

INDEX	Page
Rule 1 - The Players	2
Rule 2 - The Court and Equipment	8
Rule 3 - The Definitions	14
Rule 4 - The International Game	21
Rule 5 - Two Ball Play	37
Rule 6 - Illinois Style Play	39
Rule 7 - Pro Style (Nippon) Play	42
Rule 8 - Sanctioned Game Variations	45
Rule 9 - Points of Emphasis	47
Rule 10 - Sanctioning of Officials	49
Rule 11 - Submission of Equipment for Approval	50

Rule 1 - Players

1.1 The Players

Players are classified by skill level. Skill classification levels are first assigned to Junior players by age. The following player classifications exist for International Play and National Championship Play.

- A. Male Players
- | | |
|-----------------|------------|
| Juniors Program | Levels 1-5 |
| Under 8 | Level 1 |
| Under 10 | Level 2 |
| Under 12 | Level 3 |
| Under 14 | Level 4 |
| Under 16 | Level 5 |
- Open Program Level 6
Open to all males who play above level 5.
- Seniors Program
Open to males above the age of 45 who play at any level.
- B. Female Players
- | | |
|-----------------|------------|
| Juniors Program | Levels 1-5 |
| Under 8 | Level 1 |
| Under 10 | Level 2 |
| Under 12 | Level 3 |
| Under 14 | Level 4 |
| Under 16 | Level 5 |
- Open Program Level 6
Open to all females who play above level 5.

Seniors Program
Open to females above the age of 45 who
play at any level.

1.2 Indoor Teams

- A. International Play
 - 1. Male or Female teams are composed of Six (6) same sex same level players. Maximum of 10 on roster.
 - 2. Coed Teams are composed of three male and three female players of the same level. Maximum of 10 on roster.

- B. Pro Style (Nippon Style)
 - 1. Coed Teams of 5 with at least two women. Minimum of 8 on roster.

- C. Illinois Style (4 ball)
 - 1. Male or female teams of Six (6) same sex players. (There is no player classification system in Illinois style play. Play is by age.)

1.3 Outdoor Teams (Any Style- except sand beach)

- A. Male or female teams are composed of Ten (10) same sex same level players.

- B. Coed Teams are composed of five male and five female players of the same level.

1.4 Sand Beach

- A. Same as for Section 1.2 above.

1.5 Changing Classification Levels (up or down)

- A. The district commissioner acts in matters of classifications; but the State commissioner has the sole and final determination with regard to player classifications if protested in writing. All Players may be moved from one classification to another at the discretion of the District commissioner considering the following criteria:
 - 1. Does the player place themselves at an unnecessary risk of injury due to too high a classification?
 - 2. Does the player place others at risk due to too low of a classification?
 - 3. Does the player lack the general skills associated with the level he or she is currently playing?
 - 4. Does the player repeatedly exhibit play above the level he/she is classified?
 - 5. Is there any other circumstance that places the player or others at risk that can be mitigated by a change of classification?
- B. Any coach can request a player classification upward or downward and the District commissioner can act:

1. Summarily- immediately granting the request in writing on a form CC-1 or denying the request in writing on form CC-1.
2. Can schedule a time for review of the player during actual play.
3. Can refer the matter to the regional or state commissioner in matters where a conflict of interest exists.

C. Protest of classification change.

1. The player affected by change of classification may protest the classification change if such protest is made in writing within ten days of the change by the commissioner.
2. The coach of the team the player is removed from may protest the change if the protest is made in writing within ten days of the change by the commissioner.
3. Valid reasons for protest:
 - a. The protester feels a conflict of interest exists with the commissioner making the change.
 - b. The protester feels the change places the player or other players at a safety risk.

- c. The above two reasons are the only valid protests. All others will be summarily dismissed without report.
- d. When a valid protest is made, the state commissioner makes a final determination in the matter and no further protest is allowed on the change. The player is still (as all players are) subject to re-classification at any time based on skill or ability.

1.6 Substitutes

Substitutes on a team must meet the same requirements as regular players on the team. See Rule 4 for playing substitutes.

1.7 Illegal player

Players not meeting the requirements for the team they are playing on are illegal and are:

- A. Removed from the game if caught during a game. *EFFECT: The team*

forfeits the game being played at the time. If play continues after the game, the team will continue shorthanded during that match and Substitution is not allowed for the removed player. The team will continue the rest of the match with one less player position than they had prior to the removal. If the team has other matches scheduled after that match, a valid substitute may be used and the positions may be filled for those later matches.

