

WPFGB ABRIDGED RULES - DODGE BALL – Page 1

GUIDING BODIES

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EVENTS

Dodge Ball is an Open Unisex (18+) event.

Team rosters are limited to a minimum of 6 and a maximum of 10 players. There will be a maximum of 6 players per team on the court at the start of each game. The “starting” 6 players must play a full game unless an injury prevents one of the 6 “starting” players from competing.

SCHEDULING

In order to maximize the number of games played, the desired format is a round robin tournament followed by a double elimination medal round.

EQUIPMENT

An officially sanctioned ball as set forth by the International Dodge-Ball Federation will be provided by the Host.

GENERAL SPORTS RULES for Dodge Ball

Games will last 5 minutes or will be over when all players from an opposing team have been ruled out.

There will be no more than 6 active players per team on the court at one time.

Uniforms - Each team shall wear the same color shirts with a number of one or two digits unique from other players on the same team. The number 00 and 0 are not allowed as they conflict with ‘Box Score’ and many other stats software. There is no penalty for incorrect or duplicate numbers. Correct when found and continue play.

Play begins upon the head official’s/referee’s signal.

Teams will begin on their designated side. All players must begin the game touching the back wall or line of their designated side.

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Play begins with the “rush.”

- The rush occurs at the beginning of each game or reset.
- 6 balls will be lined up along the centerline in 2 groups of 3. Each group of 3 is placed at opposite ends of the centerline, in front of the referees. Each team will rush for the 3 balls on the right side of their court.
- Upon the official’s signal, both teams rush to center court to retrieve the 3 balls to their right initially. An opposing team’s balls at the centerline can be taken once all of your own team’s balls are activated.
- A team may rush with as many or as few players as it wants, but at least 1 person from each team has to rush.
- There is no limit to how many balls an individual player may retrieve.
- Players may not slide or dive headfirst into the neutral zone or they will be called out.
- Crossing over the neutral zone will result in an “out.”
- Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.

Putting a Ball in Play

- The player and the ball must go completely behind the attack line. During the rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that has not crossed the attack line is considered a dead ball, any hits or catches are voided plays.

There are several ways to put a ball in play following a rush:

- A player carries the ball across the attack line.
- A player passes the ball to a teammate who is behind or carries it across the attack line.
- A player rebounds a ball off the back wall of a closed court

Headshots: To simplify the game, all headshots count. However, we do not condone intentional headshots. CPAF reserves the right to discipline players if there are repeated violations or if the single violation is severe.

A high throw that does not hit a player results in a continuation in play with no player being called out.

A player that is struck by a thrown ball before the ball hits the ground/wall is out. If a ball hits 2 players on the fly before touching the ground/wall, both players are out.

If a player catches a thrown ball on the fly, the thrower is out and the catching team will get back 1 of their out players (using the First Out, First In rule). If no one has been put out prior to a caught ball, no one enters for the catching team.

If a player is struck with a ball and a teammate catches that same ball on the fly, the struck player is safe and the thrower is ruled out. The catching team may get an out player back using the First Out, First In rule.

If a thrower gets hit on the fly from his own throw (thrower is so close to a target that his throw hits the opposing player, bounces off and then hits the thrower, bouncing off of him as well), both the thrower and the targeted player are out.

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If a ball touches an inanimate object, including a held ball, the ball is declared dead. No plays can be made on this ball while it is on the fly. No catches, no outs.

Blocking a ball with a ball is acceptable. A held ball is considered an inanimate object.

Players have 5 seconds from the time they pick a ball up to throw the ball. No stalling. The time of possession is left up to the Head Official/Referee to determine. Violation of the stalling rule will result in the forfeiture of the ball to the opposing team.

Once 1 team gets all members of the opposing team out, they are declared the winner of the game.

At the end of 5 minutes, if neither team completely loses their players, the team with the most players remaining will be declared the winner. If both teams have an equal number of players remaining, play will continue until the next player from either team is eliminated.

Protests shall be lodged with the Sport Coordinator. Competitors shall adhere to the General Sports Rules regarding procedures of Protest and Appeal.

Protests will not be received or considered if they are based solely on a “call” made by an umpire.

Players, coaches, managers or other team members will not make disparaging or insulting remarks to or about opposing players, officials or spectators; or commit other acts that could be considered unsportsmanlike conduct. This includes behavior on and off the field at the venue site. The penalty for violations by a player is, at minimum, prompt ejection of the offender from the game. The offender must leave the field or spectator area immediately. If the offender refuses to leave, his/her team will forfeit that game. Penalties may also include suspension from following games. If a player is ejected from the last game of the tournament, the player may be suspended from future games in the following years. Severe offences may result in being suspended temporarily or permanently from future United States Police and Fire Championships.

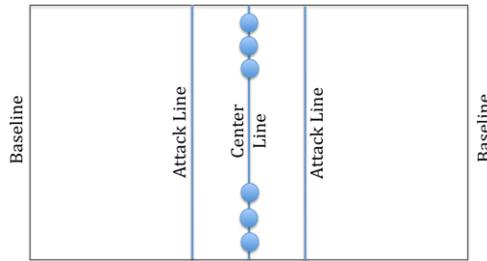
A MANDATORY COACHES/MANAGERS MEETING WILL BE HELD PRIOR TO THE START OF THE TOURNAMENT. A coach/manager or representative from each team must be present at this meeting. The Sport Coordinator, Assistant Sports Coordinator and the Umpire-in-Chief for the tournament will discuss rules and answer any questions.

TEAM REPRESENTATIVES WILL SUBMIT THEIR FINAL SIGNED TEAM ROSTERS AT THE COACHES/MANAGERS MEETING. NO ADDITIONAL PLAYERS WILL BE ALLOWED TO BE ADDED TO THE ROSTER AFTER THIS MEETING.

Competitors are prohibited from consuming alcoholic beverages during competition and alcoholic beverages are prohibited from any area affected by competition before and during the event.

Any competitor who is found to have breached any of the rules of this sport shall be subject to disqualification.

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The court is divided into two 30' X 30' areas, with a 4' X 30' neutral zone located at center court separating the two sides, an attack line located parallel and 10' from the center line, for a total court length of 60' from endline to endline, and a total width of 30' from sideline to sideline.