

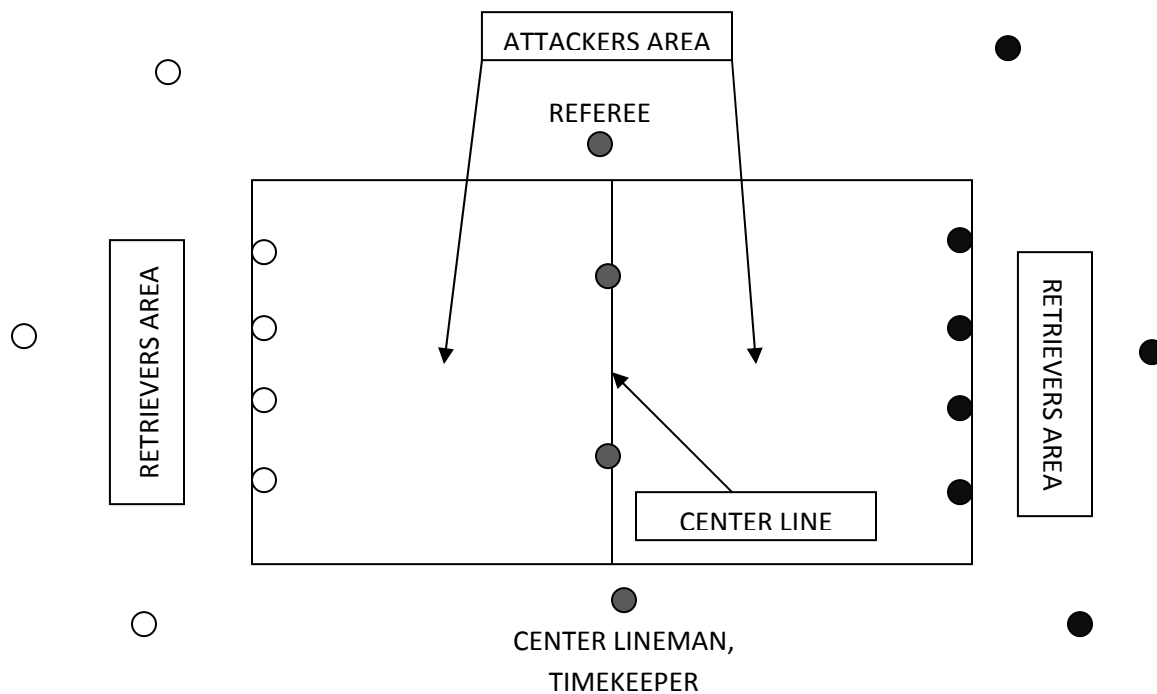


PDDBA RECREATIONAL RULES

RECREATIONAL RULES DEVELOPED FOR PHILIPPINE SETTINGS



COURT AREA



GAME DURATION	: 3 to 5 Minutes or as determined by the Tournament Director
# OF PLAYERS	: 7-8 or as determined by the Tournament Director
Court Size	: 30x60 or as determined by the Tournament Director
OBJECTIVE	: To eliminate all opponents or as many opponents possible within the Duration of the game by
	1. Hitting an opponent with a ball
	2. Catching a ball thrown by an opponent

START OF MATCH:

1. Each team arbitrarily assigns 4 members to be Attackers who will stay with their foot on the baseline inside the ATTACKERS AREA, the rest of the team shall be ball retrievers and can stay anywhere within the RETRIEVERS area of their teams half of the court.

*The # of players and distribution of attackers and retrievers can vary depending on the assignment of the Tournament director or agreement of teams.

2. Two Dodgeballs, evenly spaced apart, shall be placed at the centerline.
3. The OPENING RUSH: At the referees signal each team's attackers goes to retrieve the ball on their right. They must bring the ball back and make it touch the baseline to "Activate" the ball before they can make a valid attack.

If a team fails to retrieve their ball and the other team has already "Activated" their ball, then any team may go take possession of the remaining ball. The remaining ball does not need to be activated anymore.

