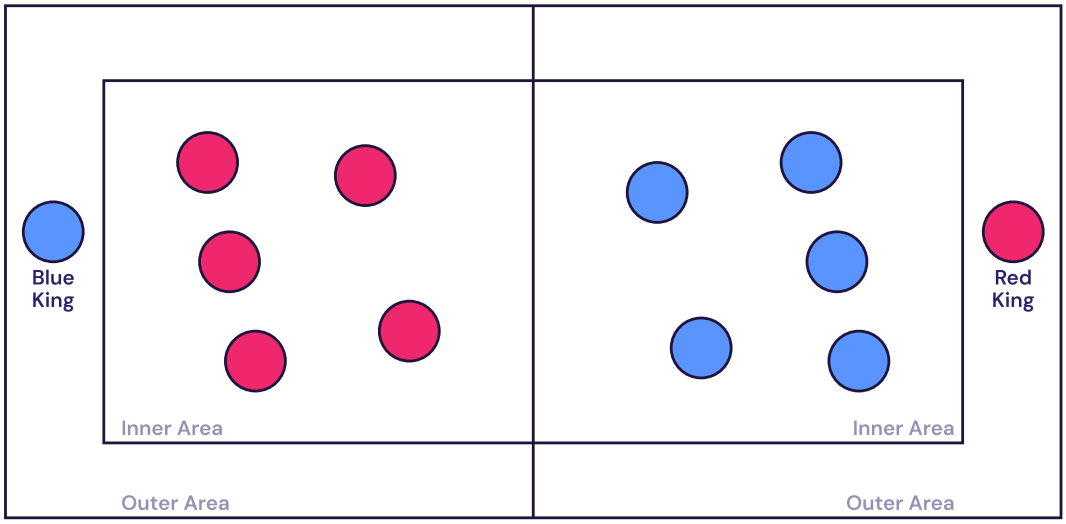
Dodgeball Rules

Basic Game

At the start, all players are divided into two teams, each of which is allocated one half of the playing field. Each half is divided into two sections: the inner and outer areas.



The aim of the game is to lure the opposing King into your half and hit them three times. To achieve this, three balls are thrown at the opposing team. If you are hit, you must go to your own King in the outer area. If you then hit an opposing player in their inner area, they must leave the field and you can return to your own inner area. Once all the players on a team have been eliminated, the game pauses and the King enters the field. Play only resumes when the king says 'Go'.

(Important! When the King enters the inner area, the game really does pause! It only resumes when the King says 'Go'. Any balls thrown before that are 'lost'.)

To ensure fairness, the King is given two balls the first time they enter. On all subsequent occasions, they are given only one ball.

Other rules

For simplicity, the term 'player' refers to all participants, regardless of gender.

- **Ball caught**
  If Player 1 throws a ball from the infield and it is caught by an opponent, Player 1 is out as if they had thrown the ball themselves.

- **Ball touches the ground**
  If the ball touches the ground, it is 'dead'. Therefore, if the ball bounces off the ground and then hits a player, nothing happens.

- **Deflecting a ball with a ball**
  Deflecting a ball with a ball: You may use a ball in your hand to deflect opposing balls. These then count as if they had touched the ground.

- **Hit and caught**
  If you are hit by a ball that is then caught by a teammate in the infield, you are not out. The ball is then considered caught, and the thrower must leave the game.

- **Hits to the head**
  Hits to the head do not count for safety reasons. Please do not aim at another person's head or face. (The same applies to the throat and neck.)

- **Playing with the foot**
  Kicking or shooting the ball is prohibited for safety reasons. The ball is then automatically awarded to the opposing team.

- **'Coming-in' rule**
  If you have just thrown yourself free from the outer area and are on your way back into your own half, you have around three seconds during which you should not be hit. These three seconds do not have to be adhered to strictly, but are intended to ensure greater fairness. Please allow your opponents to reach your half safely before throwing.

- **'Go-out' rule** (behaviour after being hit)
  As soon as you are hit, you are 'out'. Any balls you are holding must be dropped or placed on the ground; in particular, they must not be passed to a teammate. It is also not permitted to pick up balls in the inner area or take them out into the outer area. When leaving the game, you must not stand in front of your teammates to block them. You must make it clear to everyone that you have been eliminated.

- **King catches the ball**
  If a King scores whilst in the outer area, they cannot enter the inner field. Instead, they can invite someone in. This gives value to the King's throws and means they do not have to stand idly by until it is their turn.

- **King scores from outside**
  If a king lands on an outer square, he may not enter the inner area. Instead, he may invite someone in. (This gives the king's rolls a value and means he does not have to sit idly by until it is his turn.)

- **Receiving the ball in the opposition's half**
  Players may pick up a ball lying on the ground in the opposition's half, provided their feet remain in their own half.

- **'Steal' the ball**
  A player may 'steal' the ball from an opponent provided the opponent is not holding it firmly in their hand.