NUMBER OF PLAYERS
Teams will begin with six (6) people on the court at the start of each game. In order to play, teams must have a minimum of 4 players ready to play.

DEFAULTS
Minimum of four (4) players per team are needed to start the game. Games will be recorded as a default if after ten (10) minutes the team does not have the minimum of four players signed up on the game sheet and on the floor.

THE COURT
- **End Line (2)**
  - Located at the end of each court, these lines mark the end of the playable area
  - Players will line up with both feet behind this line at the start of the match
  - Players must remain in front of this line during gameplay
  - Grey line near the end wall
- **Attack Lines (2)**
  - Located on each side of the court between the center line and end lines.
  - At the start of the match balls must be cleared behind this line before they become active and can be thrown.
- **Center Lines (1)**
  - Six balls will be placed on the centerline at the start of the match at equal distances apart from each other.
  - Players may cross the center line only during the initial rush.
  - Players will be called out if they cross the center line after the initial rush.

LENGTH OF GAMES
Matches will be played in a best 2 out of 3 format, with each match taking approximately 5-10 minutes. The maximum time of 30 minutes for the match (max 3 games) will be allotted. The court may be reduced at the referees’ discretion to keep games on time. When the court is reduced, a player may not leave the playing surface under any circumstances or they will be called out. Eliminated teammates on the outside of the lines are to retrieve the balls for their team.

POINT SYSTEM
- Win = 3 points
- Tie = 2 points
- Loss = 1 point
- Default = 0 points
START OF PLAY
- Games will be played with a maximum of 6 players on the court. Teams may choose to compete with less.
- Players must start the game with both feet behind their respective end line. Players may step into the court once the whistle is blown by the referee.
- Six dodgeballs are placed on the centerline at equal distances apart.
- At the start of each game the referee will ask both teams if they are ready and then countdown from three.
- Players will then rush towards the centerlines to collect balls.
- There is no limit to the number of balls each player or team can collect.
- Balls must be cleared past the attack line before they can be thrown.
- An eligible thrower is one who has both feet and the ball cleared past the attack line.

ACTIVE PLAY
- Live Balls
  - Any balls thrown by a player that have not yet touched the ground, wall, or any other stationary object (i.e. basketball hoops or balls on the ground) are considered to be 'live'.
  - Balls bouncing off of players or other balls (in the air or in a person's hand) are live.
  - Balls thrown by a player who subsequently becomes out are still live.
- Dead Balls
  - Any balls that have touched the ground, wall, ceiling, a person who is out, or any other stationary object are considered to be 'dead'.
  - Dead balls also include balls thrown from out of bounds, or balls that have not been cleared at the start of a match.
  - No player may hold a ball for more than 15 seconds.

BLOCKING
- Players may block incoming balls by deflecting with another ball.
- If a player attempts a block, but accidentally drops the ball or has the ball knocked from his or her hands, then the player is out.
- If during a block the ball hits the player (either as a result of a missed block or deflection into one's self), that player is out.
- Blocked balls are still live.

BOUNDARIES
- A player may leave the boundaries only in the retrieval of a ball.
- Upon retrieval of the ball, players must immediately return to the field of play.
- Players may not throw a ball from outside of the boundaries.
- Players may be hit by balls when outside of the boundaries.

CATCHING
- Live balls may be caught.
- If a ball is caught with at least one foot in bounds, the person who threw the ball is out and one player on the catcher's team may return to the game.
- If a ball is caught with both feet out of bounds, the thrower is not out and no players on the catcher's team may return to the game.
DELAY OF GAME

- If either or both sides have not thrown a held ball within 15 seconds, a delay of game can be called.
  - Players holding the balls must throw the ball within 5 seconds of a delay of game being called

HEADSHOTS

- Headshots (balls that hit a player's head) are NOT permitted and do not result in a player getting out.

OUTS

- Players hit by a live ball are not considered out until the ball is dead and may continue playing until such point.
- A ball is not considered dead after hitting an active player. Multiple players can be taken out by a single ball.
- A ball can still be safely caught after hitting a player. If a ball is caught in this situation, any hit players are not out and the thrower is out.
- If a player catches a ball in the air, then the player who threw the ball is out and one 'out' player on the catcher's team is allowed to reenter the match.

RE-ENTRY INTO THE MATCH

- Players must re-enter on a 'first-out, first-in' basis.
- If a player catches a ball in the air with at least one foot in bounds, then one 'out' player on the catcher's team is allowed to return to the match.

SUBSTITUTIONS

- Substitutions of players can only be made in the event of an injury.

TIME OUTS

- Only referees may call time-outs.
- Time outs may be called to explain controversial calls or in the event of injury.
- Before play resumes, all players must stand behind the end lines on the court.

END OF PLAY

- Play continues until all players on one team are out.
- Each game will consist of one match (best of three games, depending on number of teams)
  - Except the finals, which will consist of a best of three game (time permitting)
- There is a time limit of twenty minutes per match (thirty-minute time limit if best of three format is used). If the match has not concluded by then, the team that is ahead will be declared the winner. If tied, the next team to record an out against their opponents will win the match.

EJECTIONS

Fighting and verbal abuse/slurs of the officials and/or other players will result in immediate ejection from the tournament. If the ejection causes their team to drop below the minimum number of required players, the game is scored as a default. NOTE: If a team has two players ejected in the same game for YELLOW or RED cards, the team will lose that game by default. Please refer to the Campus Rec Handbook for all other player card accumulation and disciplinary rules.