- B. If caught after a valid match but before another match begins, the match played with the illegal player is forfeited by the team with the illegal player and no further action is required assuming the player is removed from the team's roster.
- C. If caught after another match has already started, is in progress, or has been completed, all play stands for matches played before the determination was made. The illegal player may be called for infractions for more current matches though.

Rule 2 – The Court and Equipment

2.1 Courts

A. Indoor Courts

1. Junior Classification Courts are at least 20ft x 42ft with a two foot dead zone at the center. In no case shall a junior court for International or championship play be larger than 30ft x 60ft with a two foot deadzone. See figure 1.
2. Open, and Senior Classification Courts are at least 24ft x 42ft and not larger than 36 feet in width and 62 feet in length divided with a two foot dead zone across the center of the width. See figure 1.

B. Outdoor Courts (except Sand Beach)

1. Junior, Open, and Senior Courts are at least 24ft x 42ft with a two foot dead zone at the center across the width. See figure 2. The width may not exceed 36ft and the length may not exceed 62ft. See figure 2.

C. Sand Beach Courts

1. Shall be 30ft x 60ft with a two foot deadzone in the center as indoor courts.

- D. **Clear Area Around Court**
An area of at least 6 ft shall be clear around all courts indoor or outdoor. No obstructions that, in the opinion of the official, could cause injury to a player may be allowed to exist within 15 ft of the court.
- E. **Indoor Court Height**
An attempt shall be made to have the highest possible ceiling for indoor play. In any event, at least 15' shall be available for official games, though, twenty feet is the minimum recommended ceiling height. A waiver is required by the national tournament director to play championship matches in a facility with less than 15' ceiling height.
- F. **Courts shall be clearly marked with adequate and appropriate blue colored marking tape if used on an indoor court with other markings. White colored tape is acceptable if no other indoor markings exist. White chalk lines may be used outdoors. Do not use rope and pins or any other method that presents a tripping hazard to mark outdoor courts. *Exception: Sand Beach courts may use a nylon marker rope/tape.***
- G. **Court Areas Defined (See Figure 3)**
1. The area at the midline on the outside of the court is the official's area.

2. The area three feet from the side of the court on either side of the centerline is the returning players area for games where return is allowed. (See Rule 3)
3. The two-foot area at the center of the court is the dead zone. No person is allowed to step on the marker defining this area, or inside the area itself.

H. **Closely Grouped Courts**
Courts shall always have a minimum of 24' between them for tournament play. In finals play, there shall be a minimum of 36' between courts. With fully enclosed courts, only 10ft is required. Contact commissioners for waivers.

2.2 The Ball

The ball shall be the currently IDBF sanctioned ball in effect at the time of the play. No exceptions.

2.3 Uniforms

- A. Uniforms shall not have metal parts such as zippers or snaps.
- B. Each team shall wear the same color shirts with a number of one or two digits unique from other players on the same team. The number 00 and 0 are not allowed as they conflict with 'Box Score' and many other stats software. There is no penalty for

incorrect or duplicate numbers. Correct when found and continue play.

- C. Shoes shall be worn that are suitable for indoor court play such as 'Nike dodgeball shoes' (or other indoor court shoes). Shoes may not leave marks on the floor and must be approved for play in the facility the match is being held.
- D. Cleats- are not allowed. 'Turf' shoes may be worn outdoors as long as the stud is of plastic or rubber and does not exceed 3/8".
- E. Head Sweat Bands are allowed. Wrist bands are not allowed.
- F. No jewelry of any kind is allowed on the court. If jewelry is discovered during play, time is called by the official and the jewelry is removed without penalty for the first violation. Subsequent player or team violations will result in the ejection of the offending player for the remainder of the match. The position may be substituted for during the match if the team has a valid substitute player available.
- I. Advertising on Uniforms
 - 1. Advertising of league, IDBF, or sponsor is allowed on the uniform as long as the text or logo is less than 8" in height and does not

interfere with the identification of the player's number.

2. No profanity or morally questionable advertising copy may be used.
3. No advertisement of tobacco, alcohol, or illegal products may be present on uniforms. If the team sponsor is a tobacco or alcoholic beverage company, their name may be used as long as there is no reference to the product they sell or manufacture in their name, on the uniform, or in the copy.

J. The uniform requirements are intended for championship play and should be enforced in other play with the following criteria taken into consideration:

1. Is the outfit or uniform being worn safe for the player and others?
2. Can the individual teams and players be identified?

The intent of uniforms is to promote safe play and to identify players. If the official feels this is accomplished, the uniform requirements can be relaxed. In no case can an outfit or uniform be worn that the official feels is unsafe. The official's opinion is final. At the option of the official, numbers and matching colors may be omitted for certain league play as long as the uniforms are deemed safe.

