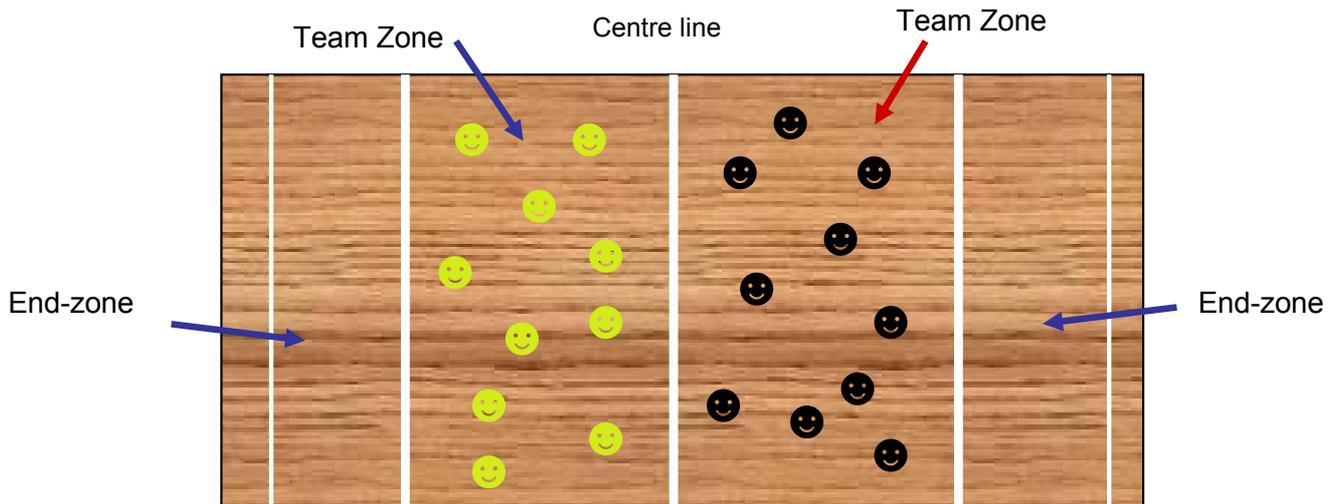


# Dodgeball

Your hall/gym should be set up as follows:

The centre line should go right across the middle of your hall. (I use masking tape, it comes up easily)

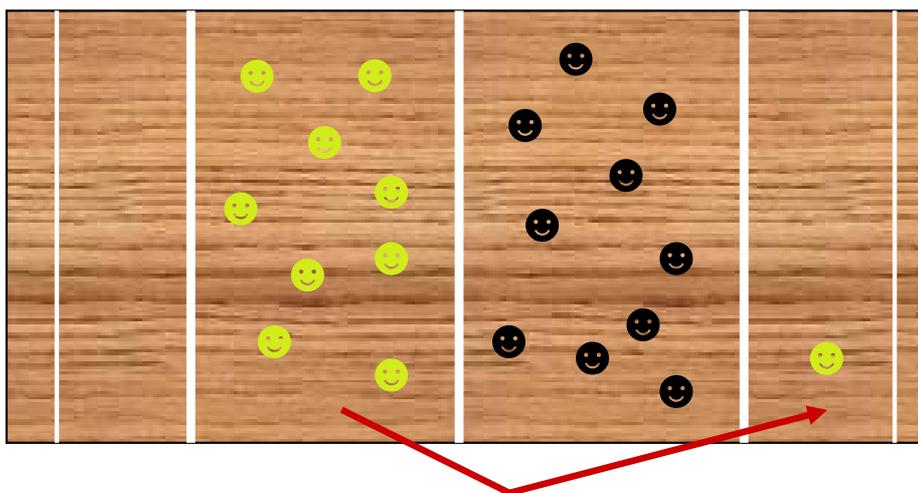
You should then have two lines either side of the centre line (approx 10 metres from the centre line). This is the team zone where all players should start the match.



Behind each team zone should be an end-zone, for players that have been eliminated to stand and continue playing.

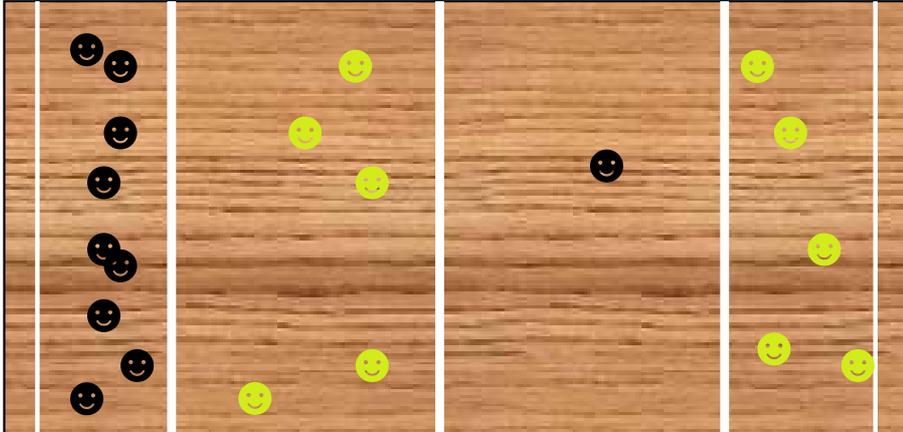
## Rules for Playing.

1. Start game with basketball style tip off, where players try to tip the ball back to their own team.
2. Try to eliminate opposition by hitting them with the ball below the waist.



3. If a player is hit by the ball, they go to the end-zone behind the opposition and continue trying to eliminate the opposing team. (It doesn't matter if the ball strikes players once they are in the end-zone, they continue to play)

4. The team that eliminates all the opposition 1<sup>st</sup> is the winner.



## Points to note:

- Blocking is not allowed.
- You are allowed to catch the ball.
- if a player tries to catch a ball and drops it, it is counted as a block and they are out.
- You cannot be out if the ball is thrown by your own team-mate.
- If a player dives to the floor and the ball hits them anywhere on the body they are out.
- If the ball rebounds off a wall and then hits a player, the player is not out.
- If the ball hits one player and rebounds onto the other, they are both out.
- if a player crosses the centre or team zone lines they are out. (players are allowed to retrieve the ball if the end-zone is empty).
- if a player in the end-zone crosses into the team zone whilst throwing or trying to retrieve the ball it is a penalty. As a result, an opponent in the end-zone will be allowed to rejoin their team. (1<sup>st</sup> out 1<sup>st</sup> back in etc).
- The referee's decision is final.