

## Official Midmark Dodgeball Rules

1. Have fun, shake hands, make friends.
2. The referees will start the game, confirm hits and catches, and count ball possession time. Their call rules the play. Be nice to them.
3. There are 6 balls, split into 2 even groups near the ends of the centerline. During the start of the game, you may only grab the balls to your right.
4. You are considered out if –
  - a. you step on or over a sideline or centerline
  - b. a thrown live ball hits your body
  - c. you throw a live ball and it is caught by an opponent
5. A thrown live ball can only hit out (1) player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls and are ineligible to hit players out.
6. You may block a thrown ball with a held ball. However, if you drop the blocking ball during the act of blocking, or if you fail to make a clean block (if the thrown ball still ends up hitting or grazing your body), you are out.
7. If you are out, line up along the side of the court in the order you got out. If your teammate catches a ball, the player at the start of your team's "out" line returns to play.
8. You can only hold a ball for 15 seconds, afterwards it will be considered dead. Dead balls need to be rolled over immediately to the other team.
9. If the game comes down to 1 player per side, they have 15 seconds to hit each other out. If not, "showdown" comes into effect. The game is paused and each player gets two balls; the two balls are lined up at the ends of the centerline and the centerline is dissolved. The first player to get the other player out wins the match.

