



USA Dodgeball Premier Tour Rules & Regulations

Version 2.0.02

Published June 18, 2025



| | |
|--------------------------------------|----------|
| RULES & REGULATIONS | 4 |
| HONOR SYSTEM | 4 |
| DEFINITIONS | 4 |
| GAMEPLAY | 5 |
| SPECIFICATIONS AND REQUIREMENTS..... | 5 |
| 1. Balls..... | 5 |
| 2. Apparel and Equipment..... | 5 |
| 3. Court..... | 6 |
| 4. Players..... | 7 |
| 5. Team Names..... | 8 |
| OBJECTIVE/POINT SCORING..... | 8 |
| 6. Match..... | 8 |
| 7. Bracket..... | 9 |
| GAME SETUP & FLOW..... | 10 |
| 8. Ball Placement..... | 10 |
| 9. Beginning of Play..... | 10 |
| 10. Opening Rush..... | 10 |
| 11. Ball Activation..... | 11 |
| 12. False Start..... | 11 |
| 13. Burden to Throw..... | 12 |
| 14. Throw Clock..... | 12 |
| 15. Stoppage of Play..... | 13 |
| 16. Ball States..... | 13 |
| 17. Throwing..... | 14 |
| 18. Sequence of Play..... | 14 |
| 19. Ball Collision..... | 14 |
| 20. Hitting..... | 15 |
| 21. Blocking..... | 17 |
| 22. Catching..... | 17 |
| 23. Player Entry..... | 19 |
| 24. Ball Retrieval..... | 20 |
| SPECIAL SCENARIOS..... | 22 |
| 25. Out of Bounds..... | 22 |
| 26. One Versus One..... | 22 |
| 27. No Blocking..... | 23 |
| 28. Pinching..... | 23 |
| 29. Flight Kills..... | 23 |
| 30. Injuries..... | 23 |
| 31. Interference..... | 24 |



| | |
|-----------------------------------|-----------|
| 32. Player Collision..... | 25 |
| 33. Undocumented Rules..... | 25 |
| DISCIPLINARY MEASURES..... | 25 |
| 34. Verbal Warning..... | 25 |
| 35. Blue Card..... | 26 |
| 36. Yellow Card..... | 26 |
| 37. Red Card..... | 27 |
| 38. Ejection..... | 28 |
| 39. Referee Eviction..... | 29 |
| 40. Expulsion..... | 29 |
| 41. Overturning Cards..... | 29 |
| APPENDIX..... | 30 |



RULES & REGULATIONS

Violations of these rules and regulations may result in disciplinary action within the confines of the sport, up to and including removal from play. No refunds are issued for disciplinary actions.

Failure to comply with these rules, regulations, and code of conduct may result in forfeiture of eligibility to participate in USA Dodgeball (USAD) events.

All USAD participants must adhere to the highest ethical standards during play. Repeated violations of the honor system may result in penalty cards and/or removal from competition.

Rules specific to a division are notated in *blue*.

HONOR SYSTEM

In dodgeball, the honor system is crucial to gameplay. Players must exit from play immediately upon being eliminated, regardless of whether a referee has made a call. Players are also responsible for ensuring their teammates exit play when eliminated, even in the absence of a referee's call. Any failure to comply with these self-enforcement requirements constitutes cheating.

****USAD and tournament staff reserve the right to make decisions in the spirit of fairness, even if a strict interpretation of the rules indicates a different ruling.***

DEFINITIONS

| | |
|------------------------|---|
| Live Ball | A ball that has been thrown and can get a player out. |
| Dead Ball | A ball that can no longer get a player out. |
| Dead Object | Anything that is not an active player in bounds or a live ball. |
| Active Player | A player on the roster who is participating in a game. |
| Inactive Player | A player on the roster who is not participating in a game. |
| Live Player | An active player who is not out. |
| Out Player | An active player who has been deemed out. |



| | |
|------------------------|--|
| Entering Player | An active player who is in the process of re-entering play. |
| Exiting Player | An active player who is deemed out and going to the queue. |
| Possession | A ball within a team's half of the court, including areas outside the boundary lines. |
| Control | A ball held by a live player. |
| Short-handed | Starting a game with fewer players on the court. |
| Match | A series of games played between two teams in round robin or bracket play. |
| Burden | The obligation to throw. |
| Ricochet | A live thrown ball that hits a live player or blocking ball and is not yet dead or caught. |

GAMEPLAY

SPECIFICATIONS AND REQUIREMENTS

1. Balls

- a. A game is played with one of the following ball types.
 - i. WDBF-approved foam
 - ii. WDBF-approved cloth
 - iii. USAD-approved no-sting rubber
- b. **Foam & No-sting:** Six balls of identical color
- c. **Cloth:** Five balls of identical color

2. Apparel and Equipment

- a. Team Uniforms
 - i. Numbers on the front and back of uniforms are encouraged but not required.
 - ii. Uniforms must not contain vulgar or hateful content. Those that do may be grounds for eviction from the tournament with no refund if players refuse to remove the inappropriate items.
 - iii. Alternate or warmup uniforms are permitted, provided they are distinct from the opposing team's uniforms.



- iv. Sweatshirts and hoodies are prohibited during play.
- v. Referees must not wear uniforms of teams they are refereeing.
- b. Required Equipment
 - i. Closed-toe athletic shoes with non-marking soles.
 - ii. Team uniform that meets the specifications above.
- c. Permitted Equipment
 - i. Protective gear: Knee pads, elbow pads, braces, and arm sleeves.
 - ii. Head: Non-rigid athletic hats, sweatbands, and jerseys with hoods.
 - iii. Vision: Prescription contacts and protective eyewear (rec specs).
 - iv. Athletic tape (adhesive side must be closed).
 - v. Chalk for hand drying (must be fully absorbed before play).
- d. Prohibited Equipment
 - i. Footwear: Any footwear other than athletic shoes with non-marking soles, including cleats, raised heels, open-toed shoes, or bare feet.
 - ii. Head: Helmets
 - iii. Hand: Gloves of any kind, tar tape
 - iv. Vision: Standard eyeglasses
 - v. Upper body: Sweatshirts and hoodies
 - vi. Other: Any substances that may transfer to game balls
- e. Medical Exemptions
 - i. Players requiring prohibited equipment for medical reasons must:
 - 1. Submit documentation to the tournament staff before play begins.
 - 2. Receive written approval.
 - 3. Acknowledge assumption of any associated risks.
 - ii. Approved exemptions must be documented and available for referee review.

