

The Court

- The official dimensions for a regulation court are as follows:
- 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.
- Approximately 2'-3' should be allotted for an out of bound area, allowing officials to move freely along the sidelines.
- The Queue for each team is a 3' X 12' area, and should be located 2'-3' from the sideline, leaving enough room for an official to move free along the sideline.
- Every effort should be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.

Equipment

- 6 regulation 7" inch gator skin balls will be used. BTG Sports will provide game balls.
- Players are encouraged to wear any protective gear that they feel is necessary for their own safety, this can include head, eye and mouth protection.

Players & Rosters

- Teams consist of six players on the court at one time. There is no limit to the number of players that you can have on the roster.
- A team that registered as a full team may bring in additional players that are not listed on the roster. They must fill out a waiver prior to playing and pay \$35.00 registration fee.
- A full team on the court consists of 6 players with a minimum of 2 females.
- The minimum amount of players required in order to not forfeit is: 4 players including at least 1 female.
- If you only have 1 female player, the maximum number of male players allowed on the court is 3.
- A team that registered as a full team may bring in additional players that are not listed on the roster. They must fill out a waiver prior to playing and pay \$35.00 registration fee.

Waivers

- All players must sign a waiver every season before playing their first game.
- The waiver outlines the BTG Sports liability and sportsmanship policies.

Substitutions

Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.

Forfeits

- At game time any teams not meeting the minimum player requirements will forfeit the game.
- Forfeits are recorded as 8-0
- If a team forfeits, the fee is \$50. Teams must provide the fee before their next game.
- If a team fails to pay on time their next game will be played, but will be recorded as a loss to them with a score equal to the default score. The actual score of the match will be applied to their opponent.
- If a team forfeits on a second night, their status in the league will be under review.

Game Format

- Each match is 60 minutes long including a 5 minute warm-up and a 5 minute half time.
- A match consists of as many games that can be completed in the 50 minutes of playing time. No single game can exceed 5 minutes. No game will start with less than 5 minutes remaining in the match.
- A game is won when one team eliminates all opposing players on the court. Points will be awarded for the following: Win=2 point Tie=1 point Lose=0 points.
- If the 5 minute time limit is reached, the team with the most players remaining wins the game.
- If the 5 minute time limit is reached and both teams have the same number of players on the court, the "sudden death" rule will be in effect. All eliminated players return to the court, the game is restarted, and the first team to have a player eliminated loses the game.
- For regular season games, if the match ends and both teams have the same amount of games won, the match will be recorded as a tie.

Beginning Play

Play begins with all players positioned behind their team's endline. BTG officials will start the match by shouting "ready, set, dodge ball".

The Rush

- The Rush occurs at the beginning of each game or reset.
- Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
- A team may rush with as many or as few players as it wants, but at least one 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 head first 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 hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.

There are several ways to put a ball into play following a Rush.

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

Time Outs

There are no team time outs

Outs

- Player shall be deemed "out" when a live ball hits any part of the player's body, clothing, or uniform.
- If a player is hit by a live ball rebounding off another player or ball lying on the court.
- A defending player catches a live ball they have thrown
- Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").

Live Balls

- A ball is live once a player gains possession and until the ball touches anything other than an active player (floor, wall, spectator, benches, etc.) with the exception of when it touches a ball held by an active player, in which case the ball is still live.
- Possession is gained when a player picks up a ball or catches a ball.

Dead Balls

- A ball is dead once it hits anything other than an active player with the exception of when it touches another ball being held by an active player, in which case the ball is still live.
- A player can direct a dead ball with either a ball in their possession or with their feet.
- If two balls collide in mid-air they are both considered dead.

Blocking

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
- Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

Stalling

- The act of intentionally delaying the game.
- If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referee's discretion, player or team will lose possession of all balls on their side.
- If both teams are stalling a reset should occur

Out of Bounds Rule

- If any part of the player's body touches the end lines or far neutral zone line, the player shall be deemed "out".
- Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior going out of bounds while the player maintains at least one foot in bounds.

Neutral Zone Rule

The neutral zone is a 4' by 30' area centered around the centerline. A player may safely step into the neutral zone but not across. Any player crossing over the neutral zone is deemed "out."

Sacrifice Fly

An airborne attack, where an attacking player may legally cross the neutral zone to hit an opponent but the ball must leave the attacker's hand before any part of the attacker's body touches the opponent's territory. If successful, the player hit is out and Attacking player remains in.

Headshots

- A headshot occurs when a player is hit directly in the head by a high thrown ball.
- Any thrower committing a headshot will be deemed "out."

Uniforms

- Each player must wear BTG approved dodge ball gear.

BTG Sports Code of Conduct

- Understand, appreciate and abide by the rules of the game.
- Respect the integrity and judgment of game officials and BTG staff.
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents and refrain from using foul or abusive language.