

DODGEBALL ASSOCIATION OF SINGAPORE



OFFICIAL PLAYING RULES

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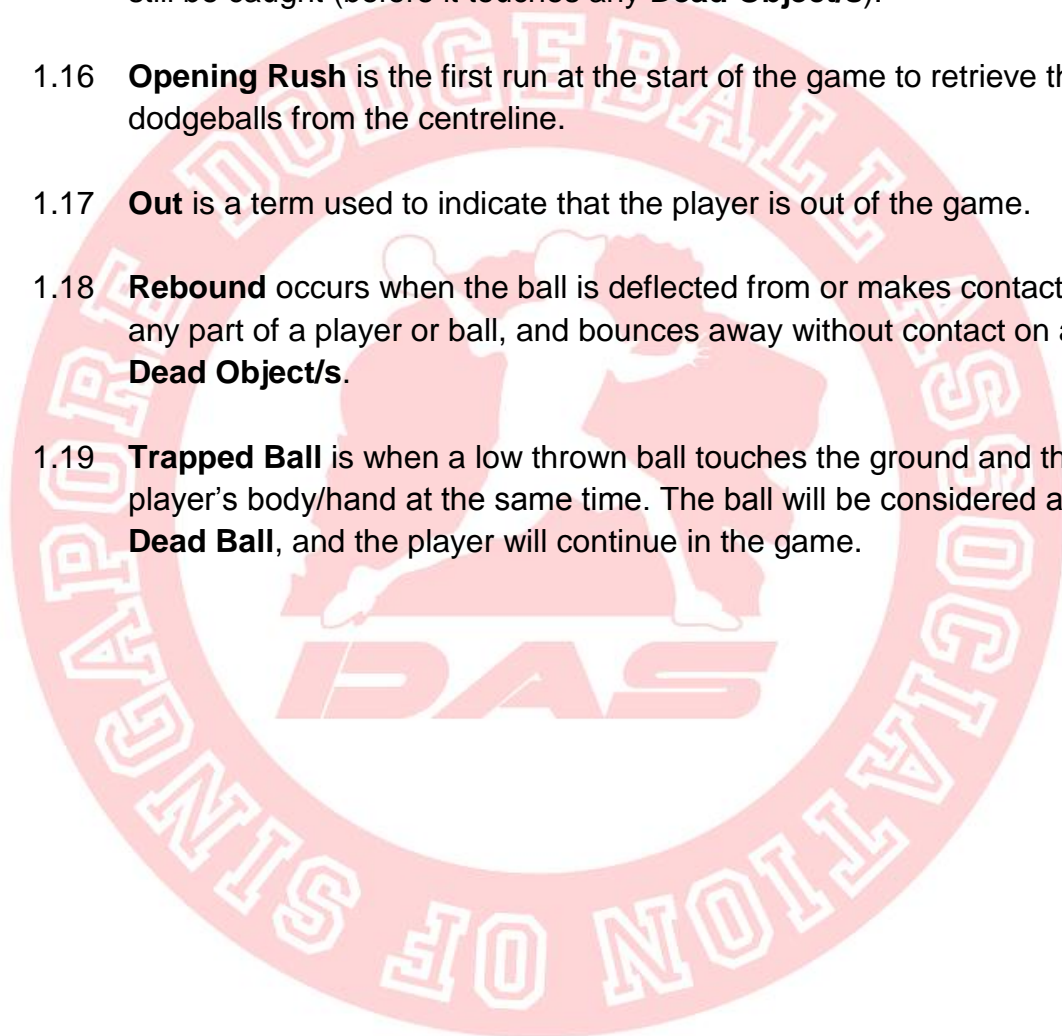
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1. Definitions and Terminology