3. Court

- a. Standard Court Dimensions
 - i. The standard playing court measures between 50' x 25' (minimum) and 60' x 30' (maximum, WDBF standard), with a center line evenly separating the two sides of the court. Exact dimensions are dependent on venue space availability.
- b. Attack Line Placement
 - i. **Foam & No-sting:** The attack line (also called the clear line) is marked 10' from the center line on each side of the court, creating a 20' distance from each end line to its respective attack line.



- ii. **Cloth:** The attack line is placed 18' from the center line, creating a 12' distance from each end line to its respective attack line. A neutral zone is marked 6.5' on each side of the center line, positioned 23.5' from each end line.
- c. Ball Placement Markers
 - i. **Foam & No-sting:** Two markers are placed on the center line, positioned 10' from each sideline and perpendicular to the center line. During setup, balls must be positioned between these markers and their respective sidelines. Teams may arrange their three balls within these designated areas as desired.
 - ii. **Cloth:** Ball placement markers are positioned every 5' across the center line to accommodate the 5-ball setup.
- d. Out Queue:
 - i. The queue area for each team is a designated space measuring 3' x 15', positioned 1' from the court's side boundary. The queue's rear edge aligns with the back line of the court. Both team queues must be located on the same side of the court.

4. Players

- a. Team Capacity
 - i. A maximum of 9 players on a team's registered roster for open and women's divisions and 10 players for mixed divisions.
 - ii. A maximum of 5 players of each gender on a team's registered mixed roster.
 - iii. A minimum of 4 players and a maximum of 6 players are allowed to start for each team.
 - 1. Failure to provide a minimum of four players results in forfeiture of a game.
 - 2. For mixed divisions, failure to provide a minimum of 2 players of each gender results in forfeiture of a game. If a team can only provide 2 players of one gender, they may still play with 5 total players. Teams may not play with 4 players of one gender.
 - iv. Players who do not start the game are not valid players to re-enter for catches. They are inactive.
 - 1. Players may only substitute between games or in case of injury.
 - v. All teams must designate a captain and/or a coach to communicate with the referees.
 - 1. Only the captain and/or coach may communicate with the ref. Violation of this policy may result in a Blue Card.



- b. Registration & Membership Requirement
 - i. All players on the court must be registered USAD members for the year in which the event occurs prior to the games starting.
 - 1. Any teams attempting to play with non-USAD members are subject to disciplinary measures including forfeit of match and possible expulsion from tournament with no refund.
 - ii. All players must be registered for the event in which they are participating.
 - iii. Replacement players are allowed as long as they are USAD Members and registered for the event.
 - 1. Replacement players are those who register or replace at the last minute due to injury or dropout.
 - 2. Registration may happen on the day of, if necessary.

5. Team Names

- a. Team names must be appropriate and not be considered derogatory or discriminatory in regard to race, color, religion, sex, sexual orientation, gender identity or expression, age, disability, citizenship, or national origin.
- b. USAD reserves the right to require a team to change its name prior to an event and may decline participation from any team unwilling to comply.

OBJECTIVE/POINT SCORING

6. Match

- a. Before a match starts, the home team (during round robin) or the higher seeded team (during playoffs) must choose which side of the court their team starts on.
- b. A standard round robin match is 20 minutes (game time may vary depending on the event). Teams play as many games as they can within that 20-minute match.
 - i. Timed matches begin whether or not the team is ready.
 - 1. If teams cannot start, refs start games manually, but games still end with the rest of the courts per the schedule.
 - 2. For every full minute a team is late, a point is given to the other team (max of 5 points).
 - ii. To win a game and earn a point, a team must eliminate the entire opposing team.
 - 1. **Cloth:** When game time expires, the team with more active players on the court wins. If there is an equal number of players on each side when the game time expires, it is a tie.
 - iii. At the end of the 20-minute timer, the game is briefly paused. It then



resumes as a no-blocking game with the same players, but balls on the court reset to 3 on each side. The no-blocking game is played for a maximum of 3 minutes. No points are awarded without a clear winner within the time limit.

1. See the “No Blocking” section in *Special Scenarios*.
- iv. **Cloth:** Games have a 3-minute time limit. You still play as many games as possible within the overall 20-minute match. No-block is not played.
 - v. **Cloth:** Wins are worth 2 points, ties 1 point, losses 0 points.
 - vi. **Cloth:** If a game ends with anywhere between 90 seconds and 3 minutes left on the overall match clock, a new game is started. The time limit of the new game aligns with the overall match clock.
 - vii. **Cloth:** If less than 90 seconds remain on the match clock when a game ends, one final game with a 90-second time limit is played.
- c. Teams do not switch sides between games unless noted otherwise by the tournament director.

7. Bracket

- a. Bracket seeding
 - i. At the conclusion of Round Robin, teams are ranked using the following criteria. If multiple teams are tied using the first criteria, the next criteria are used to determine the higher seed. This continues until the tie is broken.
 1. Total Match Wins
 2. Total Match Ties
 3. Total Match Points Scored
 4. Match Points Differential
 5. Head-to-Head Outcome
 6. Coin Flip
- b. A standard bracket is single elimination.
 - i. In the single elimination bracket, all rounds of play are 20-minute matches.
 - ii. In order to win an elimination match, a team must have more points at the end of the set amount of time.
 - iii. **Foam & No-sting:** Each elimination round consists of a 20-minute timer. At the end of the 20-minute timer, the game is briefly paused. It then resumes as a no-blocking game with the same players and balls on the court resetting to 3 on each side. There is no time limit for the no-blocking game.
 - iv. If a winner cannot be determined after the end of the no-blocking game, then a final overtime game is played, lasting a maximum of 3 minutes.
 1. If a winner has not been determined at the end of the



3-minute timer, the game is briefly paused. It then resumes as a no-blocking game with the same players and balls on the court resetting to 3 on each side.

- v. **Cloth:** Elimination rounds consist of a 20-minute timer. Games lasting a maximum of 3 minutes are played. No-block is not played.
 - 1. If a game ends with anywhere between 90 seconds and 3 minutes left on the overall match clock, a new game is started. The time limit of the new game aligns with the overall match clock.
 - 2. If less than 90 seconds remain in the match after a game ends, a final game lasting a maximum of 90 seconds is played.
 - 3. If the score is tied at the end of a match, the match continues into an overtime game lasting a maximum of 3 minutes.
 - 4. If the teams have an equal number of players on the court at the end of the 3 minutes, the game enters sudden death. The first team to eliminate a player from the opposing team wins the match.

