. Players that get out may be used as additional retrievers. Players standing in the Queue line may put balls back in play only if the ball is near them and completely out of play. A player reaching into play to get a ball will be moved to the end of the line and the ball will be sent to the other side. A ball on a line is a live ball and considered in play.

5. Matches:

1. A regulation match consists of 7 games lasting up to 5 minutes in length. All games get played and count towards a running total for the season and will be used for tie breaker scenarios for playoff seeding.
2. Games are played until:
 - All opponents on one side have been eliminated. The first team to eliminate all its opponents is declared the winner.
 - The 5 minute game clock expires. A regular season game can end in a tie.

- During the playoffs games must have a winner. If tied, a 2 minute overtime will be played. Each side will put in 1 girl and 2 guys to start each overtime.

6. Beginning of Play:

1. Play begins with all players positioned with one hand/palm touching the back wall.
2. The Rush occurs at the beginning of each game or reset.
3. Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
4. A team may rush with as many or as few players as it wants, but at least one person from each team has to Rush. If no one rushes then the captain is out.
5. There is no limit to how many balls an individual player may retrieve.
6. Players may not slide or dive head first into the center line or they will be called out. Crossing over/ touching the center line will result in an "out."
7. Players may not physically grab, or touch any another player across the center line or prevent them from returning to their side of the court. Both players that are fighting for control of a ball during a rush will both be called out. A player reaching over the line; grabbing at or swatting a ball will be called out.
8. A player throwing a ball before bringing it back after the rush will be called out.

7. Putting a Ball in Play:

1. The ball & players body must go completely behind attack line, During the Rush, any ball retrieved from the center line must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed attack line is considered a dead ball, any hits or catches are voided plays. The player throwing it will be called out.
2. There are several ways to put a ball into play following a Rush.
3. A player carries the ball across attack line.
4. A player passes the ball a teammate who is behind the back line.
5. A player rebounds the ball off the back wall of a closed court.
6. Intentionally kicking a ball; anytime during a match, you are out. Exception: teammates using their feet to direct a ball on the ground to another teammate will not be penalized.
7. Rolling the ball to opponents does not count as a throw.

8. Time Outs / Stoppage of Play:

1. There are no team time outs.
2. Only officials may stop play for any but not limited to the following reasons:
3. Injury
4. Any Call clarification or reversal. If the match has to stop because a player keeps arguing a call then that player will be called out.
5. If the horn sounds signaling the end of the match and a ball is in the air, the result of that throw counts.

9. Outs:

1. Your hand is considered part of the ball.
2. A player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform other than the hand holding the ball.
3. If a player is hit by a live ball rebounding off another player.
4. A defending player catches a live ball they have thrown.

5. Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").
6. If a player does not immediately exit the court after getting hit then the captain is out, if the captain is out then another male player must go out.
7. If a player reaches over or touches the center line or side line, for any reason they are out. A ball on the line may be picked up.
8. A player must be standing in the Queue line to be eligible to return upon a caught ball.
9. A player hit by a thrown ball is allowed to catch that ball before it is touched by another player or touches the floor, ceiling or walls. The player hit remains in the game, the thrower is out.
10. Dodgeball games are fast paced and spirited. Players are expected to exhibit good sportsmanship at all times. A player should call themselves out if they feel that the officials missed it.
11. Players that behave poorly will be called out even if they were not hit with the ball and are out for the rest of that game. Multiple removals for poor sportsmanship can result in ejection for the rest of the night.

10. Blocking:

1. Players can defend themselves by blocking the ball in flight with another ball but must retain control of the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out." Ball must touch the floor to be considered losing possession.
2. Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."
3. If a player catches a teammate's blocked ball then the thrower is out.

11. Stalling:

1. The act of intentionally delaying the game. A player may only hold the ball for 7 seconds.
2. If a referee determines by a 7 second count that a player or team is stalling, the player(s) will be called out. If both teams are stalling a reset (RUSH) should occur.

12. Throwing:

1. Male players can NOT throw the small orange ball at female players. Male players will be called out. Female players can throw it at female or male players. If the small ball hits a female player unintentionally or off another player then she is out.
2. An acceptable throw is one that crosses the center line and lands in the vicinity of a player. If a player does not make an acceptable throw they will lose all the balls on their side.

13. Out Of Bounds Rule:

1. If any part of the player's body touches the side line or center line; player shall be deemed "out".
2. A player may not reach over the sidelines or center line to retrieve a ball, if they do they are out. A ball resting on the line can be retrieved by a player.

14. Headshots:

1. A headshot occurs when a player is hit directly in the head/face by a high thrown ball. A player ducking, sliding, diving or anything else besides a standing position is not considered a head shot. A deflected ball is not considered a head shot.
2. Any thrower committing a headshot will be out and cannot return until the next game. 2 head/face shots and the thrower is out for the rest of the match, not just the current game.

15. Uniforms:

1. The SSA does not allow players to wear gloves during play.
2. Matching shirts are required with a number on the front & back.

16. Rosters:

1. The All players playing in any game must be on the teams online roster form. Any player found not on the roster cannot play the remainder of the game.

17. Scores:

2. Teams must submit their score online to www.syracusesportsassociation.com or email info@cusesports.com within 24 hours of completion of the game.

18. Unsportsmanlike Conduct:

1. If a player is called out for unsportsmanlike conduct or taunting they are out for the entire game. If they are called twice they are out for all matches.
2. If a player is ejected from the match, he or she will be suspended and fined.
3. WE EXPECT EVERYONE TO EXHIBIT GOOD SPORTSMANSHIP BEFORE, DURING, AND AFTER THE GAME. REFEREES HAVE THE DISCRETION TO REMOVE ANY AND ALL PLAYERS FROM THE AREA WHO DISPLAY UNSPORTSMANLIKE CONDUCT. PLEASE REMEMBER, IT'S JUST A GAME!