K. With regards to Play, uniforms are considered part of a player's body.

L. Gloves may only be worn in pro play.

2.4 Equipment Must Bear Mark

Equipment not specifically approved herein must bear the mark of the IDBF and year it was manufactured representing sanctioning by such. In lieu of the IDBF mark, the IDBF 'target-man' logo may be used.

Rule 3 – The Definitions

Action: the time after the official time has started but before a game has ended except when the official has called time out.

Attack: same as attempt below. This manual may use the terms interchangeably.

Attempt: the act of the team with possession of the ball trying to put out a member of the other team by throwing the ball at them.

Bouncies: a variation on the game where a player can be put out by a ball that bounces off the ground first but is not caught by the struck player. See variations elsewhere in these rules.

Catch: the act of a player catching an attempt by the other team prior to the ball striking the ground or any other object not natural to the playing area. The ball can strike another player first. In some variations of the game, 'Returnies', a player currently OUT may return to the game after a valid catch by his teammate of an attempt on his team. The players return in the order they are put out from the Player Return Area. First Out First In (FOFI).

Deadball: declaration by the official that an attempt has been nullified.

1. A ball striking an official becomes a deadball at the point it touches the official.
2. A kicked ball is a deadball at the point it was intentionally kicked.

3. An attempt made prior to the official start of play is a deadball.
4. A ball thrown by a player who has been called out is a deadball.
5. The ball is a deadball at the point any foreign object, person, or ball enters the playing area.
6. In a two ball game, an attack blocked by a held ball becomes a deadball.

An official will make a verbal call declaring the ball dead. The official must put a deadball back into play by bouncing the ball into the court determined by the official to have possession. Possession changes when a team makes an attempt that is declared a deadball.

Deadzone: the area at the center of the court separating the two playing areas. Players stepping into this area or on the marker defining this area are put OUT as if struck by an attempt.

Driven Ball: a judgement of the official for a ball that is generally delivered with force and intention. Not a ball simply thrown into the other court without aim and force. A driven ball may not be delivered: 1) intentionally to the head of any player. 2) to the head of any junior player with the exceptions noted herein. Driven balls have no significance except when considering high balls and headshots.

Dropsies: a variation on the tournament game where any ball mishandled that is allowed to touch the ground prior to an attempt causes the player to be called OUT. Dribbling the ball does not constitute mishandling unless the dribbling action is

to 'recover' from a drop or handling error. Popular among skilled player groups.

Five Seconds: a call by an official that one team has had possession of the ball in the playing area for more than five seconds prior to making an attempt. A player may pass the ball to another teammate but an attempt must be made within five seconds of the team first taking possession inside the playing area.

Forfeit: a match forfeit occurs when a team fails to show up on time to play a scheduled match or fails to field at least five to begin an indoor match or eight to begin an outdoor match. Match forfeits can also be called for sanctions imposed by an official. Game forfeits can be called for sanctions imposed by an official. Match forfeits are always scored as 4-0 wins to the winning team in tournament play, 5-0 wins in finals play, and x-0 wins in league play; where x is half the number of games in a regular match plus 1.

Forward Bouncies: a variation on the tournament game where any ball moving forward is considered an attempt until it has struck a back wall or traveled outside the playing area. A player may be put OUT even if the ball bounces off the ground first.

Full Bouncies and Dropsies: a variation on the game that considers all ball handling errors as if the player making the error was struck by an attempt. For instance, a player on team one throws at a player on team two and misses. A player on team two tries to possess the ball by picking it up off the

court or catching it as it bounces but mishandles the ball allowing it to strike the ground. That player is OUT as if struck by an attempt.

Another example- a player on team 1 hands the ball to another player on team one but that player mishandles the ball and it touches the ground. The player last touching the ball is OUT. *This variation is very popular in recreation, intramural, and school leagues with large numbers of players playing at one time as it speeds game play.*

Head Shot: in junior's play, an attempt that strikes the head or neck of an opposing team's player. A junior player being struck in the head or neck is always safe unless, in the opinion of the official, the struck player caused the strike intentionally or by going to the ground (in which case the official rules 'no head shot'). The player making the attempt that results in a headshot is always out. There is no headshot rule or call in open or senior's classifications. Exception: for driven balls the official believes were deliberately thrown to injure a player close to the center area. NOTE: The official has WIDE latitude with regards to player safety.

High Ball: in junior's play only, generally a driven ball thrown at or above the shoulder levels of the tallest players on a team. One high ball warning per player per game may be assessed by the official. A second warning for the same player in the same game causes the player to be put out and forces the team to play the remainder of the game shorthanded.