GAME SETUP & FLOW

8. Ball Placement

- a. Six inactive balls are lined up on the center line.
- b. 3 balls for each team are placed within the 10' markers on each side of the court.
- c. Players may align their three balls to their liking within the ball placement markers on the center line in a timely manner.
- d. **Cloth:** At the start of a game, five inactive balls are placed on the center line markers, an equal distance apart based on court width.

9. Beginning of Play

- a. Players must start with one foot on the back line and the other foot inside the boundary line.
- b. The referee follows these steps to begin play:
 - i. Call teams to line up and take their places.
 - ii. Verify teams are set by saying "Ready" to each team.
 - iii. Sound the whistle to begin play.

10. Opening Rush

- a. Players are out if they step on the sidelines during the opening rush.
- b. Players may touch or step over the center line to retrieve their team's designated balls.
- c. **Foam & No-sting:** Teams may only retrieve the three designated balls on



their right.

- d. **Cloth:** Teams may only retrieve the two designated balls on their left. The center ball is available for retrieval by both teams.
 - i. Players may not slide or dive to retrieve the center ball.
 - ii. Players may not touch or cross the center line when retrieving the center ball.
 - iii. No physical contact between players is allowed when retrieving the center ball. Any offending player or players will be deemed out. Any incidental contact may not be penalized.
- e. A team may only retrieve their opponent's inactive balls if they have successfully cleared all of their designated balls. The opponent's inactive balls must be brought behind the retrieving team's attack line to become active.
 - i. If a team interferes with their opponent's inactive balls before they have cleared their own, the offending team forfeits all balls to the opposing team. Both teams start at their back line and all balls are activated when the referee restarts the game.

11. Ball Activation

- a. Players must bring their respective balls behind their attack line (aka the clear line).
- b. A ball becomes active as soon as it fully crosses the clear line. Once activated, a ball is active for the rest of the game.
- c. If a ball is thrown that is not yet activated, the throwing player is out and the ball remains inactive.
 - i. Any inactive ball can still be caught but is not a live ball that can hit opponents.
 - ii. Whichever team recovers a thrown inactive ball must activate the ball by bringing it behind the clear line.
- d. A valid and live thrown ball is still considered live if an opponent is attempting to block with an inactive ball during the opening rush.

12. False Start

- a. If a team removes their point of contact from the back line before the referee's signal, it is considered a false start. The referee stops play, issues a verbal warning for the match, and resets the opening rush.
- b. If a team false starts a second time (and for every additional false start) during a match, that team starts the current game with one out player.
- c. **Cloth:** If a team false starts, the teams return to their end lines and the opposing team is awarded all balls. The balls are immediately active when the game is started.



13. Burden to Throw

a. *Foam & No-sting*

- i. The home team has the initial burden at the start of each match.
- ii. The winner of the previous set starts with burden.
- iii. Once burden is established, only active players on the established side can relinquish burden with valid throws.
- iv. Burden is established by:
 1. Majority of balls, if equal than
 2. Majority of players, if equal than
 3. The team who did not have burden last
- v. Burden is reset by every valid throw made by the team with burden.

b. *Cloth*

- i. Burden is established by the majority of balls on one side.
- ii. Once burden is established, only active players on the established side can relinquish burden with valid throws.
- iii. Burden is relinquished once that side no longer has a majority of balls.

14. Throw Clock

- a. The throw clock begins when burden is established regardless of the balls returning to the court or being held by retrievers.
- b. Throw clock starts at 10 seconds, announced by a referee. The last 5 seconds (5 through 0) must be announced.
- c. A throw clock ends when the burden countdown reaches zero seconds and the referee says "zero."
- d. Original burden count does not stop unless play is stopped.
- e. If more balls are added to the side with burden, those balls do not count toward the original burden and the original countdown does not reset.
- f. Burden is relinquished when a live thrown ball is no longer in contact with a player's hand. A team's failure to relinquish the original burden results in forfeiting all balls to the opposing team.
 - i. The referee briefly pauses the game after zero for the balls to be given to the opposing team.
- g. Live balls thrown before the throw clock reaches zero seconds must complete their sequence of play.
 - i. After the throw clock reaches zero seconds:
 1. No new throws are permitted by either team. A ball thrown after zero will be awarded to the opposing team.
 2. Players must allow ongoing sequences of play to complete.



Interference with ongoing sequences will result in a verbal warning or yellow card at the referee's discretion.

15. Stoppage of Play

- a. The referee may pause the game, including the throw clock, to wait until the burden ball is back in play or into possession on the court sidelines.
 - i. If the referee does not pause the game but waits to start the throw clock until the burden ball is back on the court, play may continue.
- b. If the referee pauses the game, the throw clock begins at the start of where the throw clock was initially paused.
 - i. If the throw clock is paused at 4 seconds or less, the throw clock starts at 5 seconds when play resumes.
- c. If any ball crosses the center line during a stoppage of play, that ball is returned to the originating side.
- d. All players and balls become immediately inactive during a stoppage of play.
- e. Referees may overturn a play to make the correct ruling on the court.
- f. There are no "timeouts" during gameplay.

16. Ball States

- a. Live Ball
 - i. A live ball is defined as an activated ball thrown by an active player and is live until it becomes a dead ball.
 1. A throw must leave a player's hand. The thrown ball becomes a live ball once the player is no longer in contact with the ball.
 2. The ball remains live until it is deemed dead, regardless of the status of the original throwing player.
- b. Dead Ball
 - i. A dead ball is defined as a live thrown ball that touches a surface, dead object, or live thrown balls from opposing sides that have collided. It cannot cause an out during gameplay.
 1. Dead objects include the floor, walls, nets/barriers, referees, spectators, active same-side teammates, out players, inactive players, or another dead ball.
- c. Popped Balls
 - i. Popped balls are considered dead immediately.
 - ii. The referee must immediately stop play and replace the popped ball.
 - iii. Plays involving popped balls are negated and play resets to before the throw.



- iv. The replacement ball is given to the team that had possession or whose side the ball was located upon the balls being popped.
- d. Contaminated Balls
 - i. Any ball that contains blood or other substances is considered contaminated and must be popped and disposed of immediately.
 - ii. The referee must stop play and replace the contaminated ball immediately. The replacement ball is given to the team that was in possession of the contaminated ball when gameplay stopped.
 - iii. All players must check themselves for blood or other substances and wash off in a timely manner if needed. Gameplay is paused.
- e. Players may not place balls inside of their jersey.