- 1.1 **1, 2, DODGEBALL!** is the command the Referee uses to indicate the start of the game during the **Opening Rush**.
- 1.2 **Activation Line** is the line which a team has to bring the ball/s across to activate it before it can be legally thrown.
- 1.3 **Advantage** is the play which gives one team the potential to improve its position to score.
- 1.4 **Area of Play** is the playing area bounded by the **Boundary Lines**.
- 1.5 **Ball Retriever/s and Returning Area** is the area where:
 - a. Ball retriever/s is/are allowed to be at so as not to interfere with the game
 - b. Returning Area is the entry area for returning players
- 1.6 **Block** is when a player uses the ball in his/her hands to block an incoming ball.
- 1.7 **Boundary Lines** are used to demarcate the layout of the **Area of Play**, consisting of a base line (back), touch line (sides) and centre line.
- 1.8 **Catch** is the term used when an opposing player catches a **Live Ball**.
- 1.9 **Dead Ball** is when a **Live Ball** comes in contact with any **Dead Object/s**
 - a. When two or more **Live** airborne balls, thrown by opposing players, make contact with each other, it is considered as a **Dead Ball**.
- 1.10 **Dead Object/s** are anything that is not a player, for e.g. the ground, the ceiling, the enclosure walls, “dead” players who are not in active play, ball retrievers, another ball, coaches, substitutes, referees, spectators, and/or supporters.
- 1.11 **Dropped Ball** means the ball, the player uses to block/deflect another oncoming ball, drops from his/her hand. He/She will be deemed out.
- 1.12 **Full Time** occurs at the end of the normal playing time allowed for play.

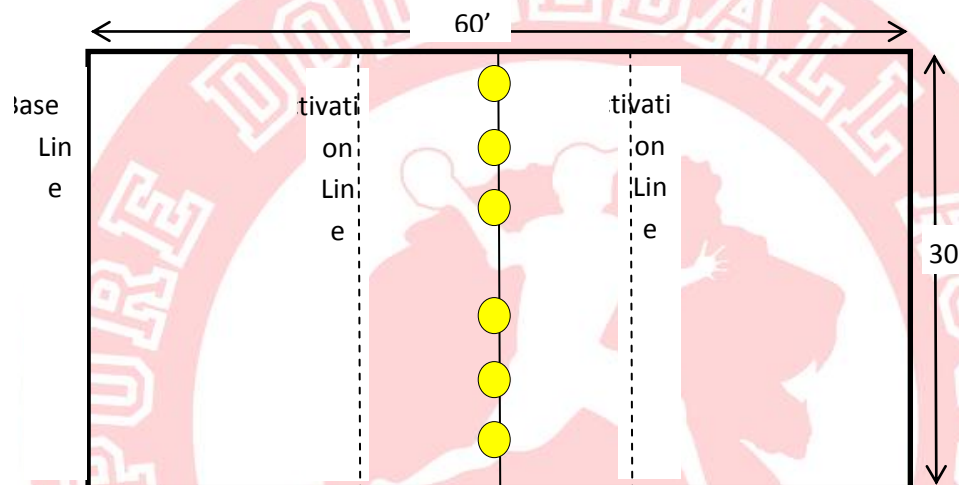
- 1.13 **Fumble** means when a player tries to catch a **Live Ball**, loses control of it and drops the ball. The player will be deemed as **Out**.
- 1.14 **Hit** is the term used when there is a contact, on any part of a player, by a **Live Ball**. This includes hair, clothing, shoes, or any other accessories on the player.
- 1.15 **Live Ball** is a ball that has only come into contact with a player and can still be caught (before it touches any **Dead Object/s**).
- 1.16 **Opening Rush** is the first run at the start of the game to retrieve the dodgeballs from the centreline.
- 1.17 **Out** is a term used to indicate that the player is out of the game.
- 1.18 **Rebound** occurs when the ball is deflected from or makes contact with any part of a player or ball, and bounces away without contact on any **Dead Object/s**.
- 1.19 **Trapped Ball** is when a low thrown ball touches the ground and the player's body/hand at the same time. The ball will be considered as a **Dead Ball**, and the player will continue in the game.



2. The Playing Area and the Ball

2.1 The Playing Area

The ideal measurements of a playing court shall be at least 50ft in length and 30ft wide (similar to a Volleyball court). The court is divided into two (2) equal sections by a centreline and an activation line 9ft from, and parallel, to the centreline. If there are space restrictions in a location, a proportionately smaller court may be used.



