



Official Party Dodgeball Rules

Updated 10/10/2017

Introducing PARTY DODGEBALL!

Remember what it was like to play dodgeball back in gym class? Well Party Dodgeball is everything you remember and more!

Basic Rules

10 v 10

Host has the ability to have more people play if both teams agree

- *If both teams have same amount of extra players – total number of players on the court can be increased (at ref's discretion)
- 10 v 10
- 6 males max.
- Minimum 6 players, 2 females to play
- Boundaries are court specific
- Game variations played throughout the night
- At **start of game**, when retrieving balls you must go back to your start wall and touch before throwing the ball
- If you win dodgeball for the night you get 2 points, if you win Flip Cup get 1 point
- *Playoff seeding is based on TOTAL POINTS from the season*

Game Play: Matches are 35 minutes

- Play as many games as possible – the team with the most wins will be declared winner
- 10 foam balls used
- A staff member is there to keep score and time
 - They can make tough calls IF NECESSARY but we go by the HONOR SYSTEM!
- NO head shots

*The referees and SBS reserve the right to amend these rules at any time

- Head shots will result in a dead ball and player will be safe UNLESS they are ducking or diving
- Then they will be considered out if ducking or diving while hit in the head
- A player is OUT if you cross the Throwing line
 - Ref MAY change the Throwing line based on specific game and time playing each game
- If a player is hit – they are OUT (no matter if a teammate catches that ball after it hits the 1st person)
 - Player MUST raise hand when they are out
- If a ball hits a player, the ball is DEAD and can not get anyone else out and a different person catching the ball does not result in an out.
- If the ball THEN hits another player, that player is NOT out nor can they catch the ball
- If you get hit by the ball and catch it before it hits the ground without it touching anyone else, equipment or floor that is a catch.
- NO Blocking (the ball is an extension of you) This makes everyone not hold on to the balls and creates more action and fun.
 - If the opponent's ball hits off the ball in your hand – you are OUT
 - If the opponent's ball hits off the ball in your hand and then hits another player, the player that was hit is SAFE – it becomes a dead ball
- Players can hold 2 balls max. at a time and can ONLY hold balls for 5 SECONDS at most
 - Players who fail to comply may be warned by the ref and called out if issue persists
- DEPENDING ON THE GYM- *If you make a basket your entire team returns to the game* (EXCEPT 4 quadrant and survivor)

Game Variations:

1. Greek

- a.** Re-entry: NO
- b.** Played like normal dodgeball EXCEPT:
 - i.** When you are out, you go to the baseline of the OPPOSING team (you stay on the baseline until the game is over even if there is a catch)
 - ii.** Players on the baseline MUST be TOUCHING the wall at all times (with hand or foot)
 - iii.** Run the baseline collecting and throwing balls at the opponent

2. Traditional (most common)

- a.** Re-entry: YES
- b.** Once you are hit out you go to the sideline
 - i.** Player waits in the order for someone on their team to catch the ball so they can return to play
 - ii.** Once everyone on your team is OUT, the game is finished

3. 4 Quadrant

- a.** Re-entry: NO
- b.** Follows same rules for OUTS as normal dodgeball
- c.** Played on a court divided into 4 equal zones (quadrants) with 2 teams (both teams split in half – same team is diagonal from each other)
- d.** The object of the game is to eliminate EVERYBODY in another quadrant
 - i.** Once EVERYONE in a quadrant is eliminated, this quadrant becomes a FREE QUADRANT – ANY player from ANY team is allowed to go into this quadrant to gather/throw or get hit

4. Pinball

- a.** Re-entry: YES
- b.** Played like normal dodgeball EXCEPT:
 - i.** Each team has 3 plastic bowling pins at the back center of their side of the court (evenly spaced on the last line before the wall)
 - ii.** The game ends when all of a team's players are eliminated OR (more often) when all of a team's pins are knocked over
 - iii.** The balls may be used to hit players or hit pins

5. Prison Ball

- a.** Re-entry: YES (if you catch the ball in prison ONLY)
- b.** Played like normal dodgeball EXCEPT:
 - i.** When a player is hit, they are put in the defined area (prison) behind the opposing team
 - ii.** To get OUT of prison, you must catch a ball thrown by your teammate (in the air – cannot hit anything or bounce before)
 - iii.** A player in prison (prisoner) may NOT eliminate anyone from the opposing team
 - iv.** Prisoners remain behind the opposing team (in prison) until the game is over

6. Doctor Dodge

- a. Re-entry: YES (only by doctor)
- b. No one can shield or intentionally stand in front of DR or will be called permanently out of that game
 - i. Each team declares a leader (doctor) who tries to AVOID getting hit
 - ii. When players are hit, they sit on the ground and wait for their team's doctor to come and save them
 - 1. Seated players may NOT intentionally interfere with game play
 - 2. Live players may NOT hide behind sitting players (or use them as a shield)
 - iii. When the doctor saves the sitting players, they can get up and resume play
 - iv. The game ends when one team is entirely eliminated OR when the doctor gets out (game is over if doctor is hit)

7. Survivor

- a. Re-entry: NO
 - i. Specific boundaries used
 - ii. 2 balls are used
 - iii. At the beginning of the game, ref throws the balls to initiate game play
 - iv. Players will then pick up the balls – they are ONLY permitted to walk 3 steps max. from the spot they picked up the ball, then throw the ball
 - v. Players WITHOUT the ball are permitted to run as they please
 - vi. If a player is hit, they are out for the rest of the game
 - vii. If a player catches the ball, the thrower is out (even if they are on the same team)
 - viii. Once the players are reduced to a low number, they may be permitted to take more steps with the ball (at the ref's discretion)
 - ix. The game ends ONLY when 1 person is left standing (or only people from 1 team)

*Teams without the minimum players will forfeit after 10 minutes from their designated start time

****All teams make the playoffs at the end of the season (unless you forfeit 2x)****