

# The Official International Rules of Dodgebee for Competition

Version 3.01

*Dodgebee is a game of throw and catch using a soft, safe flying disc. Following are the rules which encourage fair play and sportsmanship. All ages and skill levels can play the game of Dodgebee!*

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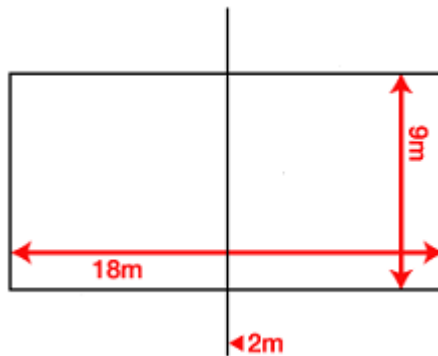
## 101.0 THE EQUIPMENT

101.1 The official international standard disc for the game of Dodgebee is the Dodgebee 270. It measures 27 centimeters, or 270 millimeters in diameter.

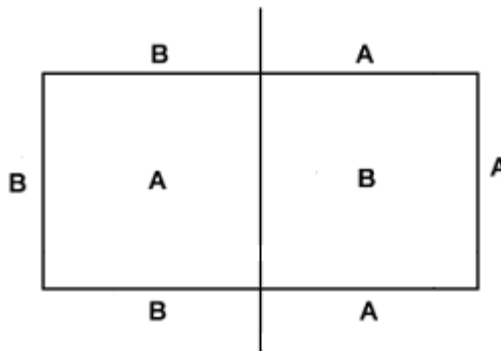
101.2 Players should wear (official tournaments this is mandatory) vests with numbers that measure a minimum of 15cm in height (6 inches).

## 102.0 THE DODGEBEE COURT

102.1 Size of the Dodgebee court is basically the same size as a standard volleyball court with the dimensions of 18 meters in length by 9 meters in width (20 yards length by 10 yards width). There is a center line down the middle, with 2 meter (2 yards) extension on either side. Rope may be used for outdoor grass courts, and tape used for indoor courts.



Cones may also be used to mark corners and dividing line. Inside and outside the court are two teams, with each team (for example Team A and Team B) trying to eliminate the members of the opposite team from the inside court. Teams are positioned as the sample below.



## 103.0 THE TEAM AND PLAYERS

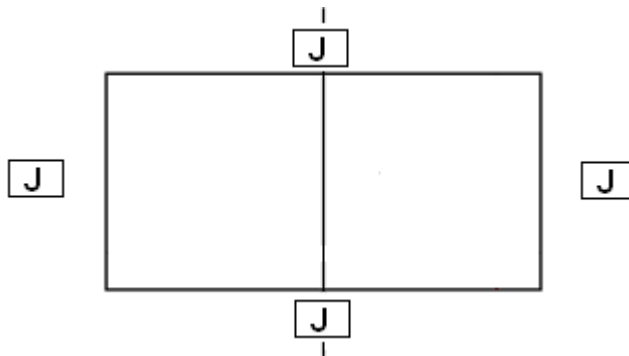
103.1 Teams can be decided according to how many players you have available. Same gender or coed teams are both allowed.

103.2 Thirteen (13) players plus two (2) alternates make up a standard Dodgebee team, however, any number of players may be used up to 13 per side, with an equal number on each side.

103.3 If a tournament is being played, alternates may enter the game if the judge calls an injury time out or for other circumstances preventing safe play. Alternates may also enter the tournament at the beginning of a new game, but the team shall never exceed 13 players on the court at any given time. It is recommended that alternates are used to retrieve errant throws. Replacement Dodgebees (2 are recommended) are awarded by the judge to the team of possession

## 104.0 THE JUDGE

The judges shall be positioned at the center line outside of the court, and is considered an official part of the game. If the judge is struck by the Dodgebee, the Dodgebee remains in play. The judge's responsibilities include starting and ending the game with a whistle or other signal, timing the game, calling who are out if the players cannot decide by themselves, awarding the Dodgebee to the opposing team if there is a turnover, and governing overall fair play and sportsmanship. Whenever possible, it is best to have four judges for tournament play. The judge(s) position is seen below. It is the responsibility of the judge to not interfere with the players in the game and is encouraged to move to avoid contact.



## **105.0 GAME DURATION AND TIME**

**105.1** One Dodgebee game is four minutes. If a team has been completely eliminated from their infield court, that game is over.

**105.2** If a match (best of 3 games) is being played and each team has one win each and a tie is declared, overtime games will be 2 minutes unless rule 105.1 has occurred.

## **106.0 WINNING THE GAME**

**106.1** After the game time expires, whichever team has the most players on their infield court is declared the winner of that game. All remaining players on the infield teams will line up side by side next to the center line facing the members of the opposite team. Remaining infield players will then be officially counted and the winning team announced.

**106.2** If time has not expired but all the players from a team have been eliminated from their infield court, the game ends and the team with players still in their infield court are the winners of that game.

