



DODGEBALL TRAINING

FERRIS STATE INTRAMURAL SPORTS OFFICIAL TRAINING

GENERAL RULES

- 2 TEAMS OF 8 PLAYERS (COREC & MENS)
- NO MORE THAN 8 PLAYERS ON THE COURT
- 6 PLAYERS MINIMUM TO START
- COREC: 4 MALES & 4 FEMALES OR 4/3, 3/3 OR 4/2
CANT HAVE MORE THAN 4 OF GENDER
- SUBS: NO SUBS ALLOWED UNLESS INJURY. PLAYERS WHO GO OUT CAN ONLY RE-ENTER AS GAME RULES ALLOW
- NO ID = NO PLAY. NO EXCEPTIONS!



PLAYING TIME

- GAME TIME IS FORFEIT TIME
- 2 – 16 MINUTE HALVES
- 5 MINUTE HALFTIME
- TEAMS WILL SWITCH SIDES IN 2ND HALF
- PLAY AS MANY GAMES AS TIME WILL ALLOW
- END OF FIRST AND 2ND HALF: TEAM WITH MORE PLAYERS ON COURT WILL WIN.
- NO TIMEOUTS ONCE PLAY HAS BEGUN
- CLOCK WILL ONLY STOP FOR OFFICIAL OR INJURY TIMEOUTS

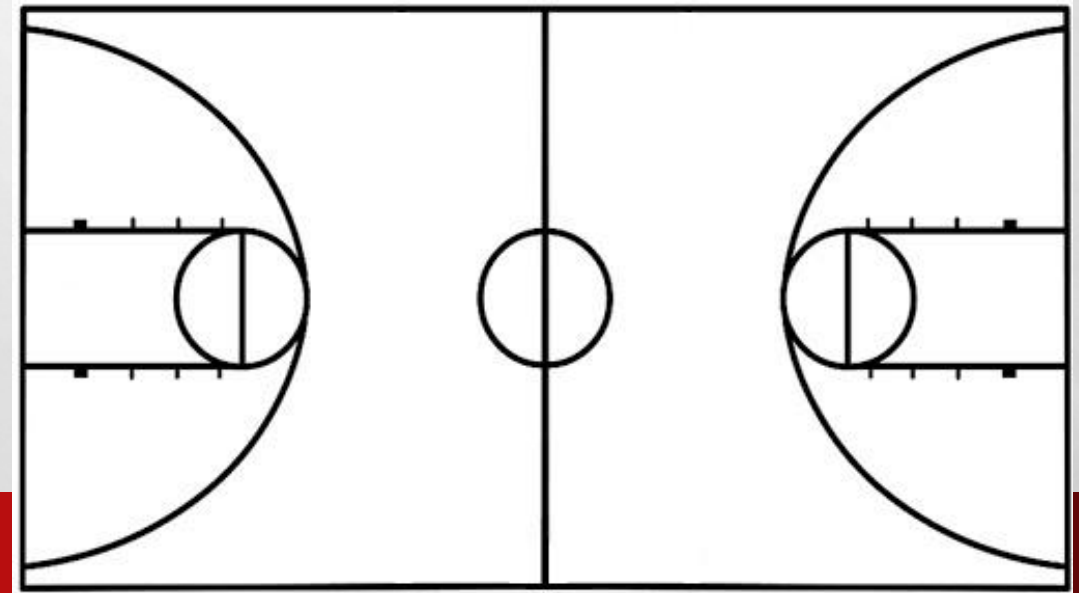


DODGEBALL COURT – BASKETBALL COURT

- PLAY AREA – BASKETBALL LINES
- TEAMS ON ONE HALF OF THE COURT
- PLAYERS MUST REMAIN WITHIN THE BOUNDARY LINES
- IF PLAYER WHOLE FOOT SLIDES ACROSS THE CENTER LINE OR SIDELINE:
PLAYER IS OUT.
- TEAM DOWN TO 2 PLAYERS: OPPONENT CAN CROSS THE CENTER LINE TO ATTACK FROM THE OTHER SIDE OF THE COURT.
- PLAYERS CAN GO THROUGH THE END LINES TO RETRIEVE STRAY BALLS BUT NEVER THROUGH THE SIDELINES OR PLAYER WILL BE OUT. MUST RE-ENTER SAME WAY.
- TEAM SUBS ARE RESPONSIBLE FOR TOSSING BALLS BACK INTO PLAY.

