

Dodgeball Competition Guidelines

【Date】

Saturday, May 17th, 2025

Sunday, May 18th, 2025

【Venue】

2nd Gymnasium

【Division】

Men's Division

〈Entry Criteria〉

- None in particular.

〈Registration Restrictions〉

- Registration of women is allowed. However, no handicap will be applied.

Women's Division

〈Entry Criteria〉

- None in particular.

〈Registration Restrictions〉

- Men's registration is not allowed.

※If the number of registered teams in either division is extremely small, the divisions may be merged into one division.

※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.

※Players from a losing team cannot be added as substitutes for other teams.

【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.
- 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 is less than the number stipulated for the match at the start of the match, a penalty will be assessed.
- 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. In the unlikely event that a game is played, it will be an exhibition match where the outcome of the game will not affect the tournament.
- 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.
- Do not attack the jumper on the first play after the jump ball.

Penalty

- The increase in the number of players after the start of the match is prohibited.

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.

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.

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 an outfielder makes an opponent out when there are three outfielders, they can wear their former outfield bib and return to the infield when there are four or more outfielders. However, as long as there are three outfielders, they cannot return to the infield.
- 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.
- Original outfielders will return to the infield at the game regulation time. (At this time, the number of outfielders may be no more than 3.)
- 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.)

【Match format】

One of the following formats shall be used.

Tournament

- The time for a match shall be 10 minutes.
- When the number of players in either infield reaches zero, the game is considered over even if the original outfielders remain in the outfield.
- 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 semifinals and thereafter, if there is a tie in the number of remaining infielders when the stipulated time for the game is reached, a 5-minute overtime game will be played. If the winner is still not decided, the winner will be decided by a game of rock-paper-scissors by the representatives.

League Match

- The time for a game shall be 10 minutes.
- When the number of players in either infield becomes zero, the game shall end even if the former outfielders remain in the outfield.
- 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.

Adding players on the day of the competition

- Players from the eliminated team cannot be added to the team.
- Players may not be added to more than one team in the same division on the day of the competition.
- Once you delete the player, reapplying is allowed only one time.

- The maximum number of additional players is limited to half of the maximum number of registered players(8).

【Referees】

Sports • Day Staff

【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.
- Balls will be allowed to be loaned out only if all participants arrive at least 10 minutes before the game. However, if the ball is lost during that loan-out time, the player/team will be responsible for the loss. However, priority will be given to teams that have a game immediately following.