

**Washington/Idaho Rainbow
Official Rules and Regulations of
DODGEBALL**

The Team:

Teams will consist of at least 15 players and no more than 30 players; competing teams do not have to have equal amount of players. The majority of a team should be comprised of active Rainbow girls of the respective district. If there are not enough GIRLS to reach 30, pledges, prospective members, majority members, advisory board members, parents, legal guardians, and siblings may join the team to reach maximum of 30 players. Please use your best judgment in filling the team if 30 girls are not available; avoid adult players if possible.

The Field:

The game may be played indoors or outdoors. The playing field should be about the size of an average Lodge room. The Grand Officers in the districts will work together to decide the best possible way to mark the field's boundaries. There should be markings to show the sides and back of the field as well as a center dividing line.

The Balls:

Each team will be responsible for providing 10 balls for play, unless otherwise arranged by the Grand Officers of the districts. 20 balls will be in active play during the game. The balls should be about 8 inches in diameter. The softer the better.

The Game:

The Object of the game is to eliminate all opposing players by getting them "OUT".

This may be done by:

1. Hitting an opposing player with a LIVE thrown ball below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, official or other item outside of the playing field (wall, ceiling, etc)

Boundaries:

During play, all players must remain within the boundary lines. If balls leave boundaries, we will trust those watching to throw the balls back onto the team's side that they strayed from.

Game Play:

10 Balls will be placed along the back side boundary line of each team's side to start. A whistle sound (or some predetermined way to alert start of game) will mark the beginning of play. Balls may not hit above the shoulder. If a player's ball hits an opposing player above the shoulder, the thrower is "OUT".

Winning the Game:

Once a game has started it does not end until an entire team has been eliminated. Once an entire team has been eliminated, the remaining team will be announced the winner!

Question:

If there are any questions during the planning and preparation of a game, contact Grand Worthy Advisor Sammi Elwood.

GAME ON!!