Interference: occurs when an attempt is touched while over the normal playing area by a player from the player return area, an object foreign to the court that was not present at the start of the game, an official mis-positioned on the court, or any person not involved with the game. Interference results in the declaration of a dead ball.

Illinois Style: a style of dodgeball played by the NADA organization of Schaumburg, IL. A very popular sports recreation version of the game played heavily in the NE USA.

Kick: any intentional contact of the ball with the leg or foot of a player. Kicking is illegal and results in a deadball and other sanctions.

Lines: the chalk or paint lines defining portions of the outdoor playing field or court. The actual line is out-of-bounds.

Linesman: in tournament play, the officials at the rear and opposite corners of the court responsible for determining whether a player was in or out of bounds when making an attempt or avoiding an attempt.

Live: a ball is considered live under the following :

1. It was a legal attack.
2. It has not struck an official, substitute player, or any person not legally in the game at the time of the attack.
3. It has not struck anything foreign to the play area.
4. It has not struck the ground or court.

Marker: the tape (or other court defining marker) defining portions of the playing field or court. The marker itself is out-of-bounds.

Match: a series of games. Most league play consists of best of five or best of three games. Most tournament play consists of best of seven games. Pro Style Play consist of best of three.

No Head Shot: a verbal call by the official indicating that an attempt striking a junior player above the shoulders was either caused by the player dropping to the ground or by intention of the player being played upon. There is no penalty to the thrower for this attempt and the player struck by the attempt, assuming all else was legal, is OUT. Players, who in the opinion of the official, repeatedly attempt to 'draw' a headshot are ejected and cannot return to the match. *EFFECT: The team shall play shorthanded during the current match.*

Official: responsible for enforcing the rules and conduct of the game. All judgment calls of the officials are final and without exception cannot be protested except in the case of a misinterpretation of a playing rule.

Player Return Area: the area on one side of the court beginning near the center where players from the current game retire when put OUT by an attempt. Players sit in the Player Return Area in the order they were put OUT until the game is over or until they return in variations of the game where they are allowed to return such as 'Returnies'.

Pro Style Nippon: a coed version of the game played in Japan professionally with 5 players per side- 3 men and two women. The game is a two ball variation of the IDBF two ball game.

Sudden Death: a way of breaking game ties in the International and Illinois Style of play. The first team to lose a player in extended play loses the tie-breaker. No games ever end in a tie. (except for games that are regulation ties at time of stoppage due to weather or other event)

Taunting: verbally attacking the opposing team in an unsportsmanlike manner as determined by the official. Taunting is illegal. Teams charged with taunting may forfeit the current game, or, if serious enough, and after a game forfeit, the match.

Throw: another term for an attempt.

Trap: when a player attempts to catch an attempt of the other team but allows the ball to be trapped between the ground and his/her hands. A trap is considered a clean ball-handling maneuver in the variation of the game called dropsies. It is **never** considered a catch.

Rule 4 – The International Game

4.0 Suitability of Court

Only the Umpire-In-Charge (UIC) determines the suitability of the playing area. Areas deemed unsafe for play by the UIC shall be corrected by the league/tournament director/host organization and made safe to the satisfaction of the UIC prior to play.

4.1 Match Play

- A. Each tournament match is played as the best of seven games. Championship Finals may be played as the best of seven or nine at the discretion of the State Commissioner in advance of the commencement of the tournament.
- B. Tournament game variations shall be disclosed at advertisement of the tournament.
- C. Each game has a time limit of six (6) minutes. Each over-time period has a time limit of three (3) minutes. The tournament director may change this time limit as long as it is advertised and disclosed at the announcement of the tournament.

- D. Non-championship play, league play, or special play may use different match formats and game time limits as determined by the league officials. Common match variations include best of three or five games.

4.2 Start of Match

- A. Each team takes opposite courts prior to the start of the game. The designated home team chooses the court to begin play on. If no designation exists, it is determined by coin toss or mutual consent.
- B. If, at the scheduled match time, one team fails to field a team of at least 5 for indoor play and 8 for outdoor play, that team shall forfeit the match to the other team. Match time is forfeit time. *Leagues* shall make their own rules about failure to show on time and may grant 'grace periods' as they see fit.
- D. After the officials determine that both teams are present and ready, the number one official bounces the ball into the dead zone to begin play.
 - 1. The ball may not be touched as it travels

upward. It may only be touched after it reaches the top of its travel and begins down. A ball touched prior to downward travel is declared dead and the game is re-started without penalty for the first time.

On a second or subsequent time a ball is touched before it begins its downward motion, the player(s) touching the ball are put out as if put out during play and the game is once again restarted.

