



## **GRAVITY ETC DODGEBALL LEAGUE DETAILED GAME RULES**

1. **NO ONE IS ALLOWED ON THE TRAMPOLINE WITHOUT A WAIVER. ALL JUMPERS UNDER THE AGE OF 18 MUST HAVE A WAIVER SIGNED BY A PARENT OR LEGAL GUARDIAN.**
2. Each match consists of the best 5 of 8 games within the allotted 8 minute match time (excluding the semi and grand final series matches which will be the best 7 of 12 games and no time limit. Should the result be a tie in the game, then a sudden death, next single game takes all wins in the GRAND FINAL SERIES ONLY).
3. At the beginning of every game, each Team **starts with 2 balls on their respective side of the court and 2 balls in the middle.** The balls in the middle will be placed in the neutral zone in the center of the court (no rolling; ref to use rubber band if necessary to hold in place). Play begins when the Referee blows the whistle.
4. Each Team may start each game **with 6 Team Members on the court** (teams may have up to 8 on a team with a game rotation roster, and each team may play with as little as 4 team members).
5. **Each team shall consist of at least one female team member.** Should a team not have at least one female team member then the all male team must wear 'penalty mits' (a pair of oven mits) one pair of these mits can be worn by one player or the team may share the penalty mits amongst them, and have one mit each worn by two players. Should an all male team, play a team with 3 or more female members then the all male team must wear two pairs of 'penalty mits' amongst the team.
6. **YOU ARE OUT if you are hit by a live ball, or throw a live ball that is caught by an opposing player or cross the neutral zone line.**
7. The winning team of each game is the team with the last remaining team member on the court or the team with the most team members left on the court when the time limit expires. Should there be a draw in a general (not finals) game sets after the completion of the 8 minute round the match will be recorded as a draw.
8. Catch-ins will be in effect. If a ball is caught by a Team Member, not only is the Team Member who threw the ball out, but **a Team Member of the Team that caught the ball may come in** (if there are currently less than 6 Team Members on the court for that Team). The incoming Team Member may walk down the side pad closest to their entry point, protected against being hit until they enter onto the trampoline. The incoming player has a 5- second, protected grace period (at the referee's discretion) to enter the court prior to be fair game. If a player does not enter the court in a timely manner, they risk becoming 'fair game' before entering the trampoline, at the referee's discretion
9. **If a Team Member attempts to block a ball with a held ball and drops the held ball, that Team Member will be ruled out.** If a Team Member blocks a shot, does not drop the ball he/she is blocking with, but deflects the incoming shot into him/herself or another teammate, then he/she and/or the teammate will be ruled out. Likewise, if the incoming shot is deflected and then caught by a teammate prior to it becoming dead, then the person who threw the shot will be ruled out.
10. If a ball hits a player on the opposing team and then deflects (while live) back across the court to the original team's side that threw the ball, the ball will be ruled dead once/if it crosses back into the throwing team's zone. Any player/players hit in this instance prior to the ball becoming dead by deflecting back into the throwing team's zone will be considered out.
11. If two (or more) balls are thrown by teammates and they collide before crossing center court, they will be ruled dead. However, if they collide once they are across mid court, they will remain live balls until caught or hitting an opposing player or the court.





12. **When a dodgeball hits anything besides a person the ball is DEAD.** THUS a deflection OFF anything that is NOT HUMAN is a DEAD BALL. YOU MAY catch a ball that hits you or another player on your team rendering the opposing thrower OUT, but only if it is caught in the AIR prior to and without touching a non human object.
13. If any Team Member holds a ball for more than 8 seconds, the Official may rule “delay of game,” forcing the Team Member holding the ball to roll the ball over to the opposing Team’s side. Failure to immediately deliver the ball will result in the Team Member being called out. Delay of game may also be called if players on one side are passing/throwing the ball back and forth without engaging the opposing team for more than 8 seconds and/or at the sole discretion of the official.
14. The “neutral” zone is the tumble track/pads that divide the playing court in half. A Team Member may go/step into/on this area to retrieve a ball, but **may not throw the ball from/in** this area (in which case they will be ruled out). However, if their foot slips under the pads before, during or after a throw they will not be ruled out. A Team Member will be ruled out by the Official if the Team Member crosses over into the other Team’s playing zone for any reason, including retrieving a ball, or if the Team Member is hit with a ball while in the “neutral” zone. If momentum takes a player who is throwing a ball on to the neutral zone pads AFTER the throw has been released, they will not be ruled out UNLESS momentum causes them to break the plane into the other team’s playing zone
15. There are no time outs during the game sets/match. Only the Official can call a time out, signified by a double blow of the whistle. All games within the match will be played consecutively with less than a 30 second time fame being allowed between the games to allow for a reset and substitute player exchange within the team.
16. Substitutions can be made before and after the individual games, they cannot be made while the game is being played. Substitutions will be allowed due to an injury on the court (following a “significant” injury identified by the official that requires a stoppage in play signaled by official’s double blow of the whistle). In the event of a player “subbing” out, that player becomes inactive for the remainder of the match. In the event a team has no available subs and an injured participant is not able to continue, the team can choose to continue to play short.
17. You may catch the ball with any body part (between legs included).
18. NO kicking the dodgeball.
19. HEADSHOTS are not recommended, but they are recognised as a legitimate shot.
20. Suicides are never allowed
21. When you are out WALK OFF THE COURT with hands wrapped around your head covering your head and ears to avoid up close head shots.
22. In the event of an injury, everyone must immediately stop
23. The Official / Umpire for each match keep the official time. The time/score for each game will be recorded by the umpire and submitted to the Gravity ETC Dodgeball League at the end of play.
24. Those Team Members wearing glasses must either remove the glasses or play with safety goggles on top of the glasses (unless the specific type of glasses have been deemed ‘acceptable’ by the player themselves understanding the nature of the game)
25. No gloves may be used by participants during the Gravity ETC Dodgeball League. Athletic tape is permitted; Adhesive must be skin side down.
26. Excessive and/or vulgar arguments or language or any other unsportsmanlike conduct will not be tolerated and will be grounds for the following penalties, as determined at the discretion of the Official and Tournament Director: 1. Verbal warning 2. Forfeiture of the current game 3. Forfeiture of the current match 4. Disqualification of the Team from the Season