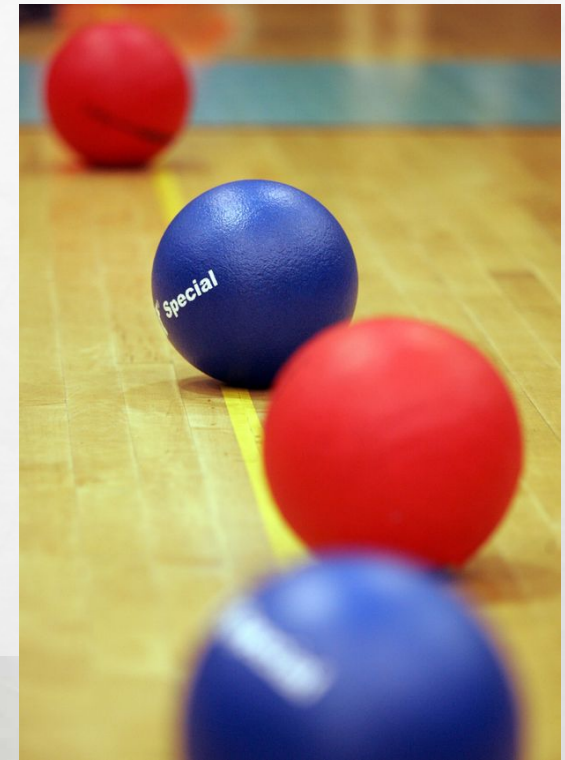


Player's foot crosses the midline or out-of-bounds line.



STARTING A GAME

- OBJECT IS TO GET ALL OPPONENTS “OUT” BY HITTING THEM THE BALL OR BY CATCHING THEIR THROWS
- TEAM WITH LAST PLAYER STANDING WILL BE THE WINNER
- EACH GAME WILL BEGIN WITH 5 BALLS LINED UP IN THE CENTER OF THE COURT
- PLAYERS BEGIN ON THEIR RESPECTIVE ENDLINES
- WHEN THE REF BLOWS THE WHISTLE TO BEGIN PLAY, PLAYERS RUN UP TO GRAB A BALL. **IF PLAYER STEPS OVER THE CENTER LINE...**
- ONCE BALLS ARE OBTAINED, **PLAYERS MUST RETURN TO THEIR OWN 10 FOOT LINE** BEFORE ATTEMPTING THEIR FIRST THROW AT AN OPPONENT.

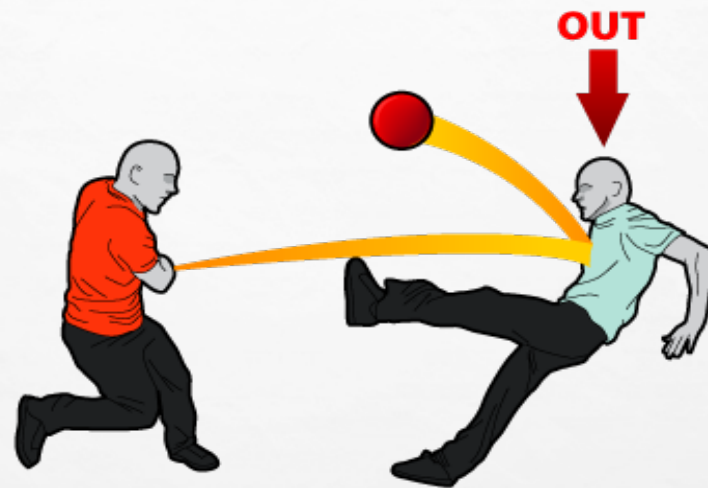


OUTS

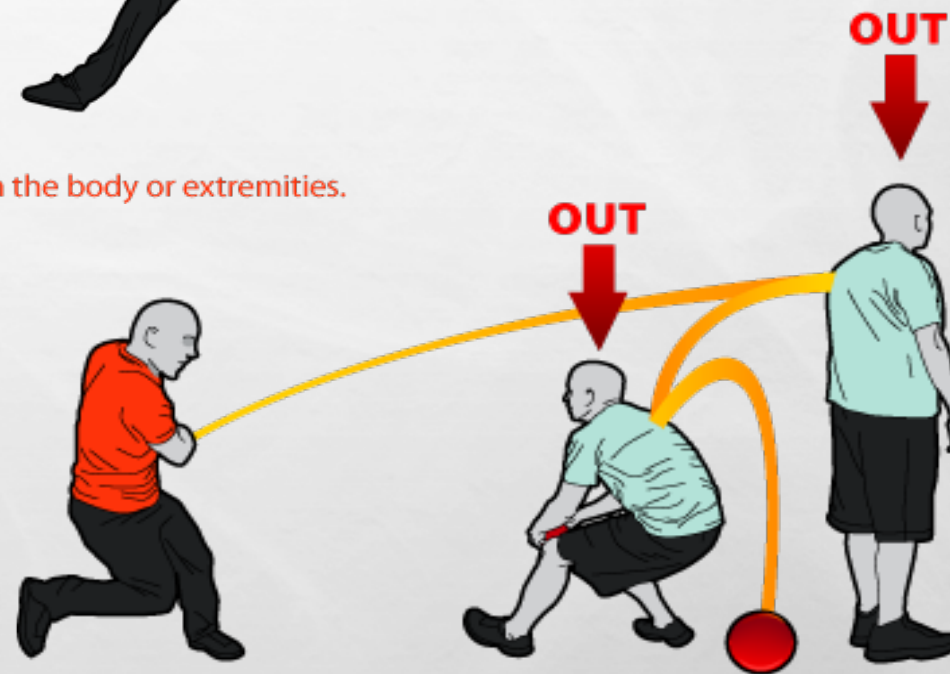
- A PLAYER WILL BE CALLED OUT WHEN...