## **107.0 HOW TO PLAY THE GAME OF DODGEBEE**

**107.1** Arranging the infield and outfield. Teams may decide on how many members make up their infields and outfields. No less than one (1) player can make up a team's outfield. Players may move freely in the outfield but must not enter the court itself unless a successful attack has occurred.

**107.2** Starting possession. To determine who has possession of the Dodgebee to start the game, one representative from each team plays a game of rock-scissors-paper. The loser flips the Dodgebee in the air and the winner calls heads or tails before the Dodgebee lands. Whoever wins the flip of the Dodgebee gets to choose first possession. If there is more than one game played, such as a match of the best of three (3) games, teams will alternate first possession. This includes any overtime games.

**107.3** The game starts when the judge blows the whistle or gives a signal.

**107.4** The player who possesses the Dodgebee is called the thrower.

**107.4A** In tournament play, any thrower under the age of 18 may only throw forehand and backhand throws. In Open class divisions, there are no throwing restrictions.

**107.4B** Only right side up throws are allowed by the thrower. Throws which exceed 90 degrees in angle are not allowed. The judge stops the game (time continues), calls "angle", and awards the Dodgebee to the opposite team and play resumes at the start of the whistle (time continues). **No upside down throws are allowed.**

**107.4C** If in the outfield, the thrower may only make throws which pass through the infield. Passes to teammates must pass through the infield. Passes which do not pass through the infield are ruled a turnover. The judge stops the game (time continues) and hands the Dodgebee to the infield of the opposite team and play resumes at the start of the whistle or signal.

**107.5** Catching the Dodgebee. First, the Dodgebee may be either caught by one or two hands. It may also be caught in between a player's legs. However, once it touches the player on an attacking throw it may not hit the ground or that player is out. For players in the infield, all catches must be made inside the infield. Two or more players may make a single catch.

**107.6** Declared out. If a player is struck by the Dodgebee on any part of their body or clothing, or wear and is declared out, they must move immediately to the outfield. Play cannot resume until that player has left the field and the judge restarts the game while time continues.

**107.6A** Non legal hit. If an attacker makes a non legal throw or commits a foul (crossing the line), any result of that throw is invalid. The judge stops the game and the Dodgebee is awarded to the opposite team and play resumes at the start of the whistle or signal while time continues.

**107.6B** Multiple hits. If a player is struck by a Dodgebee after another player on his team has already been struck, both players are declared out if no catch has been made. Any number of players on the same team may be declared out if they are hit by the Dodgebee.

**107.7** Ricochets. Attacking throws which strike one player may be caught by another. A player may stay in the infield after being hit if another player on the same team makes a legal catch.

**107.8** Re-entering the infield. Any outfield player who completes a successful attack may re-enter his team's infield at the same time as the opposing player exits to the outfield. If more than one player is struck, only the attacker may

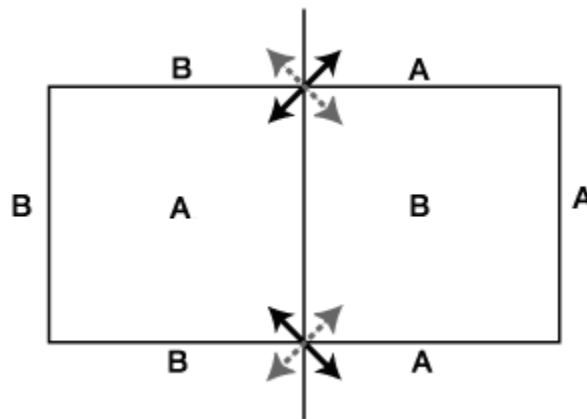
move into the infield. **Play can only resume when all affected players have moved in or out of the infield.**

#### 107.9 Losing the right to re-enter the infield

**107.9A** Before re-entering the infield, any player intentionally touching the Dodgebee forfeits the right to re-enter the infield.

**107.9B** Voluntarily not re-entering. If, after a successful attack, a player may choose not to enter the infield.

**107.10** Players entering or exiting the field of play may only pass through their own field of play.



#### 107.11 Possession of the Dodgebee

**107.11A** If the Dodgebee is not moving and is at rest, players may not reach across any lines to obtain possession of the Dodgebee. The Dodgebee belongs to the team whose field of play the Dodgebee lays.

**107.11B** The Dodgebee is rolling or sliding. If the Dodgebee is rolling or sliding in a team's field of play, you may pick up the Dodgebee. However, players may not reach across any lines to pick up the Dodgebee in contact with the ground, even if the Dodgebee is in your team's field of play.

**107.11C** Airborne Dodgebee. Any Dodgebee in flight may be caught as long as players do not violate over the line rules. Players may, however, reach across a line to catch a Dodgebee that is in flight.

**107.11D** Simultaneous catch by players of opposite teams. The team who had previous possession of the Dodgebee before the simultaneous catch retains the right to possession.

