

XOSO Dodgeball - Key points summary (not all of them!)

1. HONOR CODE! If you think the other team is cheating, so your team does, pretty soon the game is chaotic and everyone's pissed. If they see you going out on close calls, they more than likely will also. Lead by example.
2. Once "possessed", ball must be played within 15 seconds. "Possession" occurs when touching a ball or if a ball is nearby if a team has more than one player on the court. Handing the ball off does not count! Ball must be thrown beyond other team's attack line.
3. Final Player: Team that touches ball first must throw first. Final player may have multiple balls nearby but may opt to try to catch the throw if the other team has to throw first.
4. Only TWO Shaggers. Must put ball on court immediately. Can't touch ball when it's on the court. May reach over imaginary yellow center line but not cross over (like when playing).
5. Clear the ball on Opening Rush: Ball and Foot need to clear line. No one is out if ball is not cleared. Throw is void.
6. Out Queue: First in is near baseline, last in is closer to center line. STAY BEHIND BLACK LINE! Must be IN (not walking towards) the queue when catch occurs to come back in game, so hustle (and raise your hand)!
7. Saves: A ball that bounces off a player and is caught by a teammate (before it hits ground/wall/basket/net/etc.) means both hit player and thrower are safe.
Hits/Catches: only count if ball hasn't hit something else first.
8. If the ball in your hands is knocked out of your hands by the thrown ball you are out.
9. No taunting or excessive celebration that can be considered rubbing it in the other team's face.
10. Count down: We don't want to call people out on a count down but sometimes it's necessary. The point is to keep the balls moving. If you drop a ball during a count down, it's still live, whether you drop it to catch a throw or not. Refs, count slowly, with a pause between each count please.
10. Straddling boundary blue line: Lifting the leg in bounds without jumping will mean you are out of bounds. Otherwise one foot out is ok.
11. Head Shots: Warnings for high throws leading to yellow/red cards. Blocking a headshot with your hands means you're out (warning or card will be given to thrower). A head shot while ducking or bent over will mean the hit player is out and thrower is not because it wasn't a high throw.
12. Ollie Shots: If ball touches backboard/rim/net (even barely) it's dead and catching it won't get shooter out. A player jumping and touching net/rim/backboard will be out.

NO ARGUING PLEASE! If you think it hit you, it probably did. People will respect you and your team more if you go out. The Refs will also give you the benefit of the doubt more if they see you go out when even they weren't sure if it got you. When you argue everything, the refs will watch you closer and call you tighter because they'll think you're cheating; it's human nature.