PLAY:

1. Ball is in play as soon as it is activated.
2. **ATTACKERS ROLE:** To try and hit their opponent's attackers with the dodgeball or to catch dodgeballs thrown at them by their opponent's attackers.
3. **RETRIEVERS ROLE:** To give the dodgeballs back to their attackers. Nothing happens as a result of retrievers getting hit or catching a dodgeball. Likewise nothing happens when an opponent gets hit or catches a dodgeball thrown by a retriever
4. **LINE VIOLATIONS:**
 - a. Attackers must stay within their attacker areas. They must not cross any line. Stepping on a line shall be considered crossing a line. If any body part of an attacker makes contact with ANY surface or object located outside the playing area, then that will also be considered crossing a line. This includes the ball and retrievers. Players who violate this rule will be called OUT.
 - b. Retriever should avoid entering the attacker's area. Retriever must not cross over or retrieve dodgeballs from their opponent's side of the court.
5. **GETTING HIT BY A BALL:** When an attacker is hit, that attacker is called OUT. Play is continuous, eliminated attackers must go out from their attacker areas and become a retriever without waiting to be called out.
6. **CATCHING A BALL and RETURNING TO THE GAME:**
 - a. When a ball thrown by an attacker is caught by their opposing team's attackers, the player who threw the ball is called OUT. Play is continuous, eliminated attackers must go out from their attacker areas and become a retriever without waiting to be called out.

- b. As an added bonus to catching a ball, not only is your opponent called out but one of your retrievers can come back into the game as an attacker. Play is continuous; it is up to the team to decide who amongst their retrievers will go back in. There may only be up to 4 attackers per team unless a different # has been previously agreed upon.
7. **NO STALLING ALLOWED:** See DEFINITIONS section.
8. **NO AIR BALLS ALLOWED:** See DEFINITIONS section.
9. **WINNING A GAME:** Game is won when your opponents have no more attackers or your team has more attackers left when time is over.

BREAKING TIE'S

1. A tie happens when time runs out and both teams have the same # of attackers left.
2. A tie is broken by SUDDEN DEATH. All attackers come back into the game and take positions ANYWHERE within their attacker areas. Each shall be in possession of one ball.
3. At the referees signal, the SUDDEN DEATH overtime begins! See DEFINITIONS section.

TIMEOUT'S AND INJURIES

1. Timeouts or substitutions are discouraged.

CLOTHING

1. Clothes shall be in good taste and shall not have any parts that may hurt a player (ex: spikes).

CONDUCT OF PLAYERS

1. Players must not make excessive judgment calls. If a player begins to interfere with the game by making unnecessary calls, the referee will expel that player from the remainder of the MATCH.
2. The "honor system" will be in effect. Players will be expected and obligated to play fair and honestly.
3. Officials may be questioned in a respectful manner but in the end, the official's decision is final. Disrespect is grounds for disqualification. Human error does happen to almost every sport. Just move on and play.
4. At the start and end of the game all players must shake hands with their opponents and referees at the centerline.
5. Acts of violence at any time will be grounds for Individual disqualification. This includes gestures and verbal assaults with obvious malicious intent. Taunting in good taste and humor is allowed.

DEFINITIONS

Air Ball: Air balls are a form of stalling where a team with more or an equal #of attackers stalls by throwing the dodgeball as far away as possible in order to make their opponents use a lot of time and effort in retrieving the dodgeball. This is a very serious offense and will be punished as follows:

1. For RETRIEVERS: Retrievers have no business throwing the ball far and high beyond their opponent's side of the court. An AIR BALL violation will be called on any retriever who commits this act for the 1st time and their team will immediately be penalized. The penalty is that their opponents can choose to either bring one of their own retrievers back into the game or they can choose who amongst their opponents attackers they want to be called OUT.
2. For ATTACKERS: Attackers may make mistakes from time to time and commit unintended air ball violations so after 2 previous warnings, attackers who commit an AIR BALL violation for the 3rd time will be penalized. The penalty is that they will be disqualified for the remainder of the match. If the AIR BALL violation was obviously intentional, the referee will immediately disqualify the offending player for the rest of the match.
3. For the TEAM: A team who accumulates 6 air ball warnings, including the air ball violation that causes disqualification, will be penalized. The penalty is that their opponents can choose to either bring one of their own retrievers back into the game or they can choose who amongst their opponents attackers they want to be called OUT.