THEY ARE CONTACTED BY A BALL (THAT HAS NOT HIT THE GROUND OR ANY OTHER SURFACE (WALL, BASKET, DIVIDER, ETC.) BELOW THE SHOULDERS AND THEN BALL HITS THE GROUND.

THIS INCLUDES CONTACTING ANOTHER PLAYER FIRST, IN WHICH CASE, BOTH PLAYERS ARE OUT.



Thrower hits an opponent in the body or extremities.



Ball bounces off two players.

OUTS

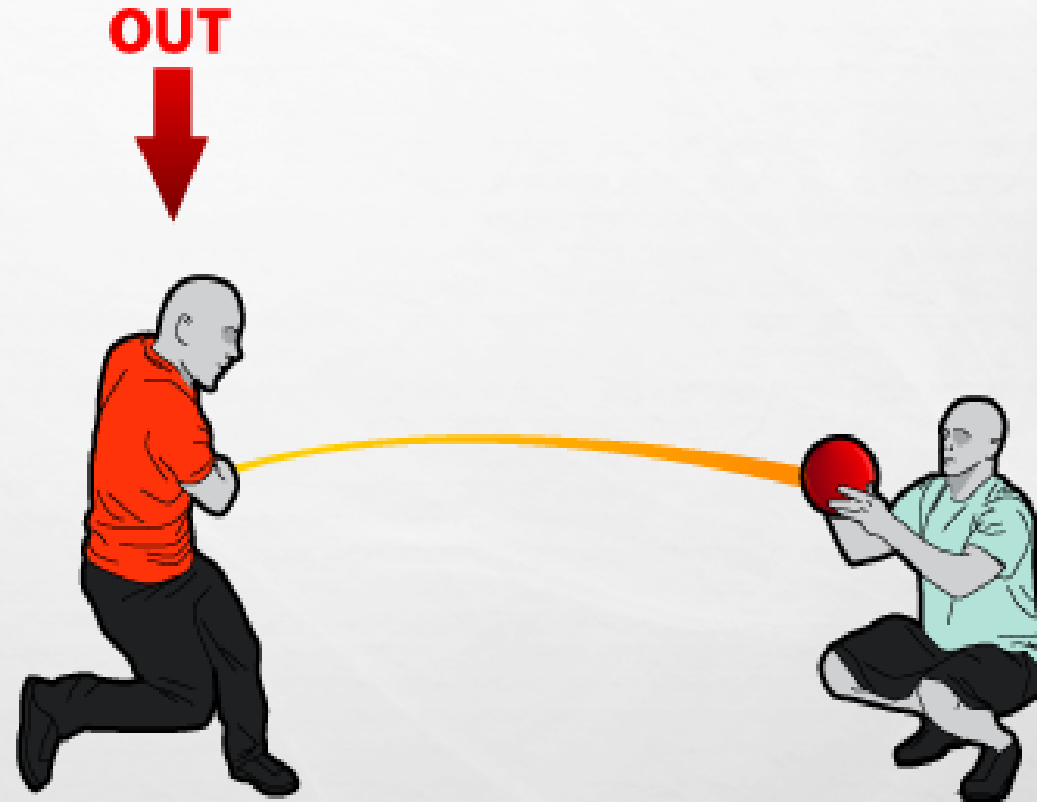
- A PLAYER WILL BE CALLED OUT WHEN...

A PLAYER ON THE OPPOSING TEAM CATCHES A THROWN BALL IN THE AIR.

CATCHER'S TEAMMATE CAN COME BACK IN.
*****WATCH THE ROTATION*****

IF A PLAYER IS CAUGHT ENTERING OUT OF TURN, THEY MUST RETURN TO THE SIDELINE AND NO ONE IS ALLOWED TO COME IN UNTIL THE NEXT AVAILABLE TIME

THROWER IS NOT OUT IF THE BALL FIRST DEFLECTED OFF ANYTHING OTHER THAN ANOTHER PLAYER



Throw caught by an opponent. Catcher's teammate regenerates.