2. For game variations where ball-handling errors are considered (such as 'full-bouncies'), no such error shall be called until after the ball is in full possession of one team.
3. The ball is immediately in play after it begins the downward travel from the bounce-in and as such players may be struck with the ball as soon as possession is made.
4. Striking not allowed. The bounce-in may not be struck or spiked by a player into the opposing team's court intentionally.

- E. After possession is attained, the player has five seconds to make an attempt.

4.3 Play

- A. Generally, play is continuous as each team makes attempts at throwing the other team's players out until either all players on one team have been put out or time expires.
- B. No player may leave the court of play to avoid being struck by an attempt. A player may only leave the court to retrieve a ball that has left the court after an attempt is complete. *Effect: The offending player is called out and retires to the player return area in the order put out.*
- C. During play, stepping on any boundary marker is considered leaving the court. All players must remain inside the playing area during action. Leaving the court or stepping out-of-bounds to avoid or make an attempt is illegal. *Effect: The offending player is called out and retires to the player return area in the order put out. Possession is*

*natural to the team who gains it.
See Points of Emphasis.*

D. In no case shall a player step into the dead-zone at any time after the game has started. *Effect: The offending player is called out and retires to the player return area in the order put out.*

F. Players may not taunt the other team. Taunting will result in a player or team warning for the first offense. The second offense by a team results in a game forfeit. Repeated offenses will cause the match to be forfeited by the offending team.

G. A Player is Called Out:

1. When they are struck by a *live ball*. *Effect: The player is retired during the game to the Player Return Area in the order they are put out. (In games where players are allowed to return, players return in FOFI order. First Out is First In)*
2. When their attempt is caught by a player of the opposing team prior to striking the ground, wall, or

other surface outside the playing court. The ball may strike another player first.

Effect: The player is retired during the game to the Player Return Area in the order they are put out. (In games where players are allowed to return, players return in FOFI order. First Out is First In)

3. When the player violates the jewelry rule after they or another player on their team has received a warning for jewelry previously during the same match. *EFFECT: The player is ejected for the remainder of the match. The team may use a valid substitute if one is available, otherwise they play shorthanded.*
4. When they are ejected for language, poor sportsmanship, or continued questioning of the official's judgment. *Effect: The game currently being played is forfeited by the offending team and the match continues if games remain, with the offending team playing shorthanded.*

The position may not be substituted for during the same match.

5. When, in the opinion of the official(s), he/she shows signs of impairment that may endanger themselves or others playing the game.
Effect: The player is removed from playing area to the viewing area. The team may substitute the player if they have a valid substitute available.

H. Possession Changes

1. Possession changes after an attempt is retrieved by the team being played upon and the player with the ball returns to the playing court (if he/she left the court to retrieve the ball). Or if, after an attempt, the ball returns by bouncing, rolling, etc., to the team making the attempt. This is called natural possession.
2. Each team has five seconds to make an attempt on the other team after gaining or re-gaining possession. If the team

holds the ball longer than five seconds, the official calls for the ball and bounces it into the opposite court. Play continues.

3. When a deadball is declared (except at the starting bounce-in of a game) for reasons of kicking or team interference, the possession is taken by the official from the offending team and given to the other team by bouncing the ball into their court.

- I. Teams change court/sides after each game. In the tie breaker game of a match, court sides are determined by coin toss.

- I. Ending a Game

1. A game is ended when:
 - a. all players on one team have been put or called out
 - b. time expires
 - c. a forfeit occurs
 - d. there is insufficient light to continue
 - e. the game is called by the official for lightning, rain, or

other safety
reasons

2. The winner of a game is the team that has the most players left at the end of a game.
3. If both teams have the same number of players at the end of the game, time is extended and a three minute sudden death overtime is played. with an extra ball. There is no limit to the number of overtimes that can be played.
EXCEPTION: Games called for safety, lightning, or lighting reasons. These games will be re-scheduled and played from the place they were ended with the time remaining and players remaining on the court at the end of the game.

G. Ending a Match

1. A match is ended when:
 - a. one team wins a majority of games within the match
 - b. one team voluntarily or involuntarily forfeits the match

2. The winner of the match is the team that wins the majority of games in a match.

H. Rescheduling

Rescheduling can only be done by the tournament director. Coaches and teams cannot re-schedule tournament play. In league play, only the league commissioner may reschedule.

