

Dodgeball Information and Rules

Welcome to South Haven Dodgeball

- * A Competitive League
- * A Christian League
 - ◆ Behavior and attitudes should represent Christian values
- * Recommended ages 18 and up unless otherwise approved
- * 6 Week League (Fridays starting August 17th, 2018)

Teams

- * **Minimum of 6 players** to play (no max)
 - ◆ One player must be designated as the **team spokesman**. The team spokesman will receive league information and will meet with the referees before each game.
- * Recruit your team
 - ◆ **\$40 fee for each team.** Teams must pay South Haven before first game.
 - ◆ Team shirts are optional
 - ◆ To **register** a team stop by the SHBC FLC, call the FLC at 877-9316, or register online.

Format

- * **6 players** from each team play at one time
- * Teams will play **one hour** for five weeks, the last week will be a tournament
- * Teams will play **1/2 court on a basketball court**. 2 games (4 teams) will play simultaneously.
- * Teams will play **one hour**:
 - ◆ The **first half hour** will consist of five 5 minute games (play time total 25 minutes).
 - ◆ The two winners will then play each other while the other two teams also play each other. This **second half hour** will be also be five 5 minute games.
- * Games will be scheduled at **6, 7, and 8 PM**.
 - ◆ Schedule will be available before league begins.

Rules

- * Each game will have **one referee**.
 - ♦ Referees start the game, confirm hits, and catches.
 - ♦ **The referee has the final say in all calls and may eliminate a player if behavior dictates.**
- * Games will begin with a **hand shake** between teams.
- * There are 6 balls, split into 2 even groups near the ends of the centerline. During the **opening rush** (when the game starts), you may only grab the balls to your right. (**Referee says 3, 2, 1, Dodgeball**)
- * You are **out** if: **1)** you step on or over a sideline or centerline; **2)** a thrown live ball hits your body; **3)** you throw a live ball and it is caught by an opponent
- * A **thrown live ball** can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls (**SEE EXCEPTION BELOW**), and are ineligible to hit players out.
 - ♦ You may **block** a thrown ball with a held ball. **However**, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are **out**.
- * If you are **out**, line up on the side in the order you got out (think of it as being a **“resurrection” line**). If your teammate catches a ball, the player at the start of your team’s “resurrection” line comes back into play (the teammate must be in the line at the time of the catch to be eligible to be brought back in). The returning player has 5 seconds to get set before becoming a live target.
- * If the game comes down to **1 player per side**, they have 10 seconds to hit each other out; if not, **“Showdown”** comes into effect. The game is paused, each player gets two balls, two balls are lined up at the ends of the centerline, and the centerline is dissolved. The first player to get the other out wins.
- * **Rules may be added or modified during the season. Teams will be notified before the next game begins.**