2.2 The Ball

The balls used in gameplay are official balls recognized by DAS. Each game comprises of 6 balls in gameplay at all times.

3. Player Eligibility and Attire

3.1 Player Eligibility

All players, who are certified physically fit, are eligible to take part in the game.

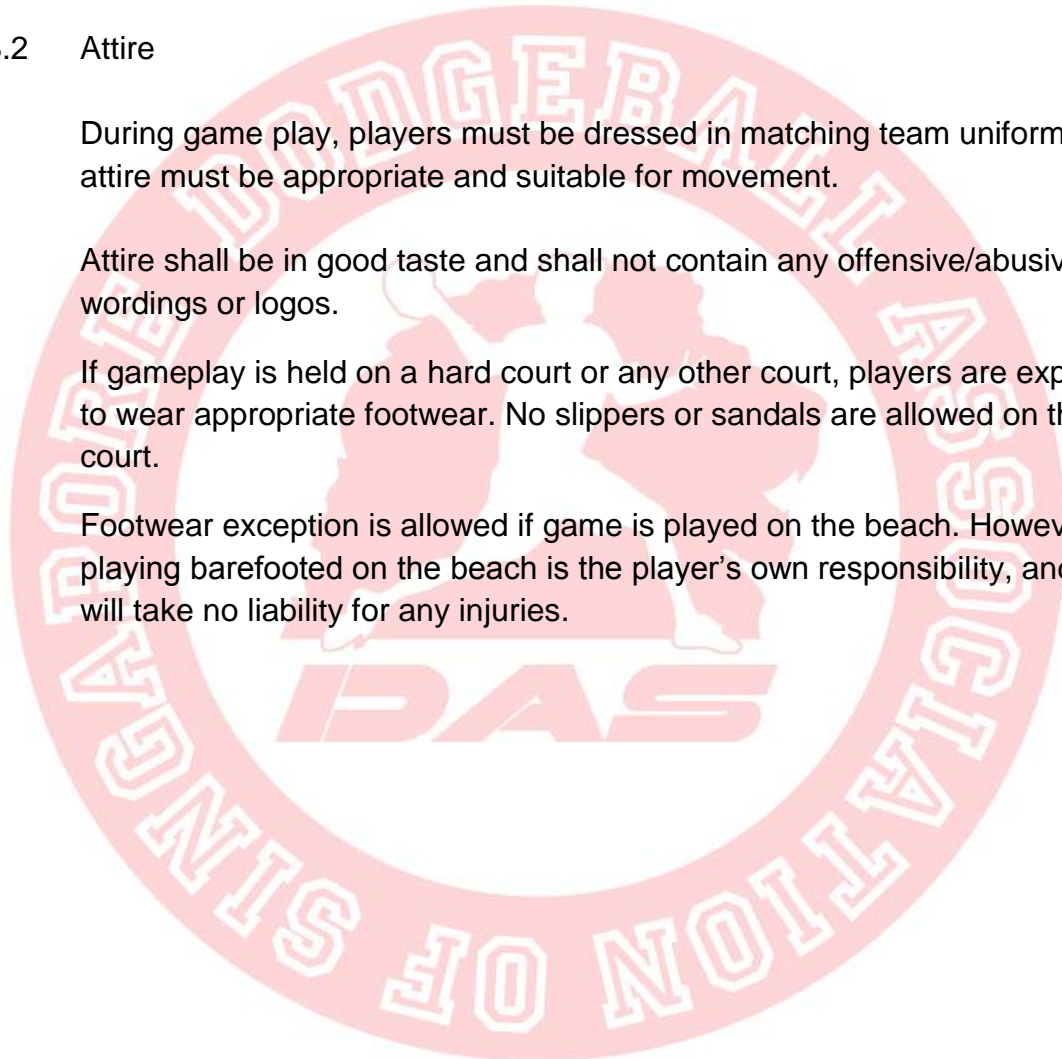
3.2 Attire

During game play, players must be dressed in matching team uniforms, and attire must be appropriate and suitable for movement.