17. Throwing

- a. Valid Throw
 - i. A valid throw is an attempt to hit an opposing player out. The live thrown ball must land or pass within 3' of a player or a player's position at the moment the ball was released.
 - ii. A two-handed throw is a valid throw. Underhand, side-arm, and chest-pass throws are valid throws.
 - iii. Throwing multiple balls at once is a valid throw.
 - iv. Throwing at a ricocheted live ball to prevent an opponent from securing a catch is a valid throw.
- b. Invalid Throw
 - i. An invalid throw is a live thrown ball entering the opposing team's side of the court within more than 3' of a player or a player's position at the moment the ball was released.
 - ii. Invalid throws do not relieve burden.
 - iii. The first invalid throw of the match results in a verbal team warning; any additional instances from the same team results in the thrower being called out.
 - iv. Spiking, slapping, punching, or kicking a ball is not a valid throw. The ball is dead and the throw is invalid.
 - v. Throwing a ball during any stoppage of play is invalid.

18. Sequence of Play

- a. A sequence of play begins with a live valid throw and is completed when the ball is considered dead or caught.
- b. The referee's discretion determines the completion of a ball's sequence.
- c. A live thrown ball in mid-air when the game or match clock expires must still complete its sequence of play and can become dead or caught.

19. Ball Collision

- a. Ball Collision occurs when multiple balls collide in-flight before they hit



another object or player.

- b. If a player's live thrown ball and an opponent's live thrown ball collide while in flight, both balls are immediately dead.
- c. If live thrown balls from the same team collide while in flight, those balls are considered live until they become a dead ball.
 - i. Ricochets remain live until they become dead.
- d. If a player executes a controlled drop of a live or active ball from their possession and it is hit mid air by a live thrown ball from the opponent, both balls are immediately dead.

20. Hitting

- a. A live player is deemed out when a live thrown ball that hits them on any part of their body (including hair, clothing, or accessories) is deemed dead.
 - i. **Cloth:** A live player is also deemed out when a live thrown ball that hits them touches another live player. The ball is still live until it completes its sequence.
- b. Once a player is deemed out, they become an exiting player and must raise their hand and immediately head to their team's designated queue.
- c. Single Ball Contact
 - i. If a player hits an opponent with a live ball, the opponent is out once the ball becomes dead, finishing its sequence of play.
 - 1. If a player deflects a live ball into their body with their blocking ball, they are out once the thrown ball becomes dead.
 - 2. If a player deflects a live ball with their blocking ball into their teammate, their teammate is out once that ball becomes dead.
 - ii. A live thrown ball can eliminate multiple players on the opposing team.
 - 1. If a player hits an opponent with a live ball, then the ball ricochets and hits another opponent, both opponents are out once that ball becomes dead.
 - iii. If a player hits the opponent's blocking ball with a live ball, forcing them to drop their blocking ball and that blocking ball becomes dead, the opponent is out.
 - iv. If a player and opponent throw and hit each other, they are both out once those balls become dead.
 - 1. It is the referee's discretion whether a ball is released out of hand completely to be considered a live thrown ball.
 - v. If a live ball hits an opponent, ricochets, and hits a player from the throwing team, the ball is dead. Any throwing-team player is safe,

- and the opponent is out.
- vi. If at any time a ricocheted ball re-enters the throwing team's side crossing the center line, that ball is deemed dead.
 - vii. A trap is an out.
 - 1. A trap is defined as a live ball simultaneously hitting a player and the floor.
 - viii. If a live ball hits any part of the opponent's head, it is an out once that ball becomes dead.
 - ix. If a player is hit by a live ball that has not yet become dead, the player may continue to make valid actions until the ball that hit them becomes dead.
 - 1. If the ball becomes dead and the now dead player continues to intentionally initiate plays and interfere with the game, it is at the referee's discretion if the dead player is unaware of when they are deemed dead.
 - 2. The referee may provide a verbal warning or Yellow Card to the dead player depending on the level of interference.
- d. Multiple Ball Contact
- i. If Player A is hit by Ball 1 and it ricochets, Player A is live and can make plays until Ball 1 is dead.
 - 1. If Player A is hit by Ball 1 and it ricochets, Player A or a teammate may make a play on Ball 1.
 - ii. If Player A is hit by Ball 2 after being hit by Ball 1 that is still in sequence and then Ball 2 becomes dead, Player A is out. Ball 1 is still live until its sequence is complete. Player A is inactive and can no longer make a play on Ball 1.
 - 1. If a teammate catches Ball 1 after Player A is out by Ball 2, the catch is still valid.
 - 2. Player A is not eligible to be caught back in on the sequence of play because they were involved in the play.
 - 3. If Player A or a teammate catches Ball 1 after Player A catches Ball 2, both catches are valid.
 - 4. If Ball 1 ricochets from Player A to Player B, but Player A catches Ball 2 before Ball 1 completes its sequence of play, Ball 2 counts as a valid catch, Players A and B are out after Ball 1 is dead, and the thrower of Ball 2 is out.
 - iii. The referee's discretion determines the completion of Ball 1's sequence.
 - 1. If a ricocheted ball leaves the court, and if no active player can make a play on the ball per the referee's discretion, it is considered to have completed its sequence.



- a. The player(s) hit by Ball 1 is immediately dead once Ball 1 becomes dead in this scenario.

21. Blocking

- a. A player may use a ball to block a live thrown ball and does not result in the blocker being out.
 - i. A live thrown ball blocked with a ball is considered live until it finishes its sequence of play.
- b. If a live thrown ball causes a blocking ball to be dropped and the dropped ball hits a surface, dead object, or other player, the dropped blocking ball is dead and the blocking player is out. The live thrown ball must still complete its sequence of play.
 - i. A teammate getting hit by the dropped ball is safe.
 - ii. A teammate cannot catch the dropped block to save a teammate.
- c. If a player drops their blocking ball after blocking a live thrown ball, then regains control of the blocking ball before the ball is deemed dead, the blocking player is safe.
- d. If a player holds a ball in between their legs, that held ball is still eligible to be used as a blocking ball and still eligible to be knocked out, causing a potential out.
- e. Fingers and hands are not considered part of the blocking ball and results in an out if successfully hit.
 - i. **Cloth:** Fingers and hands are considered part of the blocking ball.