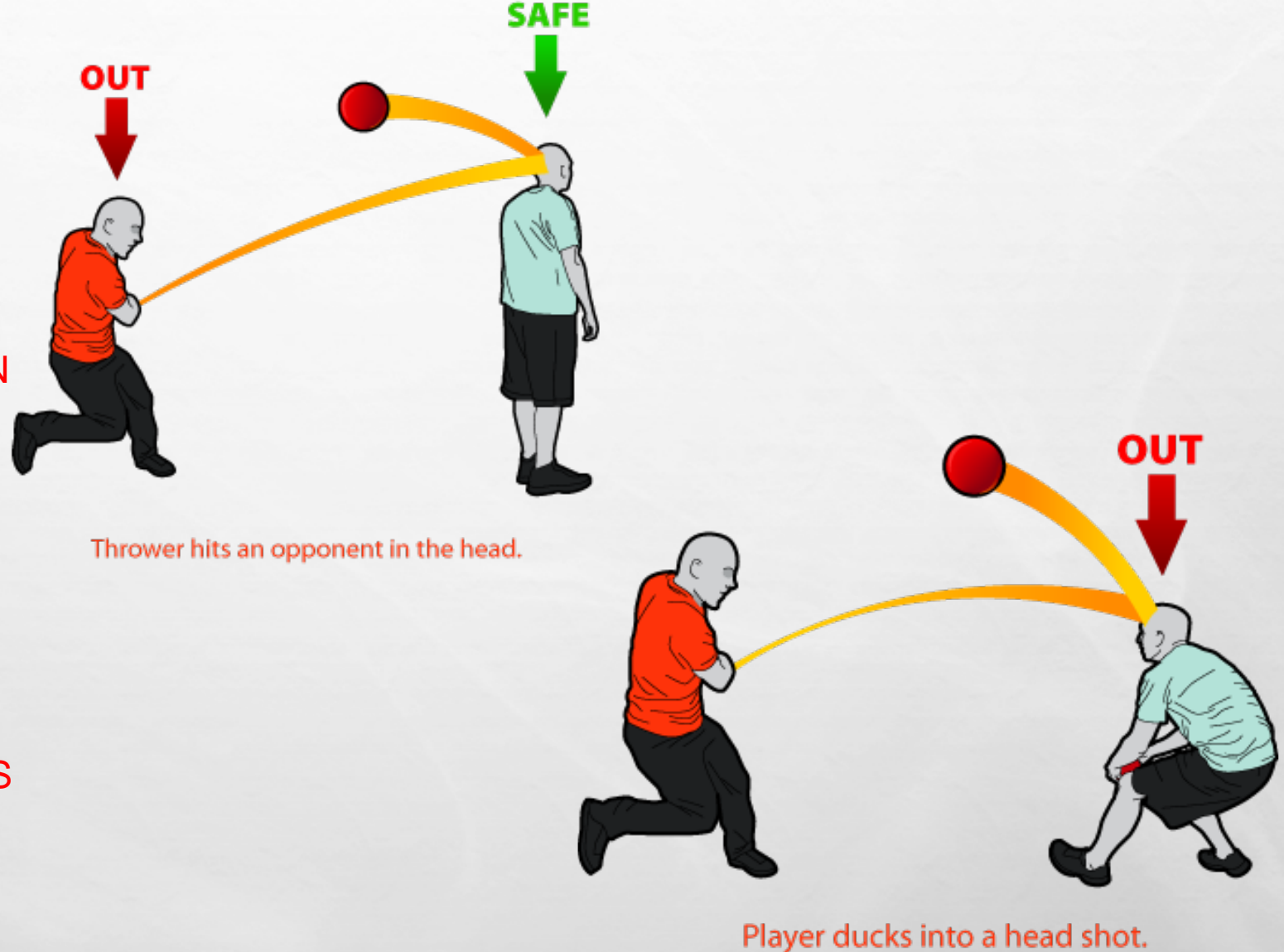
OUTS

- A PLAYER WILL BE CALLED OUT WHEN...

THEY HIT AN OPPOSING PLAYER IN THE HEAD WITH THE BALL

IF A PLAYER DUCKS OR LOWERS THEIR HEAD AND THE BALL HITS THEIR HEAD, THE PLAYER WILL BE OUT. THIS WILL NOT BE CONSIDERED A "HEAD SHOT".

OBJECT IS TO STRIKE OPPONENTS BETWEEN THE SHOULDERS AND FEET.



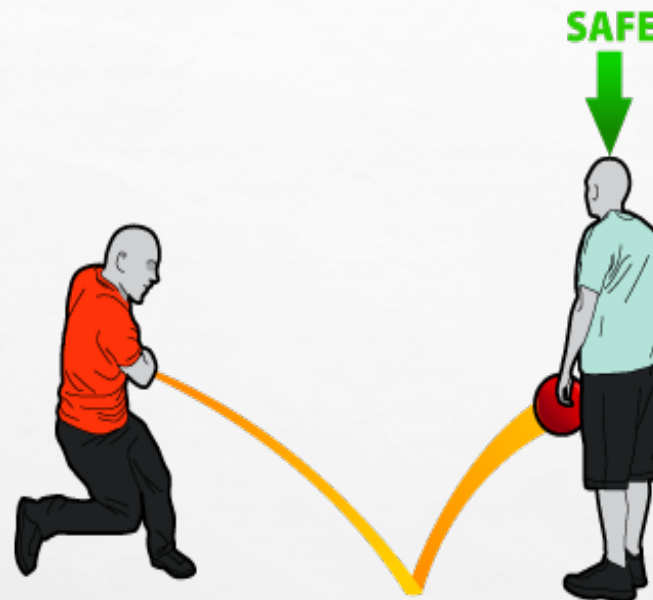
SAFE

- A PLAYER IS NOT OUT WHEN...

