

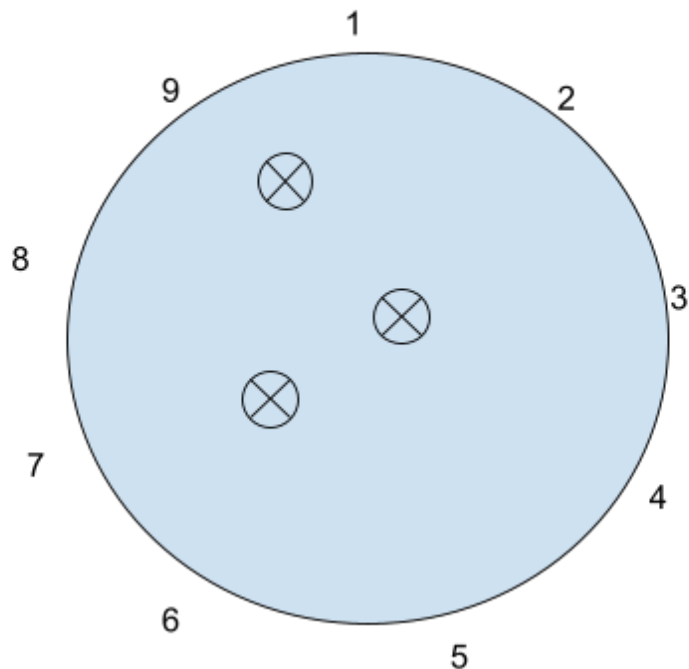
RULEBOOK

1. Teams and formation in Dodgeball

Two teams each having 9 players each out of which 1 should be girl and 3 substitute will compete for 4 halves of 5 minute each.

A Team will play 2 half as Attacker and 2 half as dodger.

2. The Play



9 Attacker will stand outside the circle and 3 dodger will be inside the circle.

Attacker: Goal of attacker is to hit dodger with the ball.

Dodger: They have to avoid getting hit by the ball and stay in play as long as possible while staying inside the circle.

There will be 2 - 3 referee and their decision will be final.

- Players must stay in playing area when game is in progress.
- Dodger must immediately leave playing circle if ball touches them/ they are given out by referee.
- Dodgers must line up in resurrection line in order that they went out, in middle of a group of dodger can't be changed.

3. Scoring points in Dodgeball

- Two teams will compete against each other in attacking(Attackers) and defending positions(Dodgers).
- The defending team will send batches of 3 members(Dodger) into the ring.
- The attacking team will throw the ball towards the defending individuals, whilst the defending team will try to dodge the ball.
- If the ball hits 1 defending individual, the attacking team will be awarded 1 point and the defending individual will be sent out of the ring.
- Likewise, the attacking team has to eliminate all 3 members of the batch to score 3 points.
- Once the 1st batch is out, 2nd batch of 3 individuals from defending team will step into the ring.
- The same process is repeated until time runs out.
- The goal is the score as much points as possible in the given time. The team with maximum points wins.
- Eliminating all 9 player of other team will result in 1 points (1 dodger out + 1 all out bonus point).

Foul and Technical Points

1. If an Attacker steps inside the playing circle while catching or throwing the ball, it will be considered a foul, they will have to take the ball and throw it to player on their right for ball i.e **right pass**, to be considered live again.
2. If a defender steps outside the playing circle, they will be considered out.
3. Once ball hits a dodger the ball it will be considered dead. Only one dodger can be eliminated in one throw.
4. Kicking the ball is prohibited and will result in technical point for other team.
5. Dodger is not allowed to hold the ball, holding the ball to stall play will be considered foul. Technical point will be awarded to attacking team.
6. Dodger must immediately leave playing circle if ball touches them/ they are given out by referee, intentional delay will lead to penalty point.
7. If the ball leaves the attacker area, they will have to take the ball and throw it to player on their right for ball i.e **right pass**, to be considered live again.

Code of Conduct

- No intentional harm should be done to other players. This will lead to warning on first offense and disqualification of player/team on further offense.
- There shouldn't be dangerous play (Aiming for above neck of dodger)
- The decision of referee is final and shall be respected.
- No fighting/bullying/ Name-calling will be tolerated. Sportsmanship should be maintained.
- NO outside coaching is allowed by other players while game is in progress.

First offense : Warning to player

Second offense: Removal of player from game.

Third offense (by anyone on team) : Disqualification of team

Active/Live Ball

Live ball: A live ball is ball that hasn't touched anything(floor, ground, other dodger), a dodger will only be considered out when touched by live ball.

1. Some foul happens the ball have to be activated by attacker by passing it to the attacker on their right.
2. Once a ball hits a dodger or ground it will be considered dead ball, until a attacker picks it and throws it.
3. If ball stops inside circle, attacker can retrieve it but must activate it by passing it to attacker on their right after leaving the circle.
4. If ball leaves the square playing area, attacker should go to end cone and get ball and activate it by passing it to attacker on their right.
5. If ball leaves playing area and is returned by audience that ball will be considered dead. Attacker has to get new ball from end cone.

Injury

If both girl player of team (active+ substitute) are injured, they shall continue the play with 8 players only for rest of the game.