

## Dodgeball Competition Guidelines

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### 【Date】

Saturday, May 16th, 2026

Sunday, May 17th, 2026

### 【Venue】

2nd Gymnasium

### 【Division】

#### Men's Division

##### 〈Entry Criteria〉

- None in particular.

##### 〈Registration Restrictions〉

- Registration of women is allowed. However, handicap will be applied. (Refer to the rules)

#### Women's Division

##### 〈Entry Criteria〉

- None in particular.

##### 〈Registration Restrictions〉

- Men's registration is not allowed.

※It is prohibited for one person to belong to more than one team in the same division.

※No additional substitutes will be allowed after the qualifiers.

### 【Rules】

- Basically, the rules of dodgeball competition of the Japan Dodgeball Association shall be followed.
- The number of players per team is 8, but the minimum number of players per team to start a match is 6.
- Up to 8 substitutes can be registered. The maximum number of registered participants is limited to 16.
- If the minimum number of players for a match is not reached after 5 minutes from the starting time, the team will be lost by default.
- If the number of players does not meet the required number at the start of the match,

increasing the number of players after the match has begun is prohibited.

- Late arrivals will be tolerated for up to five minutes. However, if the time exceeds 5 minutes, the team that is on time shall win. An exhibition match that does not affect tournament results may be played after the match, provided it ends at least 10 minutes before the next match begins.

- If the number of players present for both teams is zero, the match shall be canceled. If one team has zero players present and the other team has fewer than six players present, the team with fewer than six players shall be awarded a forfeit win.

If both teams have fewer than six players present, the winner shall be determined by rock–paper–scissors.

The decision shall not be based on the number of players present.

- The number of outfielders at the start of the game is 3 per team, which is called the original outfield. During a game, there must always be at least 3 outfielders per team.
- A rock-paper-scissors game will be played before the match, and the winning team will choose the court.
- The game shall start with a jump ball. However, jumpers must be on the infield.
- The jumper shall not be attacked on the first throw from the infield after the jump ball.
- Handicap Rule

In the men's division, female players shall participate in the match while wearing a bib. If a female player is hit by the ball while wearing the bib, she shall remain in the infield and remove the bib.

If the same player is hit by the ball again after removing the bib, she shall move to the outfield.

Therefore, a female player must be hit by the ball twice in order to be moved to the outfield.

#### Out / Safe

- If the ball is hit by an opponent's pitch and not taken, it shall be considered out. However, if the ball is hit by an opponent's pitch and a teammate's infielder is able to take the ball without bouncing it, the player shall be considered safe.
- If a ball thrown by an opponent hits two or more players with no bounce and the ball is not taken by a friendly infielder, all players hit shall be out.
- If a player is hit from the neck up, they shall be considered safe. However, if it can be judged that the player intentionally went to hit the opponent, the player shall be declared out.
- If it can be determined that the jumper intentionally went to hit the ball on the first play after the jump ball, the jumper is out.

- If the opponent's pitch is foul, it shall be considered safe.
- Even if a player believes they have caught the ball, the player shall be declared out if the ball is judged to have touched the ground at the time of the catch.

### Fouls

If any of the following acts are committed, it is a foul, and the ball is awarded to the opponent.

- The ball carrier or thrower steps on the line or enters the opponent's court.
- Hold the ball for more than 15 seconds.
- Make a play that the referee deems dangerous.
- Take the ball from the opposing team's court.
- Attacking the outfield trying to get into the infield.
- The ball carrier or the thrower shall not cross the line or enter the opponent's court.

### Control of the ball

- Judgment shall be made based on the line for both inside and outside field. The same applies when the ball hits the wall and bounces back.
- If a player makes a series of passes and the referee determines that there is clearly no intent to attack the opponent, the ball is considered to be the opponent's ball. (If a player throws the ball over the opponent's head or throws the ball to a place where the opponent is clearly not present, the referee shall judge that the player has no intention of attacking the opponent.)
- Passing the ball between infielders and outfielders is also considered a pass.
- If there is a battle for the ball on the line, the ball is awarded to the team that did not win the ball on the jump ball at the start of the game. Thereafter, the teams shall alternately take control of the ball.

### Infield and Outfield

- An outfielder may enter the infield only when he has made an out on an opponent.
- Original outfielders must return to the infield when there are four or more outfielders.
- The outfielders must return to the infield as soon as possible after making an out, or their right to do so will be nullified.
- If a player puts an opponent out while there are three players in the outfield, the player shall wear a former-outfield bib and may return to the infield only when the number of outfield players becomes four or more.
- Original outfielders must wear a bib and hand the bib to the referee when returning to the infield. At that point, they cease to be an original outfielder.

- Intentionally crossing the line is prohibited. If it is crossed, the ball shall be handed over to the team on the other side of that team that committed the infraction and the game shall be restarted.

#### Substitution

- Substitutes may only play with the outfielders. (However, they must notify the referee of their substitution.)
- When replacing an original outfielder, the bib must be replaced.
- Players may be substituted at any time as long as it does not interfere with the progress of the match. (A player who has left a match after being substituted may be substituted again in the same match and participate in the match.) The stopwatch shall be stopped during player substitutions and restarted once the substitution is completed.

#### **【Match format】**

One of the following formats shall be used.

#### Tournament

- The time for a match shall be 10 minutes.
- If the game reaches the stipulated time, the winner will be determined by the number of remaining infielders.
- Up to the quarterfinals, if there is a tie in the number of players remaining in the infield when the stipulated time for the game is reached, the winner will be decided by rock-paper-scissors by the representatives.
- In the final, semifinal, and third-place match, if the number of remaining infield players is equal for both teams when the regulation time expires, a five-minute overtime period shall be played.

If the result is still undecided after the overtime period, the team that first hits an opposing infield player during the five-minute overtime shall be declared the winner.

#### League Match

- The time for a game shall be 10 minutes.
- When the stipulated time for a game is reached, the winner will be decided by the number of remaining infielders.
- The winning team shall be awarded 3 points, and in the event of a tie, both teams shall be awarded 1 point, and the order shall be determined in order of the number of points won. If the winning teams have the same number of points, the order will be determined by the difference in the number of players remaining in the infield and the order of victory

or defeat between the teams concerned. If the teams still cannot decide, the ranking will be decided by rock-paper-scissors by the representatives of the teams concerned.

**【Referees】**

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**【Notes】**

- The maximum number of registered members per team is 16.
- Players who arrive late may only take part in the match as a substitute after notifying the referee.
- It is not allowed to participate in a team in which a player is not registered.
- Teams that participate in the tournament without a registered player will be disqualified.
- The use of balls other than those provided by the Sports • Day Committee is prohibited in the games.
- Eating and smoking are prohibited in the venue.
- Indoor shoes must be worn.
- If a player fails to follow the instructions of the referee, some measures may be taken.
- Basically, balls are not loaned out. In accordance with this, players are allowed to bring their own balls.
- Ball loans are permitted only when six or more players have arrived by five minutes before the match start time, with priority given to the team playing next; if balls become unavailable during the loan period, responsibility lies with the players or team.