I. Illegal Attempts

1. In all level 1-5 games, any attempt that strikes a player above the shoulders is illegal and the thrower is called out. These attempts above the shoulders are called headshots. The struck player is given time to recover if hurt and play resumes after the official is satisfied the struck player has recovered.
2. In all level 1-5 games, high attempts are illegal. Driven balls generally thrown at or above the level of the other team's shoulders are considered high balls. The official will signal a high ball with a verbal call. A high ball warning is given to the

offending player and two high ball warnings to the same player during a game causes the player to be ejected. *Effect: The team continues the current game shorthanded. No substitute is allowed.*

3. Kicking is illegal. *Effect: An intentionally kicked ball is dead at the point the ball was kicked. Time is called by and charged to the official. The player intentionally kicking the ball is called out as if put out by an attempt of the other team. The official verbally declares 'Deadball' and must put the ball back into play by bouncing the ball into the opponent of the offending team.*

J. Leaving the Court When Put Out

Players shall immediately leave the playing area when put or called out. Failure to leave the court immediately can result in a forfeit of the game by the offending team as determined by the official.

K. Time Outs

1. Each team can call no more than one time-out per game.

2. To call a time-out, the team must have possession of the ball and verbally ask for the time-out prior to making an attempt and prior to having five seconds lapse.
3. A player calling for a time-out after their team has already used one during the same game is called out as if he was struck by an attempt of the other team.
4. A time-out period is 90 seconds. Play continues immediately after the 90 seconds or possession is lost.

L. Injuries

1. Play and time is suspended when an injury occurs. The injured player must leave the court and cannot return until the next game. The injured player may be substituted for if the team has a valid substitute available.
2. Blood: Players who begin to bleed must immediately leave the court and dress the injury causing the blood to be present. Players must change any uniform with blood on it for

a fresh uniform. If no uniform is available, in league play any safe clothing can be used as long as it does not present a distraction, contain advertising not allowed elsewhere in these rules, and is approved by the official. In Championship play, a fresh matching team uniform shall be used. If blood becomes present again, the player must be removed from the game as an ineligible player. He/she may be substituted for. The player cannot continue in the same match.

- M. **Play is Continuous**
There is only one minute between games in a match. Players shall change courts and take positions without delay.

- N. **Imaginary Center Lines**
The deadzone marker lines extend infinitely- even though they are marked only to the court sideline. Players may not pass the deadzone lines defining their 'side' of the court even when outside the court playing area to retrieve a ball for play.

- O. **Substitutions**

1. Substitutes must meet the requirements of the game being played.
2. Substitutes are allowed to play for one starting player position only. A substitute and the starter originally substituted for may not be in the game at the same time.
3. A substitute is allowed to enter only once per game.
4. Substitutions may only be made during a stop in play with the recognition of the official.
5. Leagues may allow free substitution during non-sanctioned or non-tournament play.

4.4 Sportsmanship

- A. Players shall observe the highest level of sportsmanship and promptly call themselves out when struck. A missed call by the official does not remove the obligation of a struck player to call himself or herself out.
- B. Judgment rulings of the officials and linesmen shall not be questioned by players, coaches, or spectators. Other Rulings may be questioned if a player or coach

feels there has been a misinterpretation of the playing rules. A coach must address officials respectfully and never scream or argue with an official. *EFFECT: For hollering or yelling at an official, a coach or player is ejected from the facility for the remainder of the day. Players questioning judgment calls may be ejected by the official with or without warning. If a player is ejected, the team will continue the current match short-handed. Spectators being disruptive shall be removed from the facility.*

- C. At the commencement of International tournaments, no national anthem may be played unless all national anthems of participating teams are played. In such case that all are played, the Host country's shall be last played. When displaying national flags of teams, the host teams' flag shall always be displayed higher unless their local laws prohibit such display. When all flags are displayed at the same height, the host team's flag shall be placed to the left of all other flags as one is facing the flags.

- D. At the start and end of a match, players shall shake hands at the center of the courts.
- E. At the conclusion of a match, players shall shake hands of the officials.
- F. The official may call a game for reasons of sportsmanship if, in his/her opinion, a travesty of the game is being made, a poor example for youth is being displayed, or if foul or abusive language is being used by fans, players, coaches, or parents.

Rule 5 – Two Ball Play

5.0 All rules of the International play shall be in effect with the following changes:

5.1 Start of Game

- A. One ball shall be given to the captain of each team prior to the commencement of the match. At the start of the game, both balls are immediately live and possession begins. There is no jump ball in a two ball game.

5.2 Time Outs

- A. A team may only call timeout when they have possession of both balls, during a deadball period, or after an injury delay or official timeout.

5.3 Dead Ball

- A. A dead ball is declared when an attack is blocked by a held ball that is not knocked out of the players hands by the impact. (The attacking ball is dead.)
- B. All other dead ball situations in International Play exist as well.

