

3.4.2 Throws, Hits, and Blocks

3.4.2.1 *Direct Throw* - Any ball thrown by a live player is considered a directly thrown ball.

3.4.2.1.1 Direct Throws are considered Live balls, until they are deemed dead. If the Thrower is deemed out after the Throw was made, the Throw is still considered Live and may cause a Direct Hit.

3.4.2.1.2 If any thrown ball comes into contact with an unpossessed ball, or with a ricochet off a teammate-possessed ball [3.4.2.3.5], both balls are considered dead.

3.4.2.1.2.1 Ways in which a ball may become Dead:

4.3.2.1.2.1.1 Ball comes into contact with a dead player,

4.3.2.1.2.1.2 Ball comes into contact with any surface of the court or environment,

4.3.2.1.2.1.3 Ball comes into contact with a teammate [Siblicide 3.4.2.1.3],

4.3.2.1.2.1.4 Ball comes into contact with another Direct Throw from the opposing side in midair [Higgs Boson 3.3.4.3.2],

4.3.2.1.2.1.4.1 Multiple Direct Throws from Teammates that collide in midair enroute to their destination are considered live until they are Dead;

4.3.2.1.2.1.5 Ball becomes Trapped [2.1.6],

4.3.2.1.2.1.6 Ball becomes secured by any type of Catch [2.1.10],

4.3.2.1.2.1.7 Ball comes into contact with an unpossessed ball, or

4.3.2.1.2.1.8 Ball comes into contact with the possessed ball of a teammate immediately after contact with a Directly Thrown ball [3.4.2.1].

3.4.2.1.3 *Siblicide* - If a thrown ball comes in contact with a teammate of the Thrower, the ball is ruled dead.

3.4.2.2 *Direct Hit* - If a Target is struck on any part of their body or clothing with a directly thrown ball, and fails to complete a catch [3.4.1 Catches], the Target and only the Target is ruled out.

3.4.2.2.1 If a Direct Throw connects with a Target, any Direct Throws or Direct Catches made by the Target are valid until the original ricocheted Direct Hit becomes dead.

3.4.2.2.2 - There can only be up-to one (1) out per throw. There is no situation in which one throw can directly result in more than one out on the opposing team.

3.4.2.3 *Blocking* - A Target may use any dodgeball to block any thrown ball, but the blocking dodgeball(s) must remain secure.

3.4.2.3.1 If a blocking ball becomes dislodged, the Target must regain possession before the ball becomes dead. Failure results in a Loss of Possession [3.4.3.1] and the Target is ruled out.

3.4.2.3.2 Balls may be thrown into the flight path of a direct throw in order to make a block, but the blocking ball must make enough clearance so as not to be confused as a Loss of Possession.

3.4.2.3.3 If a thrown ball makes contact with a Target's blocking ball, and is then caught by the original Target, it is considered a Direct Catch [3.4.1.1].

3.4.2.3.4 - If a thrown ball makes contact with a Target's blocking ball, makes contact with the Target, then touches the court, the Target is out.

3.4.2.3.4.1 - If a thrown ball makes contact with a Target's blocking ball, makes contact with the Target, and is then caught by a Teammate, the ruling is a Team Catch [3.4.1.2].

3.4.2.3.4.2 - If a thrown ball makes contact with a Target's blocking ball, makes contact with the Target, then makes contact with a Teammate, and is then caught by the original Target, the ruling is a Team Catch [3.4.1.2].

3.4.2.3.5 - If a thrown ball makes contact with a Target's blocking ball, then makes contact with a Teammate, this is considered a clean block. Only the player who originally made the block is at risk for becoming out on a throw that makes contact with a possessed ball.

3.4.2.3.5.1 - If a thrown ball makes contact with a Target's blocking ball, then makes contact with a Teammate, and is then caught by the original Target, the ball is ruled dead upon contact with the Teammate, thus this is a clean block and there is no Team Catch.

3.4.3 Loss of Possession

3.4.3.1 If a Target has secured a ball and that ball is knocked out of possession by an opponent's directly thrown ball, the Target and only the Target must regain possession before the ball becomes dead. Failure results in a Loss of Possession and the Target is ruled out.

3.4.3.2 *Stripping* - Unnecessary roughness will result in the offending player to be ruled out. Players may not attempt to steal possession of a ball from an opponent's hands. If a player strips, or attempts to strip a ball securely possessed by an opponent, the Official shall signal that the offending player is out.

3.4.3.2.1 *Possession Contention* - If two players pick up a ball at the same time and neither player secures possession after two seconds, an Official shall instruct both players to drop the ball and back away towards the Baseline, then place the ball where it was located prior to the players' contesting possession.

3.4.4 Boundary Violations

3.4.4.1 *Out of Bounds* - One point of bodily contact inside the boundary lines must be maintained; if all points of bodily contact are outside the boundary lines, the player is ruled out.

3.4.4.1.1 *Catching* - A Catcher must maintain one point of bodily contact in bounds in order for a Catch to count.

3.4.4.2 *Neutral Zone* - A player may cross Halcourt and move up to the opposite Attack Line, but any player that makes contact beyond the Attack Line, with any part of their body, is ruled out. Attack Lines extended indefinitely beyond the Sidelines.

3.4.4.3 *Suicides* - If a player jumps from the neutral zone, over the Attack Line, and throws their ball before landing out of bounds, the Thrower's ball acts as a directly thrown ball and may cause a direct hit. The Thrower is ruled out once they contact the ground; any dodgeballs secured in their possession are ruled dead when they land out of bounds.

3.4.4.4 *Coming in from the Jail* - After a Catch has been made, players have five (5) seconds to enter the court through the baseline. Players are not considered live until they fully enter the court through the baseline.

3.4.4.4.1 Any player who enters play through the sideline is ruled out by boundary violation.

3.4.4.4.2 A Player coming in from the Jail may not intentionally touch a Ball before entering play. Intentionally touching or securing a Ball declares that Player live but standing out of bounds, therefore that player would be ruled out.

3.4.5 Dead Player Involvement

3.4.5.1 Upon being ruled out, the recently deceased should immediately raise their hand and leave the court in the quickest and least intrusive way possible.

3.4.5.2 *The Death Touch* - No dead player can be involved in a play. If a live ball contacts a dead player, the ball becomes dead. Intentionally disrupting play as a dead player will result in a penalty.

3.6 Conduct

3.6.1 *Players* - It is the Player's responsibility to follow the Spirit of Dodgeball. If a player is hit, it is their responsibility, and part of the Spirit of the Game, to excuse themselves from play and head to the Jail. Intentionally staying in, because an Official has not called the Player out, degrades the faculty of the game and its underlying sportsmanship.

3.6.2 *Captains & Coaches* - The leadership of the team is as crucial to enforcing the rules as the Officiating Crew. They are responsible for helping curb any disruptive play before it becomes a problem that needs to be dealt with by an Official.

3.6.3 *Officials & Staff* - Aside from taking care of supportive tasks like timing the game and ensuring a safe gameplay environment, the Officials are present to help ensure the match is fair.