DODGEBALL RULES

The following is the Iowa Games addition to the Official NADA Rule Book. Only the Iowa Games rule additions listed below are to have precedence over the NADA Rules. All other rules will follow the Official NADA Rule Book.

Rules Enforcement & Court Monitors
Iowa Games rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.

Timing and Winning a Game
Play will consist of matches in a "best-of-five" format in which the first team to win three (3) games will be declared winner of the match. During pool play, all 5 games will be played regardless of the results of the first 3 games. The first team to legally eliminate all opposing players will be declared the winner.

A 4 minute time limit has been established for each contest. If neither team has been eliminated at the end of regulation, the team with the greater number of players will be declared the winner. If an equal number of players remain after regulation, a sudden-death overtime match will be played.

Overtime Procedure
The sudden-death overtime match will begin with all original players, who started the game, on the court. The first team to eliminate one (1) opposing player will be declared the winner.

Team
Teams will be made up of 6-10 players. Teams may begin with fewer than 6 players but no more than 3. Substitutes may enter the game only during time-outs or in the case of injury. Players who started the game and have been eliminated may not substitute. Eliminated players may only re-enter the game on a caught ball or to begin overtime.

Boundaries
Field of play is 60 feet long by 30 feet wide. Attack lines will be 10 feet from the center line.
A player shall not:
* Cross the side-line or end-line with both feet or will be considered out.
* Leave the playing field (side-line or end-line) to avoid being hit by, or attempt to catch, a ball.
* Have one foot cross over the center-line and contact the ground on their opponent's side of the court.

Exception during the "opening rush" many players will cross the center-line. Court monitors should refrain from calling players OUT at this time unless a definite advantage is gained by the action; such as a whole foot across the center-line.

Team will switch sides after each games.

Equipment
Balls will be provided. Balls are not to be intentionally altered or manipulated. All clothes/uniforms are considered part of the player's body.

Retrieving Balls
During play, all players must remain within boundary lines with the following exception:
* Players may leave the court to retrieve stray balls BUT ARE CONSIDERED **"LIVE"** and may be hit.
* If a ball is caught by a player retrieving a stray ball out of bounds, the opposing player is eliminated and an eliminated player may re-enter the court.
* Players must be within boundary lines to throw a ball.

Balls leaving the playing area may be rolled back onto the playing area by anyone (reserve players or spectators) around the court.

Initial Rush
On the initial rush, each team is only allowed to retrieve the three (3) balls on their right. This avoids potential collisions. A ball may not be thrown until it is brought back past the attack line. Following the initial rush, balls may be thrown from any location within the players half of the court.

Elimination

An OUT is scored by:
- Hitting an opposing player with a LIVE thrown ball below the shoulders:

  NOTE: *if a player ducks or takes a position with their head below where their shoulders would normally be when standing, ie. Crouching, kneeling, sitting, diving, rolling or laying and this clearly is the cause for the player being hit above the shoulders, the player is out and the throw is considered legal.*
- Legal catching a LIVE ball thrown by your opponent.
- Causing an opponent to lose control of a held ball as a result of contact by a thrown LIVE ball. (Usually occurs when a ball is being used to block a thrown ball).
- An opposing player stepping out of bounds to avoid being hit.
- Throwing a ball that is caught.

Catching A Ball & Re-Entry Rule

If a ball is caught, the opposing player who threw the ball is out and the team catching the ball may bring the next eligible player back into the game. Players must re-enter the game in the order they were knocked out. Balls may not be caught off of a deflection of another player or wall.

Dead Balls

A ball is "dead" if it hits the floor, wall, ceiling or any other object outside the playing court. Once a ball is considered dead, it won't eliminate a player. A ball hitting multiple players from the same team, only eliminates the first player hit.

Players may use a held ball to block live balls being thrown at them. Once a thrown ball hits a held ball, the thrown ball is considered dead and the player holding the held ball is not eliminated. If the thrown ball hits the player before hitting the held ball, that player is eliminated. If a ball is dropped due to blocking a thrown ball, the player dropping the ball is eliminated.

If a team possesses all six (6) balls, they must return at least one ball to the opponent's side of the court.

Time-Outs

Each team will be allowed (1) 20 second time-out per game.

Scoring

Play will consist of matches in a "best-of-five" format in which the first team to win three (3) games will be declared winner of the match. During pool play, all 5 games will be played regardless of the results of the first 3 games.

Total number of players remaining on the winning team will be recorded. *Example: If Team 'A' eliminates Team 'B' and still has three players left standing, Team 'A' receives a game 'win' and a (3) rating and Team 'B' receives a game 'loss' and no rating. Any team winning an overtime game, receives the number of players remaining at the end of regulation for their rating.*

Tie breaking procedure:
In the case of teams finishing pool play with identical win/loss match records, the following tie-breaker procedure will be used:
Step 1: Head-to-head match record between tied teams
Step 2: Games win/loss record between tied teams
Step 3: Highest rating between tied teams
Step 4: One game playoff

Tie Break Example: In a three (3) team pool, results of pool play yield the following standings in match play:
Team A   1 win, 1 loss
Team B   1 win, 1 loss
Team C   1 win, 1 loss

TEAMS	Match	Wins (Match)	Losses (Match)	Wins (Games)	Losses (Games)	Remaining Players	+/- rating	Total +/-
Team A results	A vs. B	I		II	I	3, 3,	6	**7**
	A vs. C		I	I	II	1	1	**THIRD**
Team B results	B vs. A		I	I	II	2	2	**10**
	B vs. C	I		II	I	5, 3	8	**WINNER**
Team C results	C vs. A	I		II	I	4, 3	7	**9**
	C vs. B		I	I	II	2,	2	**SECOND**

Once 3rd place is determined in the event of a 3-way tie, then refer back to step 1 (head-to-head) to determine 1st and 2nd place.