5.3 Clarifications for Two Ball Games

- A. All other rules apply unless specifically addressed in this section.

- B. A team may have both balls on their side at one time. The possession rules still apply *individually* to each ball.
- C. A two ball match shall always use the services of at least two officials. Four are the required minimum for tournament play.
- D. For purposes of scoring and stats, a player struck by two balls simultaneously (or so close together that it is impossible to distinguish which ball made contact first) shall be scored as 'killed' by the furthest or longest attack.

Rule 6 – Illinois Style Play

6.0 All rules of the International play shall be in effect with the following changes:

6.1 The court:

- A. Though it is recommended that a two foot deadzone be used as the separation between playing areas, The court shall not require it and may be separated by a marking line only.
- B. A ten foot line shall exist on each court ten feet from the centerline.

6.2 Start of Play

- A. Two balls shall be placed on the centerline or in the middle of the deadzone to the left and right of an imaginary center point. (Four balls total)
- B. Each team starts off by lining up at the back of the court with their feet behind the line or, on courts with boards, one hand touching the rear board.
- C. At the start of the game by the official, the teams run to the center to retrieve their balls on the right side of their court. Only balls lined on the right side of their court may be retrieved.

- D. Play may begin immediately after possession but possession is not attained until a ball is retrieved and then brought back behind the ten foot line. Each ball is played and possessed independently and must be put in play individually by retrieving and taking behind the ten foot line. *EFFECT: Balls thrown prior to being moved behind the ten foot line are considered dead balls and are considered to be in play after being retrieved by the other team.*

6.3 Game Play

- A. The possession time limit is changed to the following: The five second possession limit is in place only when one team controls all four balls. *EFFECT: The violating team loses possession of all balls to their opponent.*
- B. Play continues until all players on one team are put out or eight minutes lapses. If eight minutes lapses, the team with the most players remaining is declared the winner of the game. If a tie exists at the end of eight minutes, a sudden death period is commenced. The sudden death period has no time limit.
- C. A player may use a held ball to block an attempt by his opponents but the attempt is not dead until it strikes the floor. If the

attempt that is being blocked makes the player drop the held ball, that player is out.

6. Clarifications

- A. A team may have all balls on their side at one time. The possession rule kicks in only when a team has all balls on their side.
- B. A four ball match shall always use the services of at least two officials- Though it is nearly impossible for two officials to officiate this type of play accurately. Four are the required minimum for invitational tournament play though six are recommended.
- C. For purposes of scoring and stats, a player struck by more than one ball simultaneously (or so close together that it is impossible to distinguish which ball made contact first) shall be scored as 'killed' by the furthest or longest attack.
- D. Due to the difficulty in accurately officiating this style of play, it should never be used in international play.

Rule 7 - Pro Style (Nippon) Play

7.0 All rules of the International play shall be in effect with the following changes:

7.1 The Teams

The teams shall consist of three men and two women on each side.

7.2 The Court

The court shall be 30M x 60M with a center line as the dividing marker between playing fields.

7.3 Starting the Game

- A. The game is started by placing the two balls on the centerline. One at 10m from each side.
- B. Each team starts off by lining up at the back of the court with one hand touching the rear boards.
- C. At the start of the game by the official, the teams run to the center to retrieve whatever balls they may.
- D. Play may begin immediately after initial possession but initial possession is not attained until a ball is retrieved and then brought back to the end line. Each ball is played and possessed independently.
EFFECT: Balls thrown prior to being moved to the endline are considered dead balls but are considered to be in play after being

retrieved by the other team. There is no penalty to the offending team. The ball was simply dead.

7.4 Game Play

- A. The possession time limit is changed to the following: The five second possession limit is in place only when one team controls all balls. EFFECT: The violating team loses possession of all balls to their opponent.
- B. Play continues until all players on one team are put out.
- C. A player may use a held ball to block an attempt by his opponents but the attempt is not dead until it strikes the floor. If the attempt that is being blocked makes the player drop the held ball, that player is out.
- D. The player return option is played in this game style.

7.5 Match Play

- A. A match is the best of three games. The first two games in a match are played as written above. A third game/tie breaker game is played starting with only three players on each team. Each team shall start with at least one female player.

7.6 Clarifications

- A. A team may have all balls on their side at one time. The possession rule kicks in only when a team has all balls on their side.
- B. This style play shall always use the services of at least four officials.
- C. For purposes of scoring and stats, a player struck by more than one ball simultaneously (or so close together that it is impossible to distinguish which ball made contact first) shall be scored as 'killed' by the furthest or longest attack.