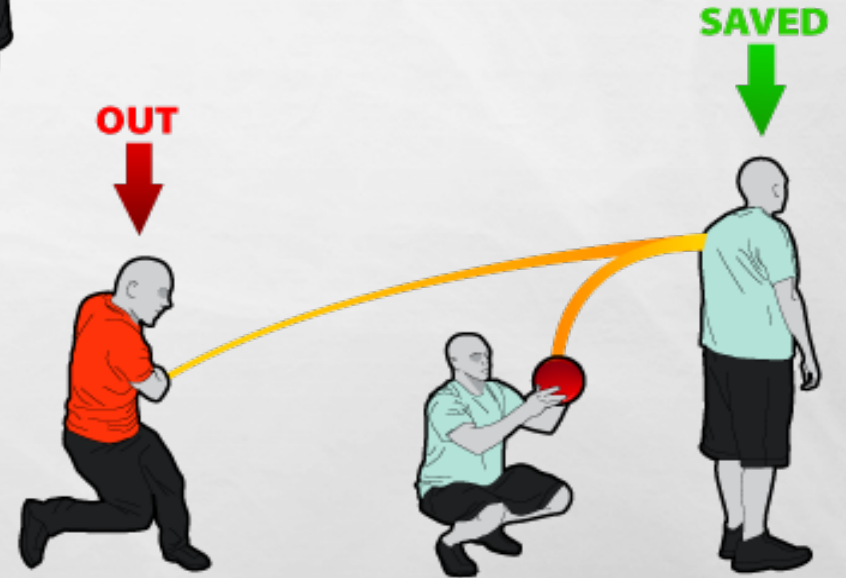
THE BALL BOUNCES ON THE GROUND, THEN HITS THE PLAYER.

THE BALL IS DEFLECTED OFF THEM AND THEN CAUGHT BY A TEAMMATE. THROWER IS OUT.

SUB PLAYER FROM TEAM THAT CAUGHT THE BALL MAY ENTER NOW IF LESS THAN 8 ON THE COURT.



A thrown ball hits the ground before an opponent.



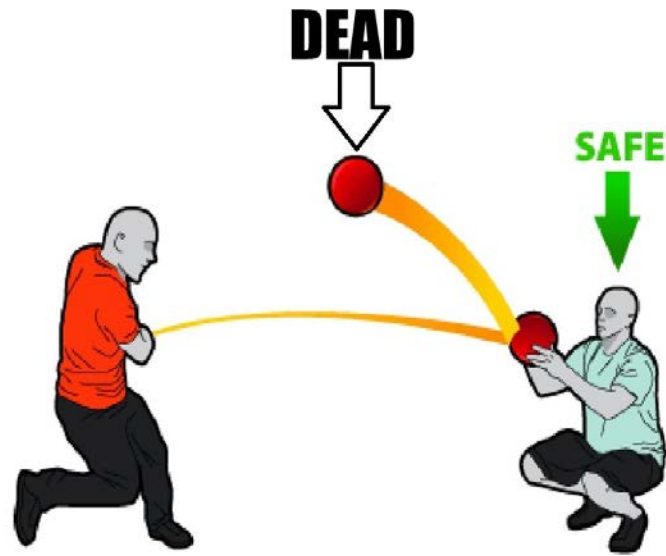
Ball bounces off one player and is caught by their teammate.

SAFE

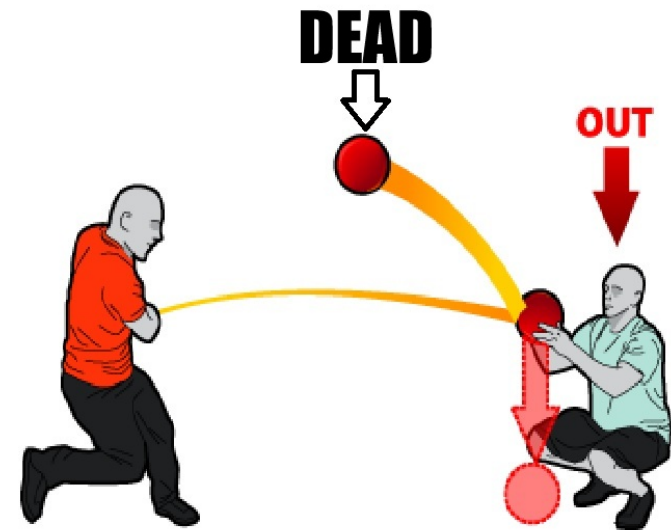
- A PLAYER IS NOT OUT WHEN...

A PLAYER MAY DEFLECT A BALL WITH THEIR HELD BALL.

IF THE PLAYER DROPS THE HELD BALL WHILE BLOCKING, THE PLAYER IS OUT.



A player uses a ball as a shield.



A player uses a ball as a shield and drops the ball.

OUTS AND SPECIAL RULE

- ONCE A PLAYER HAS BEEN HIT AND IS OUT, THEY SHOULD IMMEDIATELY RAISE THEIR HAND AND EXIT THE COURT AS FAST AS POSSIBLE.
- PLAYERS MUST REMAIN IN ORDER OF ELIMINATION.
- SPECIAL RULE: IF A TEAM MAKES A BASKET ON THE OPPONENTS BASKETBALL HOOP, THE ENTIRE TEAM WILL BE ALLOWED BACK IN THE GAME. NO MORE THAN 8 PLAYERS ON THE COURT AT ONCE AND ONLY THE FIRST PEOPLE IN ORDER ARE ALLOWED BACK IN.