22. Catching

- a. Valid Catches
 - i. If a player catches a live ball from their opponent, the catch is valid. The thrower is out and becomes an exiting player, and the first teammate in the queue becomes an entering player.
 - ii. A player must demonstrate control for a valid catch.
 1. Control can be established in the air. A catching player does not have to touch the ground to be considered in control of a ball.
 2. If a player catches a ball between their legs, the catch is not valid until the player demonstrates control of the ball.
 - a. If the player falls out of bounds after demonstrating control, the catch is still valid.
 - b. If the player is hit by another live ball, the player must have demonstrated control prior to the second ball completing its sequence.
 3. If a player from the team with burden catches a live thrown ball between their legs, then the burden throw clock reaches



zero, the live ball still finishes its sequence of play.

- a. The catching player can either demonstrate control of the ball for a valid catch, or drop the ball deeming the player dead.
 - b. The caught ball is also forfeited to the opposing team after it has finished its sequence of play.
 - iii. Players may not use their jersey as a net to catch a ball. The catch is invalid, and the catching player is out.
- b. Catching Scenarios
- i. If a live ball hits an opponent, ricochets, and their teammate catches it, the catch is valid. The hit player(s) is safe.
 1. **Cloth:** The hit player(s) is not safe.
 - ii. If a live ball hits an opponent, ricochets, and their teammate catches it after the player has stepped out of bounds, the catch is valid.
 1. If the player that is hit by a live ball walks out of bounds and is unaware of the ricocheted catch by a teammate, the hit player may re-enter the game per the referee's discretion.
 - iii. If a player catches multiple live balls simultaneously, the catches are valid. The throwers are out, and the number of valid balls caught results in the number of players that may re-enter.
 - iv. If a player and an opponent throw at each other and both catch their opponent's ball simultaneously, both catches are valid.
 1. If Player A and Player B throw at each other, Player A demonstrates control before Player B, Player A's catch is valid and Player B is out.
 - v. If a live ball hits an opponent, ricochets, and a player from the throwing team catches that ball, the catch is not valid, and the opponent is out.
 - vi. Each live ball thrown by a player is eligible for one valid catch for the opposing team.
 1. A thrown ball that occurs after the thrower is considered out is not eligible for a catch.
 2. If a player throws more than one live ball, each thrown ball is eligible for one valid catch for the opposing team.
 - vii. Active players can jump in the air to tip a live ball or ricochet to their teammates for a catch.
 1. If the player tipping a ball lands out of bounds before or after the ricochet catch, the player is out and is ineligible to return for the catch because they were involved in the same sequence of play.
 - viii. While a player is attempting to make a catch, it is the referee's



discretion if a ball has slipped out while going for another catch, dodge, or block.

- ix. While a player is attempting to make a catch, it is the referee's discretion if a ball has slipped out because the floor or a teammate has knocked the ball out of possession.
- x. If a player is hit by a live ball and falls out of bounds, the ball is still live to teammates, but the player is out for falling out of bounds and cannot be saved from a team catch.
 - 1. The player that fell out of bounds is out and is ineligible to return for the catch because they were involved in the same sequence of play.
- xi. If a player is hit by Ball 1, then by Ball 2, the player is out once Ball 1 completes its sequence and catching Ball 2 is not a valid catch.
 - 1. If the thrower of Ball 2 walks out of bounds and is unaware of the invalid catch, then the thrower may re-enter the game per the referee's discretion.
- xii. If a player demonstrates control of a catch, and then their momentum takes them out of bounds, the catch is valid but the player is out.
- xiii. A valid catch that occurs as or after the game or match clock expires will still result in the thrower being out and an entering player coming in.
- xiv. Blocked Catch
 - 1. If an opposing player blocks a live thrown ball that ricochets, and the blocker catches the ricochet ball, the catch is valid.
 - 2. If an opposing player blocks a live thrown ball that ricochets, and a teammate catches the ball, the blocking player is safe, and the catch is valid.
 - 3. After blocking a ball, a player may intentionally drop the blocking ball in order to catch the ricocheted ball.
- xv. Referee discretion upholds all other catching scenarios.

23. Player Entry

- a. One catch from one live ball brings in one teammate as an entering player in the order in which they exited the game.
 - i. Entry out of order results in the player going to the back of the queue. No player becomes an entering player from that catch. If the player who re-enters also commits interference, a Yellow Card is given per the referee's discretion.
 - ii. If the first player in the queue enters the game in error, it is considered interference. A Blue or Yellow Card is issued for interference per the referee's discretion.



- b. A player re-entering a game has 5 seconds to enter the court. Failure to do so may result in the player being denied re-entry, and that player must begin at the back of the team re-entry order.
- c. Players must re-enter along the back line.
- d. An entering player is live once that player has established two points of contact inside the court.
- e. The starting six players for a game may be the only players to re-enter from catches for that game.
- f. A player must be in the queue, or off the court on their way to the queue, in order to become an entering player.
 - i. If a team has no designated ball retrievers, an out player retrieving balls is eligible to become an entering player.
 - ii. Out players retrieving balls for their team do not change the re-entry order.
 - 1. Out players that exited the queue to retrieve a stray ball are not penalized on entry time from a catch.
- g. A player cannot become an entering player on the same sequence of play as a valid catch, even if they were able to reach the queue before the catch.

24. Ball Retrieval

- a. Active players may not leave the court at any time to retrieve a ball.
 - i. Players may only leave the court when they are out, injured, or when the referee has stopped play.
- b. Designated Ball Retrievers
 - i. Only designated ball retrievers are allowed to retrieve stray balls. A maximum of three people are allowed to be designated ball retrievers per team.
 - 1. Inactive players can be designated ball retrievers.
 - 2. If a team does not have enough ball retrievers, out players may temporarily become ball retrievers. An out player cannot become a temporary ball retriever if an inactive player is available to fill that role.
 - a. The first out player in the queue must stay in the queue if there are any other retrievers available.
 - b. Out players helping retrieve balls for their team must remain in the correct order.
 - c. Out players that exited the queue to retrieve a stray ball are not penalized on entry time from a catch.
 - 3. Designated ball retrievers are required to be determined and made clear to the referee before the match begins.



