**Dodgeball Rules:**

**Section One - Team**

1. Team rosters must be composed of a minimum of 7 players and a maximum of 10 players.
2. 7 members from the team will play at one time; the additional players can be used as substitutes for future games.
3. Substitutions may be made only in the event of injury.

**Section Two - Field and Equipment**

1. The field shall be marked with a centerline, a center hash mark, and sidelines.
2. Games will be played with eight six-inch rubber-coated balls: Gatorskin balls preferred
3. Players must wear shirts and shoes (non-marking sneakers)
4. To preserve our equipment, the act of squeezing the ball in order to alter the thrown or blocked ball is not allowed. Initial infractions will result in a warning being issued to the team.  Subsequent infractions will result in the player being called out.

**Section Three - Game Play**

1. The object of the game is to eliminate all players on the opposing side by getting them out.
2. An out is scored by:
	1. Hitting an opposing player with a live thrown ball. Intentional head shots not permitted. If a player is ducking or moving and the ball hits their head than the out will be granted.
		1. **A live ball is one thrown by an opponent before contacting another surface.**
	2. Catching a live ball thrown by an opponent.
		1. If a ball is caught by a player the following happens:
			1. The player who threw the ball is out
			2. The team whose player caught the ball can have another player enter the game. Re-entery occurs in the order in which players were called out,
	3. Causing an opponent to drop a ball by hitting it with another live ball.
	4. An opposing player stepping out of bounds.
		1. Players must not cross the centerline or sidelines
		2. Should a non-playing team member step within the field boundaries, a member of that team will be called out.
	5. **Once a player is out he or she must raise his or her hand to signify such status and leave the field immediately, crossing the nearest sideline. The Clinton Parks and Recreation Staff will be there to supervise and oversee the games, but we do expect a level of player honesty.**
3. A player may block a thrown ball with a held ball, as long as the held ball is not dropped as a result.
4. Each game shall last a maximum of **\_\_\_\_ minutes (to be determined when we know how many teams are participating).** At the end of the designated time limit the team with the most players still in will win the match.
5. Should a ball be thrown out of bounds, any observer or player who is already out may toss, roll, or hand the ball to the player of his or her choice. A player still in the game cannot step out of bounds to get the ball. This is a good opportunity to keep your substitutes involved.

**Section Five - Five Second Rule**

1. No player shall control a ball for more than ten seconds. Should this occur, the player shall roll the ball across the centerline.
2. No team shall control all eight balls for more than ten seconds. Should this occur, the team holding the balls shall roll at least one ball across the centerline.

**Section Seven - Officials**

1. The officials shall be responsible for:
	1. Keeping time
	2. Recording each win and loss
	3. Enforcing the five second rule
	4. Enforcing the honor system
	5. Enforcing all penalties
2. Any player who violates the following rules shall be immediately called out
	1. No player shall step over the field boundaries
	2. No player shall intentionally throw at the head of another.
	3. No player shall hit a player who is already out
	4. No player shall argue with Event staff
	5. No player shall use abusive language
	6. No player shall engage in unsportsmanlike conduct