DELAY OF GAME

- A PLAYER MAY ONLY HOLD THE BALL FOR 10 SECONDS.
- IF A PLAYER HOLDS THE BALL LONGER, THEY MUST ROLL THE BALL OVER TO THE OPPOSING TEAMS SIDE OF PLAY.
- IF THAT PLAYER DOES NOT FORFEIT THE BALL TO THE OTHER SIDE, THEY ARE OUT.
- TEAMS WILL HOLD EACH OTHER ACCOUNTABLE WITH A "10" SECOND COUNT.

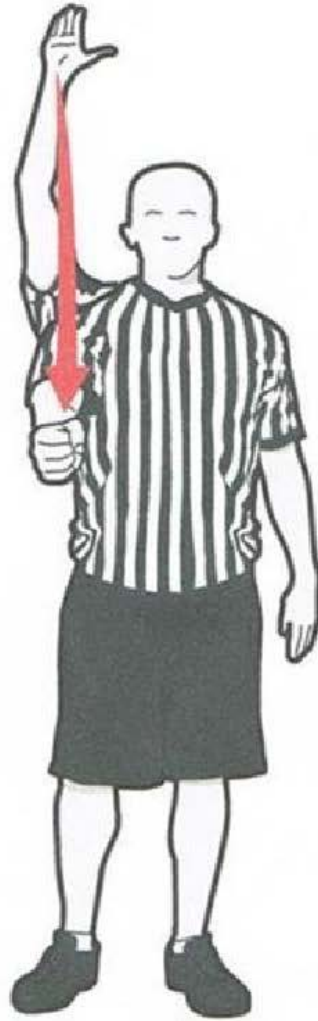


UNSPORTSMANLIKE PENALTIES

- 2 UCS ON ONE PLAYER WILL RESULT IN THAT PLAYER BEING EJECTED
- 3 UCS BY ONE TEAM WILL RESULT IN A FORFEIT
- UNSPORTSMANLIKE PENALTIES INCLUDE BUT ARE NOT LIMITED TO:
 - ARGUING CALLS
 - DELIBERATELY INTERFERING WITH PLAYERS ON THE OPPOSING TEAM
 - CURSING AT OR TAUNTING PLAYERS ON THE OPPOSING TEAM AND/OR IM STAFF