Attire shall be in good taste and shall not contain any offensive/abusive wordings or logos.

If gameplay is held on a hard court or any other court, players are expected to wear appropriate footwear. No slippers or sandals are allowed on the court.

Footwear exception is allowed if game is played on the beach. However, playing barefooted on the beach is the player's own responsibility, and DAS will take no liability for any injuries.



4. Objective, Mode of Play, Duration and Scoring

4.1 Objective

The objective of the game is to eliminate all players on the opposing team by:

- Hitting them with a live ball (thrown or deflected ball)
- Catching a live ball thrown by the opponent
- Causing opponent to overstep the court boundaries during gameplay

4.2 Mode of Play

The game begins by placing the dodgeballs on the centre line, 3 on each end. Players then take their positions at the base line.

The opening rush will begin after the starting call from the game official. Players from each team may then rush forward to retrieve the 3 dodgeballs placed on the right side of their playing court.

Balls must pass the activation line on the court before they are considered live balls for attack. Any ball that is thrown before crossing the activation line is considered a dead ball, and any player on the opposing team hit by the ball will still be considered in play. No outs will be called on such a play.

Both teams will play until the game has reached full time.

The tournament will be played round-robin, in group stages. The top 2 teams from each group will move on to the knock-out stage.

4.3 Duration

The match is 10 minutes divided into two 4 minute halves with a 2 minute break in between.

4.4 Scoring

The games will be scored according to a league format, where 3 points are awarded for a win, 1 point for a draw, and no points awarded for a loss.

