

Official Black Light Dodgeball Rules:

THE TEAM

Teams will be made up of 6-10 players. Six(6) players will compete on a side; others will be available as substitutes. **Each team must have at least two(2) girls.** Substitutes may enter the game only during timeouts or in the case of injury. All players must be 18 and under and wear an official tournament t-shirt or a plain white t-shirt and a glow stick. Players may not paint or wear anything which will cover or camouflage either.

THE GAME

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

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 3-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner. Details on overtime can be found in the NADA Rule Book.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time a team may substitute players into the game.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds in which case the infracting team will receive a warning. If this violation occurs any subsequent time after a warning is given, it will result in the loss of one (1) player per infraction. This also applies to tied teams.

RULE ENFORCEMENT

All matches will be officiated by no less than three (3) officials. These officials will rule on all legal hits, out-of-bounds and 5-second violations. THE COURT OFFICIALS' DECISIONS ARE FINAL – NO EXCEPTIONS.

Code of Conduct

1. Understand, appreciate and abide by the rules of the game
2. Respect the integrity and judgment of game officials
3. Be responsible for your actions and maintain self-control
4. Do not taunt or bait opponents and refrain from using foul or abusive language