

Ultimate Dodgeball League Official Rules

1. Teams

1.1. Roster Size

- 1.1.1.** Because we understand that everyone has different schedules and we can't always drop what we're doing to go play dodgeball, we're okay with the roster size of a team being unlimited. If your roster has 7, 70 or 700, so be it.
- 1.1.2.** Regardless of your roster size, your team cannot put more than 13 players in a game.
- 1.1.3.** Players must be declared prior to the game.
- 1.1.4.** Different players may be declared if a team has more than one game in one evening.
- 1.1.5.** Team members need to have a number between 000 and 999.
 - 1.1.5.1.** These can be constructed in tape, drawn with a marker, on an armband, etc. Officials need a way to distinguish players in the event they cannot remember or do not know a name.

1.2. Team "Staff"

- 1.2.1.** Each team must have a person that can serve as an assistant referee when not playing in their game for the evening. The use of this person may not be needed depending on how many referees and officials are available.
- 1.2.2.** Each team must have a person that can help keep statistics when not playing in their game for the evening. The use of this person may not be needed depending on how many referees and officials are available.
- 1.2.3.** Each team must have a team captain. This person talks with referees and officials about concerns and such.

2. Game Rules

2.1. Definitions

2.1.1. Round

- 2.1.1.1.** A five minute period that makes up a game.

2.1.2. Game

- 2.1.2.1.** Three, five-minute periods.

2.1.3. Score

- 2.1.3.1.** A combination of Eliminations, Goals, and PEGs.

2.1.4. Eliminations

- 2.1.4.1.** A player is eliminated when s/he is hit with a dodgeball
- 2.1.4.2.** A player is eliminated when a ball s/he threw is caught by a member of the other team.
- 2.1.4.3.** A player is eliminated when s/he blocks a dodgeball thrown at them with a dodgeball and they drop the dodgeball held.
- 2.1.4.4.** A player is eliminated when s/he blocks a dodgeball thrown at them with a dodgeball and the ricochet hits them in another part of the body.

2.1.4.5. Saves: A player is eliminated when s/he throws a ball at a player on the opposing team and the ricochet is caught by one of the target's teammates. The original target is not out, but the thrower of the dodgeball is.

2.1.4.6. Out of bounds: crossing a boundary in play is an automatic elimination.

2.1.4.7. The team is awarded one point for elimination.

2.1.5. Goals

2.1.5.1. A goal is scored any time a dodgeball hits the orange cone on the opposing team's side of the dodgeball court.

2.1.5.2. A goal is scored whether the ball is rolling, bouncing or in the air. "Any time" means "any time."

2.1.5.3. The team is awarded two points for each goal.

2.1.6. PEGs.

2.1.6.1. PEG stands for Post-Elimination Goal.

2.1.6.2. As long as a team has a dodgeball and time remains, they can score goals.

2.1.6.3. If a dodgeball doesn't make it back to a team's side of the floor, it is considered a "dead ball." Players may not cross lines to get these "dead" dodgeballs.

2.1.6.4. A team is awarded three points for each PEG.

2.2. Game Play

2.2.1. Seven players play in a round.

2.2.2. Players may sub in/out in between rounds.

2.2.3. Referees start the round with their whistle.

2.2.4. Teams attempt to eliminate the other team.

2.2.5. While trying to eliminate players, they also try to hit the goal for extra points.

2.2.6. If a referee wishes to speed up play, s/he may declare that teams have five seconds to throw the dodgeball.

2.2.6.1. If a team fails to throw within the five seconds, the referee will give the dodgeballs to the other team.

2.2.7. If a referee wishes to speed up play, s/he may extend the boundaries.

2.2.7.1. The referee will make these extensions clear to all players.

2.2.8. Once a team has been eliminated, teams may continue attempts on scoring PEGs until the referee declares all of the dodgeballs "dead."

2.2.9. The round is over when the referee declares all the dodgeball "dead" or time expires.

2.2.10. The team with the most points at the end of the round wins.

3. League Policies.

3.1. Rescheduling of Games.

3.1.1. Because we understand scheduling, it is sometimes necessary to reschedule a game when a team is unable to field a team for the evening.

3.1.2. Games should be rescheduled at least 48 hours in advance.

- 3.1.3.** Games can be rescheduled 24 hours in advance with an agreement made with the other team.
- 3.1.4.** Each evening, a time slot with a rescheduled game is available.
- 3.1.5.** You may choose to reschedule for a time when you have another game.
- 3.1.6.** You may choose to reschedule for a time when you do not have another game.
- 3.1.7.** After a game has been rescheduled once, it cannot be rescheduled again without an agreement by both team captains AND the officials and referees involved.
- 3.2. Forfeits.**
 - 3.2.1. Criteria**
 - 3.2.1.1.** Teams forfeit a game when they do not bother to reschedule.
 - 3.2.1.2.** Teams forfeit a game when they are unable to reschedule their game.
 - 3.2.2. What Happens in the Event of a Forfeit**
 - 3.2.2.1.** The team winning the forfeit may pick up a game with another team that will be playing in the evening if they desire.
 - 3.2.2.2.** They may also play against each other depending on how many players they have present.
 - 3.2.2.3.** Regardless of the outcome, the time played will be recorded as a win.
 - 3.2.2.4.** Eliminations, Goals, PEGs, and Saves will be counted toward individual league statistics.
- 3.3. Playoffs**
 - 3.3.1.** Playoffs structure will be determined and agreed upon by teams depending on the number of teams available.
 - 3.3.2.** If enough teams exist, we will have divisional champions who play in a final game, called "DodgeBowl."
- 3.4. Amendments**
 - 3.4.1.** Amendments to this document will be made following the registration period.