**107.11E** On the line Dodgebee. If the Dodgebee comes to rest on the line, the team who last touched the Dodgebee loses possession.

**107.11F** Definition of last touch. Last touch is defined by the thrower, a struck player, or a missed catch.

**107.12** Time Out. The following circumstances are permitted time out. The clock stops during all time outs and time restarts at the judge's whistle or signal.

**107.12A** When there is an injury

**107.12B** When it is not possible for a player to continue playing safely or other circumstances prohibit continued play. Situations like untied shoelaces and bathroom breaks are examples of necessary time out.

**107.12C** Requesting time out procedures require the player to raise their hand to the judge when play cannot be continued or there is a danger of continued play and requests time out. If a player requests time out and the Dodgebee is still in flight play continues until the Dodgebee is caught or comes to rest. If a player exits the game during a time out, an alternate player may be substituted for that affected player. The alternate player resumes the same field position as the player who has left the game.

**107.12D** Restart after time out. If, for example, someone has to retie their shoelace, the act is performed quickly and play resumes immediately after the judge whistles start. Players start from the positions they were in before the time out was called. The player who had possession last retains possession. If in the case the last person who had possession is the injured player, possession is awarded to their substitute first, or if none, the team of last possession.

## **108.0 FOULS**

**108.1** When a foul occurs and the judge stops the game (time continues), the Dodgebee is immediately given to the judge. The judge then places the Dodgebee on the ground in the court corner of the new team of possession closest to them and resumes play at the start of the whistle or signal.

**108.1A** After any foul, the possession of the Dodgebee goes to the opposite team according to 107.1.

108.1B If a player commits a foul during an attack, the opposing team does not suffer any loss from that attack.

108.1C If the throw results in a foul (example: angle) and the Dodgebee comes to rest in that thrower's field, time will stop until the Dodgebee is awarded by the judge to the opposite team and play resumes at the judge's whistle or signal.

108.1D If both teams commit a foul at the same time, there is no foul and play resumes immediately with the last team of possession having control of the Dodgebee.

108.2 Infield passing foul. Players cannot pass to other team members in the infield. The Dodgebee is awarded to the opposite team by the judge and play resumes (time continues)

108.3 Outfield passing foul. Any outfield pass must cross the infield to be a legal outfield pass. Moreover, the disc must pass over two lines for an outfield pass to be legal. Not doing so results in a turnover and the judge awards the Dodgebee to the opposite team with time continuing.

108.4 Crossing the line during a throw. A thrower may not cross any lines during the throw or a foul occurs and a turnover is the result. The judge awards the Dodgebee to the opposite team with time continuing.

108.5 Crossing the line during a catch. A player may not cross any lines during the catch or a foul occurs and a turnover is the result. The judge awards the Dodgebee to the opposite team with time continuing.

108.6 Touching the Dodgebee in the other team's court. A player may not touch the Dodgebee in the opposite team's court at any time except if the Dodgebee is in flight and does not break rules 107.4 and 107.5. If a player does commit this foul, the judge awards the Dodgebee to the opposite team with time continuing.

108.7 **Five (5) second rule.** Once possession of the Dodgebee is made by a player, the player must throw the Dodgebee in 5 seconds. Also, if a Dodgebee is thrown and not caught, the 5 second rule applies once the Dodgebee comes in contact with the ground, regardless of where it lands. Violation of the 5 second rule is monitored by the judge and if the 5 second rule is broken, play will stop until the judge awards the Dodgebee to the opposite team as time continues.

108.7A If a player voluntarily does not retrieve the Dodgebee from the outfield, possession is immediately awarded to the opposing team by the



judge. In certain cases where the Dodgebee is uncontrollably out of play, time will stop until fair play can resume.

108.8 Touching opposing team players. Players may not touch players of the opposite team on purpose. Also, players may not touch the Dodgebee if it is in the possession of the opposite team. If this foul occurs by the team of possession, a turnover results and the judge awards the Dodgebee to the opposite team with time continuing. If the team of the foul does not have possession, that team member must move immediately to the outfield.

## **109.0 WARNINGS**

All warnings result in a turnover. The Dodgebee is given to the judge and he awards possession to the opposite team. Depending on the situation, the clock may be stopped. The judge calls all warnings.

109.1 Warning Procedures. If during a game or match, players, multiple players, and/or coaches receive more than one (1) warning, those players or coaches may be disqualified from further participation from that match. If a judge warrants the act or acts serious enough, those players and/or coaches may be disqualified from the remainder of the tournament. Two (2) warnings in a single game will result in a one (1) infield player deduction at the conclusion of the game for the offending team

109.1A If any player or coach intentionally delays the progress of the game a warning will be given.

109.1B If any infield player voluntary moves to the outfield during the game a warning will be given. Similarly, if any outfield player voluntary moves to the infield, a warning will be given.

109.1C If any player commits an act of unsportsmanlike conduct, a warning or disqualification may be given by the judge.

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Dodgebee International  
December 2007--Version 3.00  
March 2008 --Version 3.01