Teams and players who commit AIR BALL violations and have less attackers than their opponents will not be penalized nor warned since their team is bound to lose from wasting game time by committing AIR BALLS.

Attacker/Active Player: the players who are responsible for hitting opposing attackers with the ball and catching the ball thrown at them by the opposing attackers.

Attack/Attempt: the act of throwing the ball with the intent of hitting an opponent. Attacks are done by throwing the ball. Kicking, volleying, heading e.g. anything that is not done by throwing is not considered an attack so nothing will happen as a result of these methods.

Action: the time between the start and end of a game.

Catch: think volleyball, as long as the ball has only come into contact with an attacker, that ball may still be caught. If a ball is caught the attacker who threw the ball is eliminated and a team mate of the attacker who caught the ball may come back in.

If the returning player does not come back into the game within 5 seconds then the opportunity to have an eliminated team mate come back into the game will be considered lost.

A catch is ruled a catch once an attacker shows control of the ball.

Deadball: think volleyball, if the ball touches something other than an attacker e.g. the floor, the referee, the linesman, the roof, etc.. etc.. OR an official declares that an attack attempt has been nullified in cases like a pause in the game for injuries or some distraction, will be called a deadball. Getting hit or catching a deadball results in nothing.

Forced Trap: occurs when a player tries to catch an attack but the ball gets trapped between the ground and the player's hands or body as the player tries to keep up with the ball's downward motion. It could

not be proven that the player had control of the ball e.g. it could not be proven that the ball was caught. A player who Force traps a ball will be called out.

The Forced Trap is rare, even rarer is the **TRAP** where a low thrown ball touches the ground and the attackers hand or body at the same time. Nothing will happen in this case, the ball will be considered dead.

Forfeit: a match forfeit occurs when a team fails to show up within 2 minutes from the beginning of their match.

Head Shot: unnecessary attempts that were deliberately and maliciously thrown to an opponent's head. A player charged with a headshot will be disqualified from the game.

Headshots are not really limited to the head alone. It is the referee's discretion to rule whether the shot was not called for or the attacker who was hit deserved it for taking their sweet time in getting out of the court.

Kamikaze: A suicide attempt wherein a player jumps across the center line to get closer to an opponent. If the ball thrown by a kamikaze player (before the kamikaze player touches the ground) hits an opponent, that opponent is OUT. The kamikaze player will be called OUT as soon as he makes contact with the floor.

Retriever: the players responsible for passing the ball to their attackers. They play similar roles to outfielders in baseball.

Shot Clock Violation: A predetermined period of time wherein a team must relinquish possession of the dodgeball and put it in their opponent's side of the court. Teams have 10 seconds to do so in professional rules. In recreational and competitive rules teams have 5 seconds to do so upon the referees signal to make a throw.

Stalling:

In RECREATIONAL GAMES: If your team has possession of BOTH dodgeballs and have more, or an equal # of attackers than your opponents then your team must give your opponents a fair chance to attack. Upon the referee's instruction to "Throw", if your team does not put a ball within your opponent's possession within 5 seconds then you would have committed a SHOT CLOCK VIOLATION resulting in the turnover of both dodgeballs to the opposing team.

If the team possessing both balls has FEWER players than their opponents then it is up to them to attack or not as they are bound to lose the game if they stall.

In PROFESSIONAL GAMES: Stalling is solved by the shot clock violation.

Sudden Death: A way of breaking a tie where the team who loses an attacker by:

1. By getting hit by a ball

2. Committing a line violation

DO NOT CATCH THE BALL. Catching a ball in sudden death will have the same result as getting hit, you will be called out and your team will lose the game.

In all female games, catching a ball can be considered a way to take an opponent out making this the 3rd way to win in sudden death.