SIGNALS



Start the Game

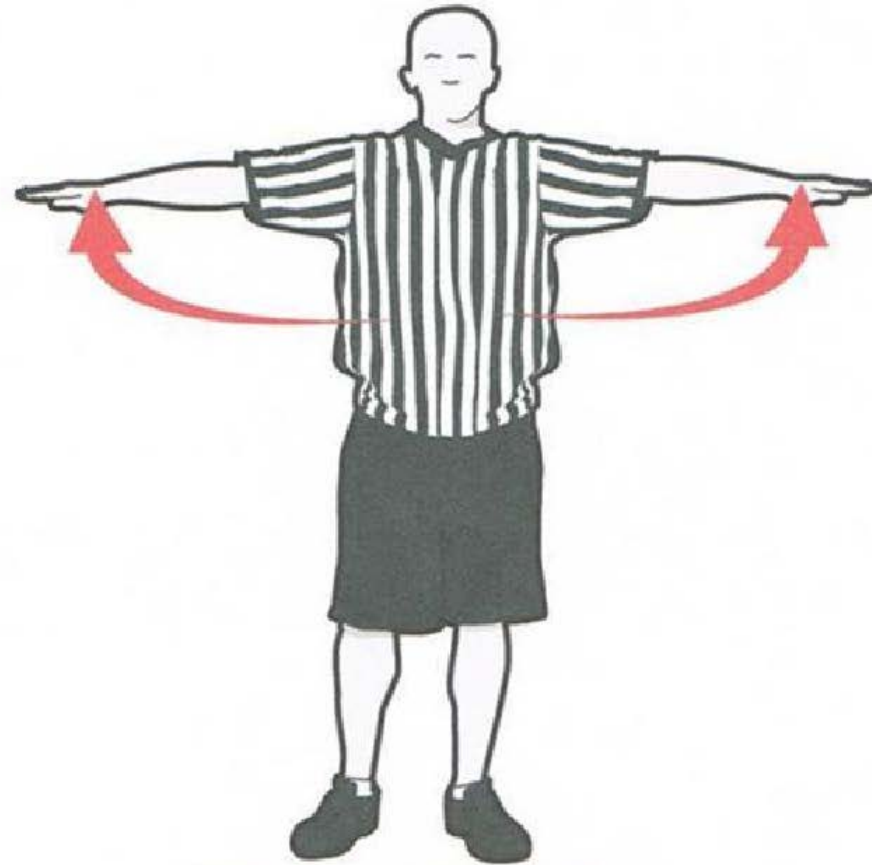


Player Out

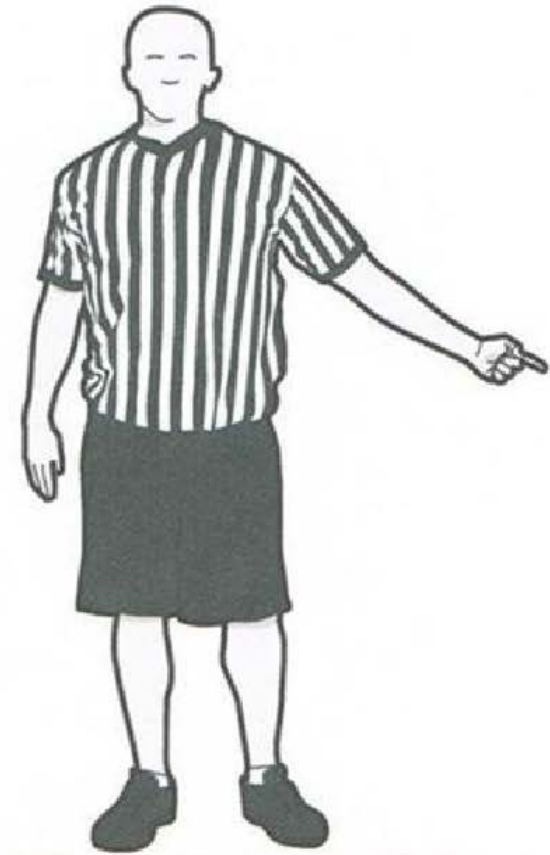


Head Shot

SIGNALS



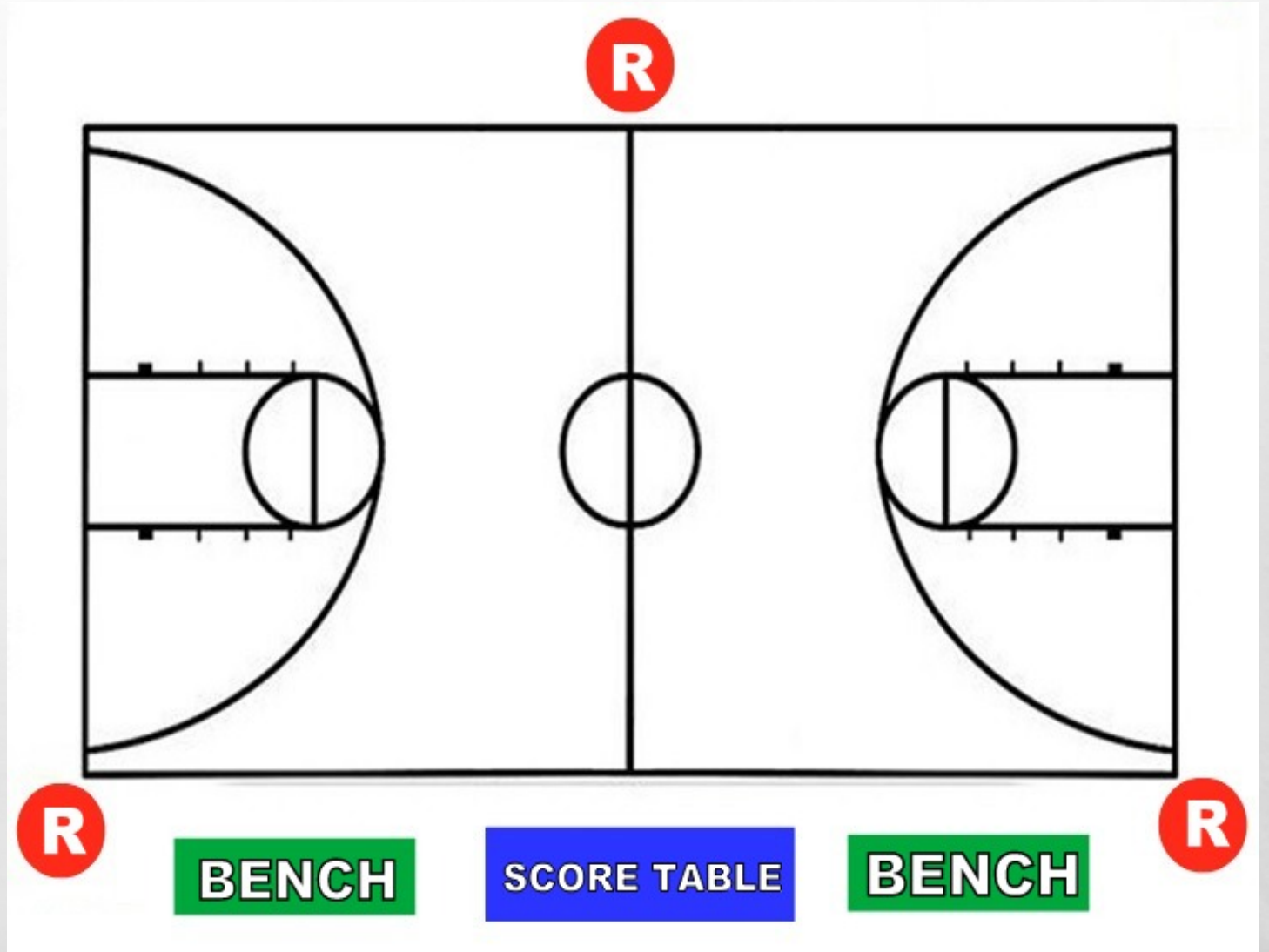
Player NOT Out



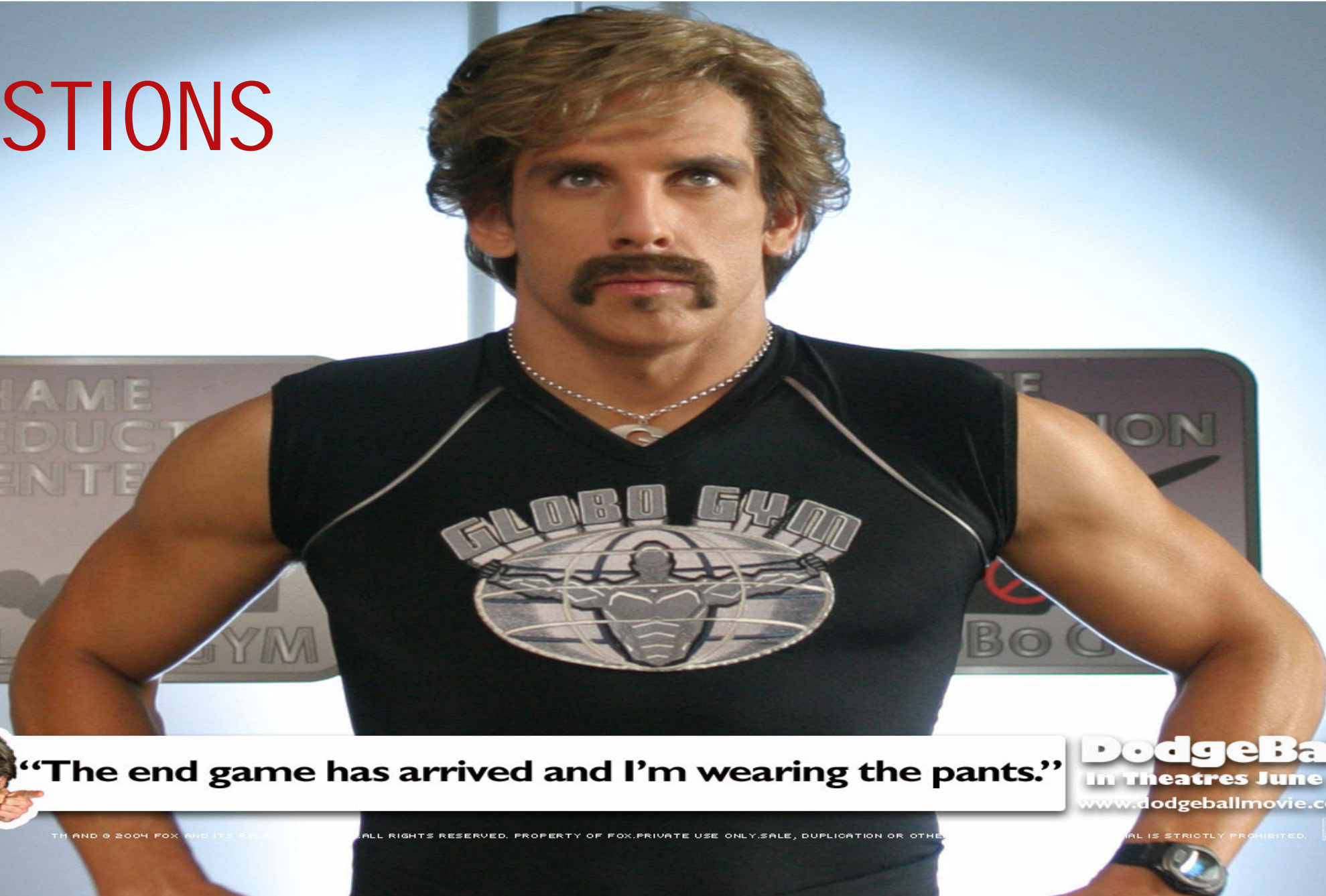
Player Crossed Line

REF POSITIONING

- 3 OFFICIALS
- 2 ON THE TEAM SIDE CORNERS:
LOOK FOR PLAYERS GETTING OUT.
WATCH FOR PLAYERS LEAVING THE COURT.
- 1 ON THE MIDLINE:
WATCH FOR PLAYERS GETTING OUT.
WATCH FOR PLAYERS CROSSING THE MIDLINE.
SIGNAL WHEN A TEAM IS DOWN TO 2 PLAYERS!
- **ARE WE GOING TO SEE EVERYTHING?**
TEAMS HELP...



QUESTIONS



“The end game has arrived and I’m wearing the pants.”

DodgeBall
In Theatres June 18
www.dodgeballmovie.com

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