4. Designated ball retrievers may be switched after each game but must make it clear to the referees.
 5. Designated ball retrievers may only retrieve balls on their half of the court and may not cross or reach over the extended center line.
 6. Designated ball retrievers may not enter the court to provide a stray ball.
- ii. Retrieved balls may be held on the sidelines by ball retrievers. Burden is still determined and established.
 - iii. **Cloth:** Retrieved balls must be put back into play between the attack line and the back line.
 - iv. Retrieved balls may be passed to live players or other ball retrievers.
 - v. If a person that is not a designated ball retriever interferes with a stray ball to manipulate the game to a team's favor:
 1. The referee decides whether a non-match participant was tossing a ball back into play for gameplay continuation or interfering with a ball to favor a team.
 2. If a referee determines that a person who is not a designated ball retriever was interfering with a ball to favor a team, the referee stops play, rewards the opposing team with that ball, and continues gameplay at their signal.
 3. If a ball is thrown over by a non-match participant to the side the ball went out on, but goes to the opposite team without receiving team interference, the ball shall be returned to the team which would have retrieved the ball.
- c. A ball can only be retrieved once it is completely out of the court.
 - i. Any ball sitting on the line is considered inside of the court.
 - ii. Any designated ball retriever that touches a ball that is still on the court results in forfeiting that ball to the opposing team.
 - iii. Any person that is not a ball retriever that attempts to retrieve a ball forfeits that ball to the opposing team.
 1. This includes retrievers in addition to the allotted three designated retrievers and the first player in the queue when other teammates are available
 - iv. The team associated with the designated ball retrievers who committed the offense may receive a Yellow Card if considered excessive at the referee's discretion.
 - d. Active players on the court are allowed to reach over any line to retrieve any stray balls without touching out of bounds or their opponent's zone.
 - i. Designated ball retrievers are prohibited from fighting for stray balls



- with active players.
- ii. The stray ball is always rewarded to the active player if both the active and inactive player or designated ball retriever possess the stray ball.
- iii. If a designated ball retriever fights for a stray ball with an active player, this will result in forfeiting the ball to the opposing team and a Yellow Card if deemed excessive.
- e. Balls being retrieved must go to the team on the side of the court's center line where the ball is picked up.
 - i. If a team's ball retriever accidentally gives the ball to the opposite team, the ball shall remain with the team that recovers the retrieved ball.
- f. Balls cannot be held in the queue. Balls held in the queue are forfeited to the opposing team.
- g. Players can not have a ball in hand until they establish themselves as an active player on the court. If an entering player carries a ball onto the court, that ball is forfeited to the opposing team.

SPECIAL SCENARIOS

25. Out of Bounds

- a. Stepping on any boundary line results in an out. The player is considered dead immediately and cannot make any plays.
 - i. Boundary lines include the sideline, backline, center line, and **Cloth** neutral zone line.
 - ii. Players may cross the center line during the opening rush. **Cloth:** Except when rushing for the middle ball.
- b. If any part of a player touches a dead object that is not a ball, non-active player, or surface outside the boundary lines, they are considered out of bounds.
 - i. Active players who use a held ball to touch out of bounds are considered out of bounds.
 - ii. Active players may reach over any out of bounds line to retrieve a ball.

26. One Versus One

- a. If a player and their opponent throw a live ball at each other and both hit, the referee's determines who is out based on which ball's sequence of play ended first.
 - i. The referee resets the play when a result cannot be determined. Both players start at the end line with the current burden and begin play at the referee's signal.
- b. If a player touches out of bounds after successfully hitting the opponent,



the referee must determine when the live thrown ball became dead and when the player touched out of bounds.

- i. If the player touched out of bounds before the thrown ball became dead, the opponent receives the win.

27. No Blocking

- a. During no blocking, a held ball acts as an extension of the body. A thrown ball is still live when it contacts a player's blocking ball and may be caught or ricocheted into other players.
- b. A player who blocked a ball is not immediately dead; that player is still alive until the blocked ball completes its sequence.

28. Pinching

- a. For all divisions, players may not pinch or grip the ball, causing foam-to-foam or rubber-to-rubber contact at any time, including throwing or blocking.
 - i. Players may only open-hand or clamp-throw a ball.
 - ii. Pinched throws or blocks are not outs for either team. The first offense by a player results in a verbal warning at the referee's discretion.
 - iii. A second offense for pinched throws or pinched blocks results in the player to be out and receive a Yellow Card.

29. Flight Kills

- a. A flight kill is an aerial act of jumping into the opponent's zone and hitting an opponent with a live thrown ball before the flight player lands.
- b. Flight Kills (or "suicides") are not allowed.
- c. A player who attempts a flight kill will be immediately called out, and any play made by the offending player's team during the flight kill is considered invalid. Play is reset.

30. Injuries

- a. The referee must stop gameplay immediately if there are any injuries.
 - i. The seriousness of the injury determines the allowance of time needed to pause the game.
 - ii. If a player is fit to continue playing, both teams begin on their respective end line and continue gameplay with the current burden at the referee's signal.
 - iii. If a live player is not fit to continue playing, an inactive player may enter the game as a substitute at the end of the queue. The first player in the queue is allowed to enter the court immediately.
 1. If a player is replaced during a game, they may not participate in the match as an active player until the following

match after the current match has concluded.

2. If a team fakes an injury to substitute a different player, the team may be ejected from the tournament and may forfeit any final awards for that tournament.
- b. Referees or tournament staff may substitute players at their discretion if they determine that the player presents an unreasonable risk to themselves or others.

31. Interference

- a. Players who are deemed out or inactive may not interfere with the game, the balls on the court, or active players.
- i. Out players intentionally interfering with a game are issued a verbal warning and a Yellow Card if it persists.
 - ii. Players deemed out must exit the court and enter into their queue immediately.
 - iii. Players who are deemed out while holding a ball are allowed to pass that held ball to their teammate. They must then exit the court immediately to the side or back lines.
 1. **Cloth:** An exiting player holding a ball in front of their attack line must place the ball down where they are standing. If they pass the ball to anyone, that ball is forfeited to the opposing team and the player receives a verbal warning. Continuing to violate this rule results in a Blue Card.
 2. Players may not cross the center line to exit. Any perceived attempt to harass, threaten, or interfere with an opponent's gameplay through crossing the center line are issued a Yellow Card.
 - iv. If a player becomes dead by stepping on or over any boundary while throwing, then any action that follows in the sequence is considered invalid.
 1. The referee reverses any outs, allows the appropriate players back into play, and the player who stepped over the line committing the throw is deemed out.
 2. This is not considered interference.
 - v. If a referee recognizes that a player is deemed dead and the player continues to make plays, the referee must stop play. The referee will then provide a verbal warning or Yellow Cards at their discretion.
 1. The referees will reset both sides with balls in hand and current burden, if needed.
- b. The throwing team can knock the ball away after hitting their opponent if they are in reach and before a catcher secures the ball, as long as the throwing team players are active and in bounds. This is not considered



interference.

