



3D Dodgeball

Waiver Policy:

You MUST have signed an SBS and SkyZone waiver in order to participate in the league.

Teams:

Games are played 8 on 8 and you must have a minimum of 2 females and 2 males on the courts to start the game. You must have at least 5 players or else you will forfeit your game. If you are short players you can borrow players from other teams.

Gameplay:

The object is to have the last player standing at the end of the time limit. This is accomplished by getting players OUT as explained below.

There is no time limit per game; however, each game will last for approximately 3-4 minutes.

Each team will start behind their respective end lines until the referee blows the start whistle. At the start of each game, six balls will be placed in the "Neutral Zone", three on the left and three on the right. When the whistle blows your team may send a maximum of 3 players after the three balls on your teams' right. You may not throw a ball until the ball possessor's feet are behind the dividing pad between your teams trampolines. After the initial start, you may throw as you please.

The "neutral" zone area is the tumble track area between the two red pads that divides the playing field in half. A player may go in this area to retrieve a ball, but may not throw from in this area. However, a player will be ruled out by the official if he/she crosses over into the other team's zone or if he/she is hit with a ball while in the "neutral" zone.

If a player intentionally ducks (moving into the path) into an oncoming ball and consequently gets hit in the head, they will be ruled out. If they are moving in a manner to block their body with their head, and gets hit in the head, they will be ruled out.

The referee will call you OUT for the following reasons:

- A ball, thrown by an opposing player, hits you below the neck, and is not caught by you.
- The opposing player catches a ball that you have thrown

- If you have a ball in your hand that you attempt to deflect with, and the force of your opponents throw forces your own ball out of your hands - you are OUT.
- If you or your team holds a ball for more than 15 seconds, this is considered a delay of the game. The last person holding this ball must roll the ball on the floor to the opposing team and is considered OUT. This will be implemented at the discretion of the Referee.

You are not OUT if the ball hits anything or anyone else before it hits you (unless it's a ball you're holding).

If an oncoming ball is deflected or skims a ball that a player is holding in defense, but subsequently still hits them, they will be ruled as out (unless they catch it – which will force the offensive player out).

If an oncoming ball is totally deflected away from the defensive player with a ball in his/her hand and hits another player, wall, floor, ceiling, etc, then nothing happens and no one is out.

Suicides are never allowed in 3D Dodgeball.