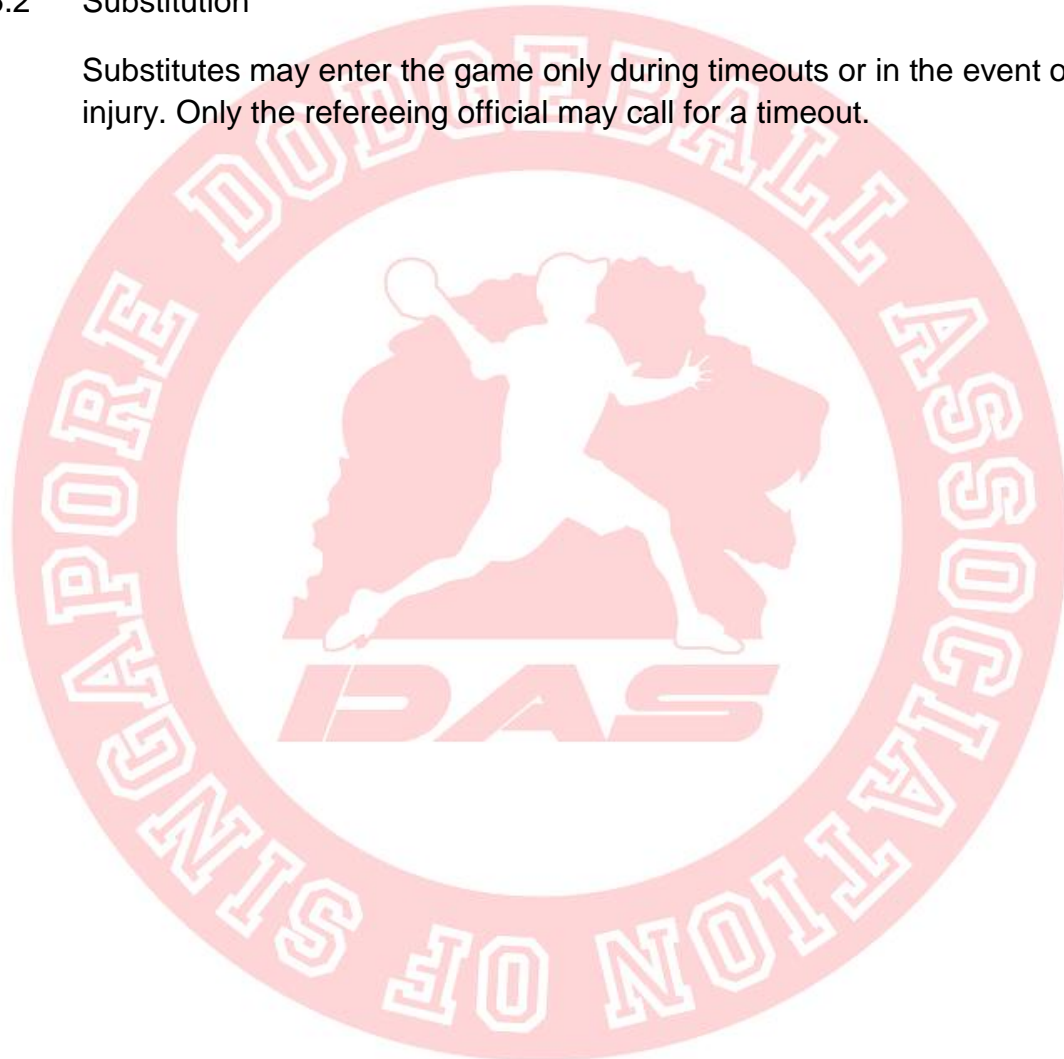
5. Team Composition and Substitution

5.1 Team Composition

Teams will consist of 6 to 8 players, with six players competing on a side. The others will serve as substitutes and ball-retrievers during a gameplay.

5.2 Substitution

Substitutes may enter the game only during timeouts or in the event of an injury. Only the refereeing official may call for a timeout.



6. Opening Rush – 1, 2, DODGEBALL!

The Opening Rush is the first run at the start of each game, where players from both teams rush forward to retrieve the dodgeballs from their side of the court.

Players from both teams must stand at the base line.. The refereeing official will start the game only when s/he deems both teams ready.

The game is initiated when the refereeing official gives the call '1, 2, DODGEBALL!'



7. Elimination – “Live” / “Dead” Ball

During game play, any ball that is thrown is a live ball, if it has not touched any dead object/s. A dead ball is a ball that has come into contact with any dead object/s.

7.1 A player is called out when s/he (is):

- a. Hit by a live ball thrown by an opposing player
- b. Throws a live ball at an opposing player, and the opposing player catches the live ball
- c. Steps on/out of the boundary lines or on the centreline during game play

7.2 When a ball is considered dead (i.e., has come into contact with any dead object/s), and it hits any of the players on an opposing team, there is no elimination, and the game play continues.

7.3 A play is called a Multiple Kill when a live ball comes into contact with one or more of the team’s players and none of the players catches the ball before the ball becomes dead, then all the players who have come into contact with the live ball are called out.

7.4 If a ball comes into contact with one or more of the team’s players and one player on the same team catches the ball before the ball is dead, then all players who have previously come into contact with the ball are safe and a player on the catcher’s team can re-enter the game. The opposing player who has thrown the ball will be called out.

8. Catching & Saving your team mate / Deflections

8.1 Catching & Saving your team mate

A player is called out when s/he:

- a. Throws a ball at an opposing player, and the opposing player catches the ball before it touches any dead object/s

When a player catches a live ball thrown by the opposing team, one player from the catcher's team (who was previously called out) may re-enter the game and the opposing player who threw the ball will be called out.

8.2 Deflections

A player may deflect an incoming live ball with:

- a. A dead ball

However, if the deflected live ball hits a player on the same team, the player who was hit will be called out

If a player on the same team catches a deflected live ball, the player on the opposing team who threw the ball will be called out, and one player on the catcher's team can re-enter the game (See Catching).

In the instance where the player catches, fumbles and drops the ball, the player(s) who has/have come into contact of the live ball will be called out. (See Multiple Kills)

- b. Any part of his/her body

The deflected live ball must be caught by another player on the same team; otherwise the player who deflected the live ball with any part of his/her body will be called out.

9. Possession and 5-second Rule

The refereeing official will inform the team that has possession of more balls, and the 5 second countdown will begin. The team with possession of more balls will have to make their play before the countdown ends.

If the team does not make their play within the 5 seconds, they will have to relinquish the balls to the opposing team.

