

DARSA 6 on 6 Dodgeball Rules

Games will be officiated by a DARSA event coordinator

Rules

Gameplay

- Teams will play as many games as possible in the allotted hour.
 - No new round will start after 55 minutes.
- There will be no time limit per round, to win you must eliminate the other team.
- Whichever team wins more rounds at the end of the hour wins that week. **Ties are allowed.**
 - +/- will be used as a tiebreaker for playoff seating

Before the Game Begins

- Six foam balls will be used in the game. Balls will be spaced out evenly on each side of the court approximately 3 feet from the center line.
- Each game will start with up to 6 players on the floor from each team. Each team can only have a maximum of 4 players per gender on the floor at any point in the game.
- If a team starts a game with less than 6 players, it is up to the opposing team to decide if they want to play at an equal player ratio or to not give the opposing team any handicap.

Start of the Game

- To start the game, each team lines up at the back wall and a countdown of 3...2...1...dodgeball is announced. Players from each team will run for the balls on their side of the court. False starts (players running for the ball before the countdown) will initially result in a warning for that team. Each subsequent violation during the set will result in a player being called out as witnessed by the referee.

Boundaries

Safe Zone

- The safe zone will be established at the beginning of the game which will be approximately 5 feet on either side of the center line. At the start of each game, balls must clear the safe zone before they can be thrown for the first time. To clear a ball, the ball can either be passed outside of the safe zone or be carried out. Balls will not be considered "live" until a player with possession of the ball has both feet outside of the safe zone. Any player that throws a ball without clearing the safe zone will be eliminated and anybody hit by the ball will still be in play. The safe zone only has to be cleared at the beginning of each match.

Center Line

- While the game is in play, players are not allowed to cross the centerline or they will be called out. Players will be called out if any part of a player's body or clothing touches the opposing side's court. Players may reach across or use another ball to retrieve a ball on the opposing team's side.

Back Line

- Warnings will be given by the referee if they see players intentionally moving behind the back line. Players may pass the back line in order to retrieve the balls. Balls can not be thrown from behind the back line and will result in a warning. After a team is given three warnings per set, each subsequent violation will result in the next player being called out.

- Players behind the back line are still in play when retrieving passed dodgeballs and can still be hit or catch the ball.

Game Play

- **Throwing**
 - To eliminate an opposing player, a thrower must hit the opposing player below the head before it touches the ground, a wall or any other obstacle. If a ball hits multiple players on any one throw before it touches the ground, wall or obstacle, all players will be called out.
 - **Headshots**
 - If a player is hit in the head while upright/jumping, the ball is dead and the throwing player will be called out.
 - If a player is hit in the head while crouching, the crouching player will be eliminated.
 - Any headshots that were the result of a deflection from a ball or player/teammate will result in the defending player being eliminated.

Note: It is up to the referee's discretion to stop the game to see if that player is hurt.
- **Catching**
 - If a player catches an opponent's throw, the player who threw the ball will be eliminated and a team member on the catcher's side will be allowed to come back on the court.
- **Blocking**
 - If a player deflects the ball into themselves (including the head) or another teammate and it is not caught before it touches the ground, a wall or another obstacle, both players will be called out.
 - A player may use a ball to block another incoming ball. If the incoming ball is deflected and is caught by a teammate, the catch will result in the thrower being called out and a teammate will be able to come back in play. If a ball is knocked out of a player's hand, the player will be eliminated.
- **Live vs Dead Balls**
 - Balls are considered "live" until they hit the ground, a wall or another obstacle (including inactive players). Multiple players can be called out on a single play if the ball deflects off of more than one person.
 - If a ball collides with another ball in mid-air, both balls will be considered dead balls.
- **Players Returning to the court**
 - Players returning to the court on a catch will not be considered active and part of the game until they enter the court.
- **Throw clock**
 - If the referees determine that a player/team is delaying the game by not throwing any balls, the referee may start a 5 second countdown to speed up the action. If the team does not throw by the end of the countdown, all active balls will be given to the opposing team.

Eliminated Players

- Anytime a player is called out, the player must drop all balls in the place they were hit and walk to the side of the court with the least amount of interference.

Other Rules

- **Honesty is essential in dodgeball. If a player is hit, it is the player's responsibility to call themselves out, whether the referee sees it or not.** In the event of a discrepancy, the referee has the final say unless they defer to a player who may have had a better vantage point. The referee has the final say in any hit.
- Unsportsmanlike conduct determined by the referee will result in a removal of that player from the game.
- In order to eliminate players, balls must be thrown using a player's hands. Balls cannot be kicked or swatted out of the air.
- It is the referee's/commissioner's discretion to call a player out or suspend a player for violations of the rules.
- League commissioners have the right to amend any rule as they feel necessary. A valid reason must be made and the decision is expected to be followed and respected. The new rule will be written in the official rule list as soon as possible.

Ejections

- Play that is rough or overtly aggressive, taunting, or unsportsmanlike will not be tolerated. If reports of this kind of behavior are received, we will investigate and provide verbal and written warnings to the individuals and teams involved. After a second written warning the player and if necessary the team in question will be ejected from the league without refund and will not be welcome back.
- Instances of aggressive behaviour (i.e. pushing, fighting etc.) will be cause for immediate expulsion for all individuals involved, whether they are the instigators or retaliating. No refund will be provided.
- Any team involved with any incident that results in the loss of a permit, facility, location or field will be expelled from the league without refund.

School Board Policies

- Food is not allowed within the gymnasium area. Only water bottles are permitted within the gymnasium area.
- Smoking is not allowed on any school board property.
- Parking is only permitted in the designated areas (the parking lot) Vehicles are not allowed to park in areas that lead up to the door to the schools.
- No outside shoes in the gymnasium. Only white or non-streaking soled running shoes are acceptable.