Ashland University  
Department of Recreational Services  
Midnight Dodgeball Rules  
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TEAMS
- Teams consist of 8 players
- Teams can have more than 8 players on their roster, but only 8 play at a time.
- If a team has more than 8 players, the extra plays will line up with the supervisor to enter on caught balls.
- Teams can start with 7 players, no less.
- All players on rosters must be signed in before the end of the first game to play the rest of the tournament.

THE FIELD
- Two gym courts (or MAC) will be utilized for the tournament.
- Cones will be placed on the center lines.
- All players must remain within boundary lines during play.
- Players may only leave the court of play to retrieve stray balls.

EQUIPMENT
- Recreational Services will provide the 14 game balls (7 per court).
- Participants must wear athletic shoes and athletic attire.
- No jewelry
- No hats

THE GAME
- Games begin with 3 balls placed along the center line on the left and right side of the court and 1 in the middle (7 balls total).
- To begin the game, players must lineup behind the end line.
- Following a signal by the official (to start the game), teams approach the centerline to retrieve the balls. On the initial “charge,” players may have one foot on the other side. After initial charge, players may not cross the center line. If they do they are OUT.
- Players can only use their hands to pick up the balls.
- Players “charging” are not eligible to hit, or be hit, until they cross behind their own ¾ line (red line).
- Players cannot squeeze or manipulate the ball to alter their throw, they will be called out by the official.
- Once a ball is retrieved from out of bounds, the player who picked up the ball must re-enter the game from the end line.
- The first team to legally eliminate all opposing players will be declared the winner.
- 7-minute time limit for each match.
With 1 minute remaining in the match, no one may re-enter, and players may advance to their opponents ¾ line (red line).

If neither team has been eliminated at the end of 7 minutes, the team with the most players remaining will win.

Should the game end in a tie, overtime will ensue.

The object of the game is to eliminate all opposing players by getting them “OUT”. This may be done by:

- Hitting an opposing player with a thrown ball before the ball hits the floor. “Head shots” are legal unless intentional, or avoidable. If deemed so, the thrower is out.
- Legal throws include overhand and underhand.
  - Players are not permitted to kick, punch, head, or elbow the ball.
- Thrower is out if the ball is caught before it touches the ground.
- If a ball is thrown and hits the floor before hitting a person, then they are NOT out.
- If a ball hits the basketball hoops, ceiling, or wall and then hits a player, they are NOT out. Once a ball makes contact with hoops, ceiling, floor or wall, the ball is dead.
- A player may use a ball to deflect one thrown at them, should they drop the possessed ball, they are out.
- If a thrown ball is deflected by the use of another ball, the thrown ball is dead.
- A player struck by a thrown ball remains in the game if he/she catches the ball or if it is caught by a teammate before it touches the ground.
- If a player is hit, and a teammate attempts to catch the deflected ball, and drops the ball both players are “out.”
- If a player is hit and a teammate catches the ball, the thrower is “out.”
- If a player is hit and the ball strikes another player, but is not attempted to be caught by the second player, only the first player hit is “out.”
- If a player catches a thrown ball before it hits the ground, they must have both feet inside the boundary lines for it to be a “caught ball”. If a player catches a ball and runs out of bounds, then it is not considered a “caught ball”.

As players are eliminated, they will form a line along the boundary line (by the supervisor of the court) in the order in which they were thrown out. Re-entry will be done according to the next member in line. In order to re-enter the game, the opponent must catch a ball thrown by the opposing team before it touches the ground. Only one person can re-enter at a time. If the ball is caught outside the boundary lines, the ball is considered out of bounds, no one may re-enter the game. Players need to re-enter the game from behind the back boundary line.

A player on your team can be handed a ball provided the player receiving the ball remains completely within their team’s boundaries. Players may not be handed a ball while standing out of bounds.

A player that is hit outside the boundary line is not considered “OUT”, but if a player is hit inside the boundary lines and lands outside the boundary lines, the person is still considered to be “OUT”. If any players go outside of the boundary line except to retrieve balls they are “OUT”. No timeouts will be allowed during the game, except for injury or if the supervisor calls a time-out.
When a team gets down to 1 player, the opposing team has 30 seconds to eliminate that player. If after 30 seconds that player has been able to remain in the game, then one player from his/her team may re-enter. Each team is allowed to do this one time in a given match. **The player that is left has 30 seconds to throw 2 balls at the opposing team. If they fail to do this the match is over and the other team wins.** If the team comes down to a one on one situation and neither team has used the 30 second rule, no players may re-enter and the game finishes out one on one. However, if one team has already used the 30 second rule the other team may also use the 30 second rule during one on one play.

**Overtime**
In the case of an equal number of players remaining after regulation time has ended, a 3-minute sudden death overtime period will be played. All overtime periods will begin in the same fashion as the game began. In all overtime periods, the first team to legally eliminate any one player will be declared the winner. At the end of each overtime period, if no player has been eliminated, an additional 3-minute sudden death period will take place.

**Stalling**
The following procedure will be used to prevent “stalling”:
A team trailing during a regulation game must be given the opportunity to eliminate an opposing player. This requires a ball to be at the disposal of the trailing team. It is illegal for the team leading to control all of the balls for more than 5 seconds. The team that is leading must make a legitimate effort at the end of the **5 seconds** to get at least one ball across the attack line and into the opponent’s court. If this is not done within 5 seconds, then a “5 second violation” will be called.

**Penalty for 5 second violation:** stoppage of play and balls will be divided evenly between the teams. Play will continue with “balls in hand” and the players remaining must be against the back wall with one hand on the wall to re-start the game. The supervisors will then signal a whistle to start the game up again. **If anyone picks up a ball they must make an attempt within 5 seconds to eliminate an opponent.**

**Officials**
The officials will be on-site to:
- Start the game
- Rule a person “OUT”
- Judge caught balls
- Eliminate players
- Out-of-bounds
- Re-entries
- Keeping time

**Tournament Play**
Divisions for this tournament include Men’s, Women’s, and Co-Rec. The tournament will be a round-robin format and then a single elimination tournament.

**Protests**
Protests will only be accepted for rule interpretation and player eligibility. A protest must be turned in at the time that the protest happens or before the game is over.
Code of Conduct

1. Understand, appreciate, and abide by the rules of the game.
2. Respect the integrity and judgment of the game officials and the Rec Services staff.
3. Respect your opponent and congratulate them in a courteous manner following each match.
4. Be responsible for your own actions and maintain self-control.
5. Do not use foul or abusive language. The supervisors have the right to ask you to leave the gym.
6. If anyone is ejected from a game they are automatically out of the next match. The Rec Services staff on site will determine the severity of the ejection and could eliminate players from the entire tournament.
7. The Honor Code is highly encouraged at all times for all players.