- i. If a player collides with an opponent while trying to knock a ball away, the referee can determine whether the collision was intentional and may provide a Red Card.
- c. The referees may provide Yellow and Red Cards depending on the severity of intentional interference.
- d. Inactive players, ball retrievers, other teams, and spectators may not interfere with gameplay at any point.
 - i. They may not toss a stray ball in the court to manipulate the outcome of a play.
 - ii. If interference occurs on a team's behalf, that team will receive a verbal warning and a Yellow Card if deemed excessive.

32. Player Collision

- a. Both teams must make all attempts possible to avoid physical collisions with the opposing team.
- b. Any collision may result in a stoppage of play by the referee.
- c. Intentional collision results in an out and a Red Card.
 - i. It is at the referee's discretion if a player is attempting to intentionally collide with another player or avoid collision.
- d. Repeat offenders in the same match receive a Red Card.

33. Undocumented Rules

- a. An undocumented rule occurs when a play or situation happens that has no record of ruling.
- b. Referees must come to a logical and unbiased agreement quickly, referring to the sequence of play.
- c. If the referees can make no logical agreement, play resets.
- d. The undocumented rule does not affect the continuance of gameplay. A reset of play forces both teams to start on their end line.
- e. The head referees of that match must report all undocumented rules to tournament staff.

DISCIPLINARY MEASURES

Disciplinary measures are enforced for all players, coaches, ball retrievers, referees and spectators. The USAD Executive Board and tournament staff will determine if further disciplinary measures are required. All final say is determined by the Judiciary Committee as needed.

34. Verbal Warning

- a. Match referees and tournament staff may give verbal warnings during



gameplay as a reminder to keep the play continuing.

- b. Warning offenses include the following:
 - i. Invalid throws.
 - ii. Inactive players unintentionally stepping onto the court while the game is still in process.
 - iii. False starts during the opening rush.
 - iv. Minor verbal taunting, jeering, screaming, temper tantrums.
 - v. Players that are not captains questioning a ref's call.
 - vi. Wearing apparel that is not permitted.
- c. Verbal warnings do not carry over across matches.

35. Blue Card

- a. A Blue Card may be given by match referees or tournament staff during gameplay. A Blue Card can also be given by the Judiciary Committee after a tournament.
- b. A Blue Card is defined as a warning to the player who received it. The receiving player must leave the court and enter the back of the queue. The player may be caught back in.
 - i. If a Blue Card is given to a player between games of a match, the team must start the next game with a player in the queue. A player is eligible to re-enter the game on a catch.
 - ii. If a Blue Card is given to a non-live player during a game, then one live player must leave the court and enter the back of the queue. The team captain chooses the player to be removed.
- c. If only one live player remains on the court when a Blue Card is given, then the game is forfeited, as the team will not have any remaining players left on the court.
- d. A player may only receive a Blue Card twice within a match. If any further offense warrants an additional Blue Card to be given to a single player in the same match, it is given as a Yellow Card instead.
- e. Blue Card offenses include the following:
 - i. Any non-captain arguing with a referee.
 - ii. Any non-captain arguing with the opposing team.
 - iii. Any captain arguing excessively or in an aggressive manner with a referee or opposing team.
 - iv. Pinching a dodgeball during gameplay.
 - v. Wearing apparel or equipment that is not permitted after a verbal warning.
 - vi. Taunting an opponent.



36. Yellow Card

- a. A Yellow Card may be given by the match referees or tournament staff during or immediately after gameplay. A Yellow Card can also be given after a tournament by the Judiciary Committee.
- b. A Yellow Card is defined as a penalty to the player who received it, and the player must leave the court, cannot be caught back in, and must sit the next bracket match.
 - i. In the game following a Yellow Card offense, the offending team must also start with one less player on the court for every Yellow Card received in the previous game. An additional player is not eligible to re-enter the game on a catch.
 - ii. If the Yellow Card(s) is given after the tournament, the offending player will serve their penalty at the next USAD tournament they participate in. However, if they are playing with a different team, that new team will not be penalized by having to start with one fewer player.
- c. Yellow Card offenses include the following:
 - i. Verbal aggression and threats to any opponent or referee.
 - ii. Taunting or intimidating any referee.
 - iii. Inactive player interference.
 - iv. Intentionally cheating or manipulating a rule.
 - v. Attempting to use video replay on a referee's decision.
 - vi. Bringing foreign objects onto the court that are not part of the game.
 - vii. Receiving a third Blue Card in a match.
- d. If a player receives a second Yellow Card during the same tournament, even in separate divisions, that second Yellow Card will follow the single Yellow Card rules, but the player will also receive a Red Card for receiving two Yellow Cards in the same tournament.
- e. If a player refuses to serve out their penalty and plays a match they are not eligible for, they are issued a Red Card, and the team will forfeit their next bracket match.

37. Red Card

- a. A Red Card may be given by the match referees and tournament during gameplay or retroactively after game. A Red Card can also be given after a tournament by the Judiciary Committee.
- b. A Red Card is defined as a penalty to the player who received it. The player must leave the court, cannot be caught back in, and is suspended for the remaining games of the match. The player must sit the next 3 bracket matches.
 - i. If the team is eliminated before the player serves their 3-match



penalty, then the remaining penalties will carry over to the next USAD division/tournament they participate in.

- ii. The offending team must also start with 1 fewer player for the 3 matches the offending player is suspended. An additional player is not eligible to re-enter the game on a catch.
- c. If the Red Card(s) is given after the tournament or if the player has not served their 3 bracket match suspension, the offending player will serve their penalty at the next USAD tournament they participate in. However, if they are playing with a different team, that new team will not be penalized with having to start with 1 fewer player.
- d. If a player refuses to serve out their penalty and plays a match they are not eligible for, they will be issued a Red Card and the team will forfeit their next bracket match.
- e. Red Card offenses include the following:
 - i. Two Yellow Card offenses in the same match by the same team.
 - ii. Intentionally kicking a ball in an aggressive manner.
 - iii. Intentional ball deflation or damage.
 - iv. An inactive player intentionally throwing a ball at an opponent.
 - v. Intentionally colliding with an opponent during gameplay.
 - vi. Committing any verbal offense to any referee, player, or spectator including racial slurs or discriminative comments.
 - vii. Any physical altercation between players before, during, or after gameplay.
 - viii. Spitting at any player, spectator, or referee.
 - ix. If a player receives two Red Cards in a tournament, the player will be ejected.