The opposing team will only be allowed to make their play after the call from the refereeing official.



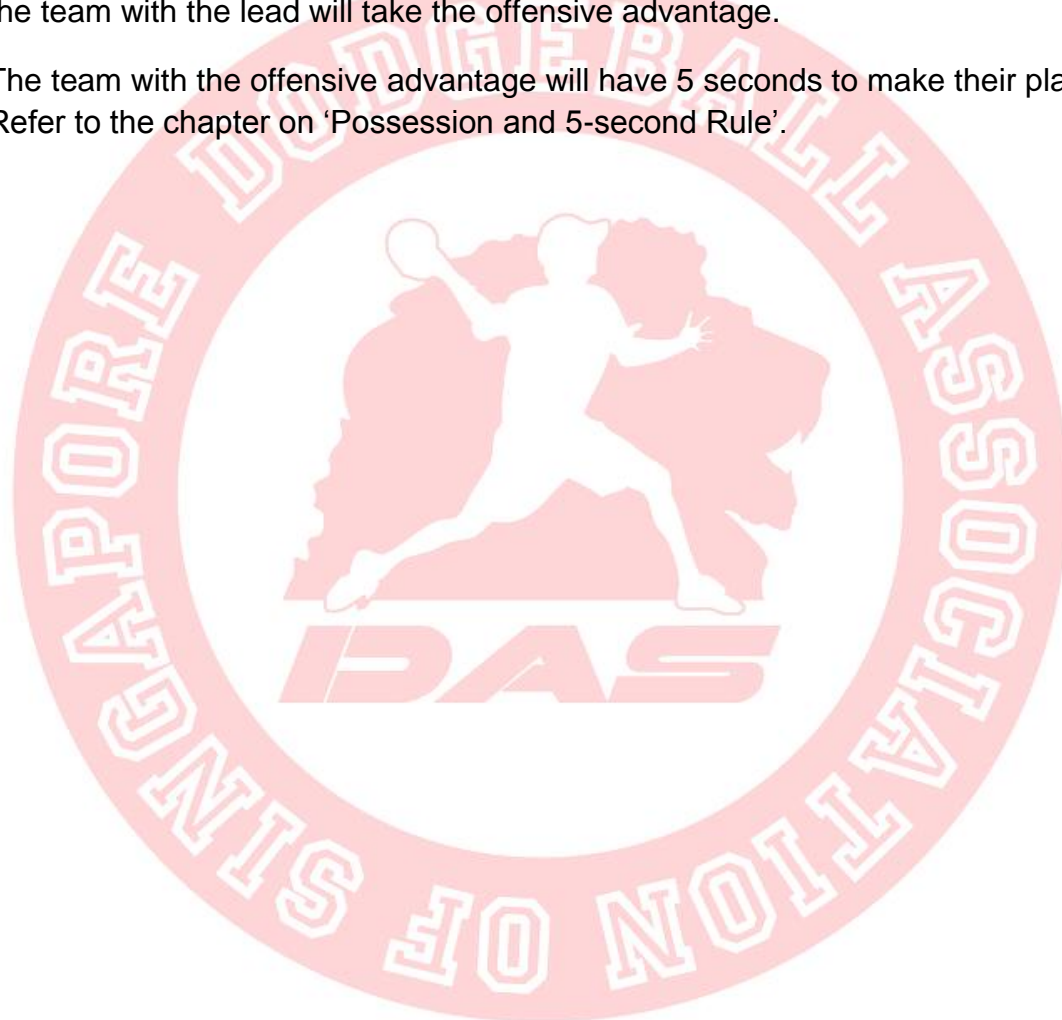
10. Advantage

During the game, the team with the most number of balls in their possession will have offensive advantage over the opposing team to make their play first.

If both teams possess an equal number of balls, the team with the highest number of players in the court will have the offensive advantage.

If both teams have equal number of players on court and same number of balls, the team with the lead will take the offensive advantage.

The team with the offensive advantage will have 5 seconds to make their play. Refer to the chapter on 'Possession and 5-second Rule'.



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