



Dodgeball Rules

- A. Players start from behind their endline. After the start signal, the teams approach the centerline to retrieve the balls.
- B. Balls must be taken back across the endlines before they can be thrown at an opposing player.
- C. Players attempt to eliminate members of the opposing team by tagging them with the ball. If a player is hit with any ball that has not yet touched the floor (live ball), the player is “out”.
- D. If a defender catches a “live” thrown ball the thrower is out and one player then returns to the defender’s side. Players return in order of first out, first in.
- E. If a defender attempts to catch a “live” ball, but drops it, the defender is out.
- F. The defender may block a live ball with another ball. That ball is still “live” until it hits the ice, boards or glass.
- G. If a blocking ball is dropped as a result of contact from a live ball, then the player who drops the ball is out.
- H. A player may block a live ball then throw the blocking ball down and catch a live ball.
- I. Players may not leave the playing area to avoid being hit or in attempt to catch a ball.
- J. If a player hits another player above the shoulders with a ball, the thrower is out.
- K. If a ball is thrown over the glass or deflected by a blocking ball over the glass, the thrower is out.
- L. Play continues until one team is eliminated or until time has expired.