



Cloth Drop-in Rules

STARTING THE GAME

- Teams will consist of six players with a minimum of two females and two males to start.
- Play begins with all players positioned behind their team's back line.
- In the event of a false start the center ball will go to the opponent and the teams are reset.
- The official will yell "Dodgeball" to initiate the opening rush where both teams rush to center court and attempt to retrieve the two balls to their left which are designated for their team and the one ball in the center (which is open to either team).
- A maximum of 3 players per team are allowed to rush for the balls, but at least one person from each team must Rush.
- When retrieving the 2 balls on their right, one foot of the player is allowed to cross the center line.
- Players rushing for the center ball are not allowed to put their feet across or onto the centre line while trying to gain possession of the ball.
- During the rush, any ball retrieved from the neutral zone must be returned behind the attack line "checked" before it may be thrown at an opponent.

GAME PLAY

- The advantaged team (team with more balls) has 5 seconds to make an offensive play by throwing a ball(s) to give the other team the advantage.
- If a player is hit by a live ball (a ball that is thrown by a player of the opposing team and before it hits the floor or wall) they are out and must exit the play area into the sidelines.
- If a player's "live ball" is caught, the thrower is out and must exit the play area into the sidelines.
- Upon being deemed OUT an exiting PLAYER should raise a hand over their head. This signals that they're OUT and leaving the court, it also helps to prevent late hits and protects the PLAYERS head as they exit.
- Out players must stay in the same order in which they were eliminated.
- Out players can stand along the sidelines and can return balls to their active players but cannot reach for balls in play; the balls must be out of bounds. Your team sideline goes all the way to the centre court.
- If a player dodges and both feet land out of bounds or if the player goes over the centre line they are out. The opposing team DOES NOT get a player in for the out.
- A player can hold a ball to deflect other balls. A deflected ball is still live until it hits the ground or wall.
- A ball deflected into a player's body or into a teammate and if it is not caught before it hits the ground will result in an out.



- When a PLAYER uses a ball to BLOCK a THROWN ball, their hands to the wrist are considered to be part of the ball any contact on the hand before the wrist is not a HIT
- A player may re-enter the game for a HIT or a CATCH (if a player from their team catches a “live ball” or hits a player on the opposing team. Up to a maximum of 6 players).
- A PLAYER shall be deemed OUT when hit by a LIVE BALL:
 - on any part of the body including hair or any article of clothing
 - rebounding off of another PLAYER on the court.
 - rebounding off of another ball including balls blocked by opponents and/or teammates.
 - rebounding off of a ball lying on court.
- A PLAYER shall be deemed out when the ball is caught:
 - IN FLIGHT by a defending PLAYER.
 - after rebounding off of another PLAYER by a defending PLAYER.
 - after rebounding off a ball lying on the court by a defending PLAYER.
- When a player jumps to make a CATCH, the CATCH is complete once the player has control of the ball. Any subsequent actions, such as being HIT by another ball or landing OUT OF BOUNDS will be seen as a separate action which happens after the CATCH and the PLAYER will be OUT.
- TRAPPING is the act of catching an IN-FLIGHT ball by pinning it between a wall, floor, or other object that would otherwise render it a DEAD BALL. TRAPPING is not considered a valid CATCH and the PLAYER executing the trap is deemed OUT.
- Players are active as soon as both feet are on the court.
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OTHER

- Balls may only be THROWN. A THROW may be performed with one or both hands and be overhand, underhand, side arm or chest push/throw. Intentionally kicking or spiking a ball will result in an OUT for the offending PLAYER.
- The act of intentionally stalling the game is illegal. When a team has possession of the majority of the balls in play they have 5 seconds to make an attempt with the balls in their possession from the moment a MATCH OFFICIAL has called on them to “Play Ball”
 - Once a TEAM has or can have possession of the majority of the balls in play the MATCH OFFICIALS will allow them a count of 5 seconds to make an ATTEMPT if the MATCH OFFICIALS believe the TEAM to be intentionally stalling they will call “Play Ball”
- Teams are allowed to retain possession of only one of the balls considered to be in their possession at the time they were instructed to “Play Ball”
- If PLAYERS fail to make an ATTEMPT on the opposing team within 5 seconds, all offensive BALLS are forfeited to the defensive team.



- In situations where there are more dodgeballs on their side of the court than there are PLAYERS, all PLAYERS must make attempts within 5 seconds, until the opposing team has the majority of the balls; for example: a TEAM has 2 PLAYERS left on court and they have all 5 balls in their possession, the PLAYERS must both throw balls and this would still mean they had most of the balls and they would have to both throw 1 more dodgeball within another 5 seconds.