38. Ejection

- a. An ejection results in any player, coach, referee, or spectator being disqualified to continue participating in the event, and that individual must leave the premises of the venue immediately.
- b. Ejections are only enforced by the USAD Executive Board and Tournament Directors.
- c. Ejection offenses include, but are not limited to, the following:
 - i. Two Red Cards in the same event.
 - ii. Physical fighting.
 - iii. Refusal to remove uniforms containing hateful or vulgar content.
 - iv. Intentionally vandalizing the venue or equipment, including equipment from USAD or any player.
 - v. Spectators harassing and interfering with participants or gameplay.



- vi. Participants harassing the spectators.
 - vii. Providing alcohol and illegal drugs at the event.
 - viii. Heavily intoxicated participants.
 - ix. Using objects as weapons to harm participants.
- d. If any of the ejection offenses occur at the end of an event or are discovered after the event has concluded, the USAD Executive Board or Judiciary Committee may ban the offending person from a future event.

39. Referee Eviction

- a. A referee may be evicted if it is deemed that the responsibilities and guidelines are not being enforced correctly by the designated referee.
- b. A referee eviction revokes the participant's eligibility for referee compensation and the referee may not continue to referee gameplay for the event.
- c. A referee eviction has no impact on the disciplinary measures as a player.
- d. The team of the referee who is evicted must provide a replacement referee.

40. Expulsion

- a. An expulsion is defined as an official ban by USAD of any participant or spectator if they pose a dangerous threat to the organization or participants.
- b. Participants receiving expulsion are not allowed re-entry to any USAD-sanctioned event unless approved by the USAD Executive Board.

41. Overturning Cards

- a. No cards may be overturned by anyone except for by the Judiciary Committee or Executive Board.
- b. Final answer/decisions must be delivered before the next attended USA Dodgeball event by carded player(s).

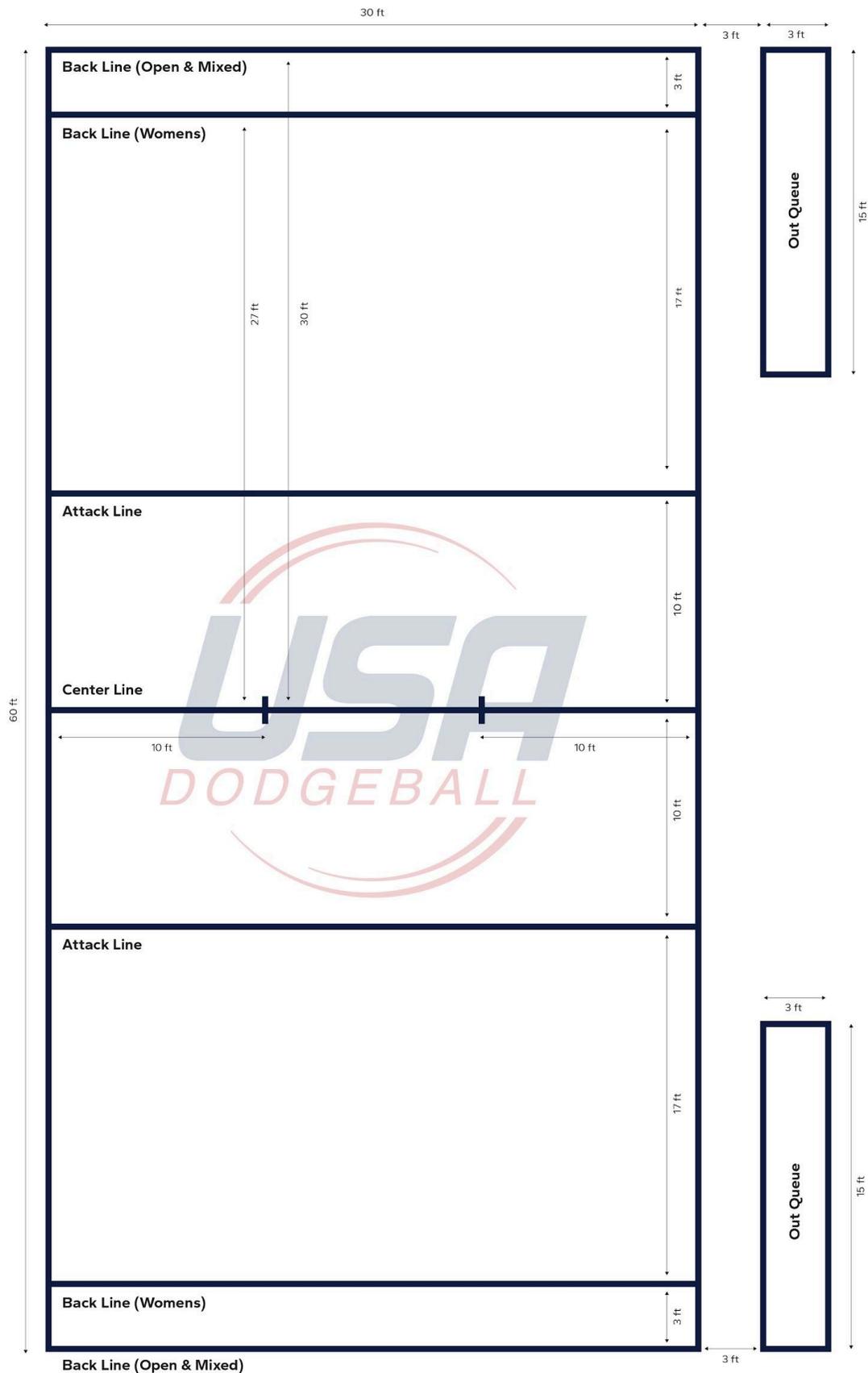
*****USAD Executive leadership reserves the right to make exceptions in the spirit of fairness, even if a strict interpretation of the rules indicates a different ruling.*****



APPENDIX

See images below for court dimension diagrams.

FOAM & NOSTING COURT DIMENSIONS



CLOTH COURT DIMENSIONS