Rule 8 – Sanctioned Game Variations

The sport of DodgeBall is played with hundreds of variations around the world. The following variations add options that greatly change the feel of the game to give players and leagues a variety of offerings to attract more players to the game.

8.1 Returns

In this game variation, players are allowed to return to the game from the Player Return Area (hence the name) when their teammate catches a valid attempt from their opponent. The player that is allowed to return is the player that has been put out of the game for the longest time during that game. I.E. First out is first in.

This is a very popular variation in levels 1-5 especially.

8.2 Dropsies

In this game variation, any ball handling error that allows the ball to touch the ground is treated as if the player making the error was struck by an attempt. Possession remains natural.

This variation is more popular with skilled players. It speeds game play.

8.3 Bouncies, Forward bouncies, Full bouncies

Actually, these are different names of the same variation. In this game, attempts remain live always, even if they have struck the ground or another player and the ground. Even handing the ball to a teammate that drops it will put the

player who dropped the ball out. Tossing the ball to a teammate who does not handle it cleanly puts the teammate out.

It goes without saying that dropsies is an automatic option in bouncies. If a player mishandles a ball and it drops or touches the ground for any reason other than dribbling or making an attempt he/she is out.

This game is excellent for schools where large numbers of children are playing on one court as it greatly speeds play and children have more game opportunities.

Rule 9 – Points of Emphasis

9.1 Stepping on a marker line.

Stepping on a marker shall be considered legal as long as the player was not attempting to avoid being struck by an attempt or was not in the process of making an attempt. *EXCEPTION: Stepping on the deadzone marker or stepping into the deadzone at any time during a game (not during timeout) is an automatic call for the official and the offending player is called out as if struck by an attempt.*

9.2 Sportsmanship

It cannot be emphasized enough that DodgeBall should be played in a sportsmanlike manner. The official has wide latitude in determining non-sportsmanlike actions and has powers ranging from ejection of players to forfeit of games and matches at his discretion.

9.3 Headshots

The headshot rule is often maligned as being unnecessary and then other times as not being tough enough. In level 1-5 play, there is no sanctioned option of playing without a headshot rule. In all levels 1-5 matches the official states the saying that children all over the world know so well...

“Your fault, their fault, nobodies fault, a headshot puts the thrower out.”

Though stated prior to every match, it is **not necessarily true** and the following must be taught to newer players.

Throwing oneself to the ground to dodge an attempt is legal BUT- the headshot rule is off. *EXCEPTION: A driven ball that, in the opinion of the official, was thrown with excessive and unnecessary force at a player close to the deadzone. Officials have much wider options in level 1-5 play with regards to driven balls and intention. Players repeatedly using too much force may be asked to sit or may be re-classified temporarily (for a match or tournament) by the official to a higher (or lower) classification.*

Another time the head shot rule is off is when the official believes a player intentionally made the attempt come into contact with his head to have the thrower put out by the head shot rule. If a player repeatedly does this, he shall be ejected.

In open and seniors play, there is no head shot rule. Attempts made above the shoulders are legal. Though, the official can still eject players who, in the opinion of the official, intentionally target heads of players close to the center of the courts with driven balls.

9.4 Officials Must be Sanctioned

No sanctioned play can take place without the presence of sanctioned officials.

Rule 10 – Sanctioning of Officials

Sanctioning means and methods shall be as adopted by the rules committee of the IDBF. A method shall be in place for each state and country district to properly train and sanction officials.

Officials must wear IDBF gear as available from the IDBF officials website. The 2006 official's jersey is the black pro shirt with left chest logo available from the IDBF.

National training takes place at Gulfport, MS, USA in March of each year. Contact your State or Country head official for actual dates, requirements, and applications.

Officials applying for national recognition must do so only through their state or country commissioner.

Rule 11 – Submission of Equipment for Approval

Vendors of equipment that represent the best and safest quality and performance may submit their equipment for review by the Equipment committee of the IDFB. This committee meets once every two months to review products for approval.

Submit your non-returnable product in the original packaging to:

IDBF
ATTN: Equipment
3451- A Washington Avenue
Gulfport, MS 39507 USA

Equipment must be submitted with a statement by the vendor stating:

1. The purpose and intent of the product.
2. The product liability insurance underwriter certificate of coverage.
3. Any underwriting (UL, NFPA, AAP, etc.) by national testing laboratories as to product safety.
4. Statement that the equipment is given to the IDBF for consideration of inclusion on the approved products list and that it is not expected to be returned whether the product is approved or not.
5. The approximate street price of the product and retail centers where the product will be available. Preference is given to products with wide distribution and availability.

For rulings on specific events or questions not covered in this rulebook, email:

rules@dodge-ball.com

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