



Rules of MDL Dodgeball

- Each team can have up to 8 players in the squad, but only 6 players can be on the court at the start of a game.
- A match lasts 30 minutes and will contain as many games as both teams can fit into That 30 minutes.
(Games can only last the max of 3mins)
- 3 balls will be in the dead zone at the start of a game.
- A game starts when signaled by the referee. 3 players from each team run to gain possession of the balls. Balls must be taken or passed to the back of the court before the balls can be thrown at the other team.
- Player's hands can go into the dead zone to collect the balls, but if feet cross the line at this point a player will be signaled out by the referee.
- If players steps on or over any line they are out
- When throwing a ball at an opponent, it must strike them directly and then hit the floor to get that player out.
- When you catch a throw from an opposing player, they are out and one of your players comes back in. Players are allowed to fumble a ball while catching; but they must retain possession at the end of the catching action, whilst remaining on pitch, and without ball touching any other player or any other ball, object or surface.
- If you are in possession of a ball and you hear a referee call "5 seconds" you must throw the ball before this time is up or you will be out. This will happen if the ref feels you are holding on to a ball too long. This helps the flow of a game (passing the ball to a team mate will not count, it must be thrown at the opposition)
- You can save a player by catching a ball that has hit them before it hits the floor/wall or goes out of the court (this does not get anyone out or in it is just a SAVE)
- Catches bring players who are out back into the game in rotation – FOFI (first out – first in).
- You can use a ball in your possession to block a thrown ball, but you are OUT if the ball is knocked from your hands when you try to block the incoming ball.
- Each player must throw every ball with intent to strike an opponent or the referee can call you out if he/she feels you are not trying to hit you're opponent
- When a team are in control of 2 or 3 balls the referee will call 5 seconds the team must throw the balls before the 5 seconds runs out

- You win a game by getting out all the opposing team, or by having more players left on court at the end of the time limit
- Each game will last the maximum of 4 minutes
- Substitutions are allowed between games.
- Head Shots count
- No taunting opponents or you will be out.
- If ball goes off the court a player must ask the referee to leave the court before retrieving any ball

You are out:

- When a ball hits you directly, which is thrown by an opponent (Clothing counts as part of a player's body)
- When an opposing player catches your throw
- Any part of your body crosses into the dead zone
- When you touch a boundary line or touch on the floor
- When the REFEREE calls you OUT, for any reason.

Arguing /Dissent towards a referee will result in a team losing a game straight away no chances!

If a player continues to show dissent after a game has been awarded to the other team referee can send a player off for the whole match

If a team continues to show dissent after their player has been sent off the referee has the right to end the Match and award a 6-0 win to the other team

(If this happens the team that has been disqualified will not be given any refund)

THE REFEREE'S DECISION IS FINAL!

MDL Conduct for Players

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of match officials and MDL staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.