

# DODGEBEE®

## Basic rules of Dodgebee

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### 1. Equipment

**Dodgebee 270 Official Competition Disc.**

The Dodgebee 200 and 235 are smaller versions available and are well suited for general play with younger students.

#### Clothing

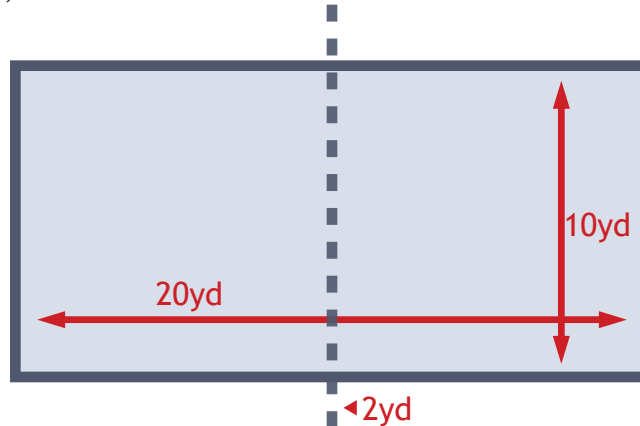
It is recommended that opposing teams wear different colors or numbered vests.

#### Stopwatch

or other timing device

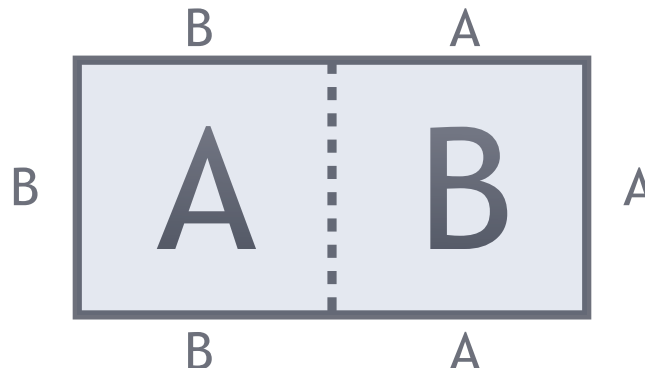
### 2. Court

The court is 10 yards by 20 yards, divided in half so that each team's court is a 10 x 10 square.



Cones or other simple markers may be set at the corners and dividing line.

There are two teams, team A and team B as shown.



When available, a referee should be at the center point on the outside of the court to make rulings when necessary. The outside of the court represents the outfield. The inside of the court represents the infield. There are no boundaries for the outfield except staying on your team's side of the field.

### 3. Players

Each team may have a maximum of 13 players, with both teams having an equal number of players. For fairness of play, it is recommended that players for a game of Dodgebee not be more than 1 or 2 years in age difference.

### 4. Game Duration

Game duration is 4 minutes unless a team's infield is eliminated first. 1 minute overtimes are used in case of ties. Best 2 out of 3 matches determine the winning team.

### 5. Object of the Game

To eliminate all players from the opposing team's infield court.

If there are remaining players in the infield and time has expired, the team with the most players on their infield wins.

### 6. Starting the Game

Play starts by flipping a Dodgebee and one selected member calling heads or tails. The Dodgebee must flip more than one time.

Teams may decide on how many members make up their infield and outfield prior to start of the game. There must be at least 1 member from each team in the designated outfield

Play starts when the Dodgebee is given to the outfield and time starts after the first throw.

### 7. General Rules of Play

The official game of Dodgebee is played with the use of a single Dodgebee disc. This promotes cooperative passing and strategies. Multiple Dodgebee discs of similar or different sizes may be used as an alternative play format.

Players may not cross the center line. If a player crosses the center line, they must move immediately to their team's outfield (automatic turnover).

Outfield players may pass to any of their team's members in infield or across lines to players on other sides of outfield. Infield players may pass to any of their team's in the outfield, but are not permitted to pass to infielders (automatic turnover).

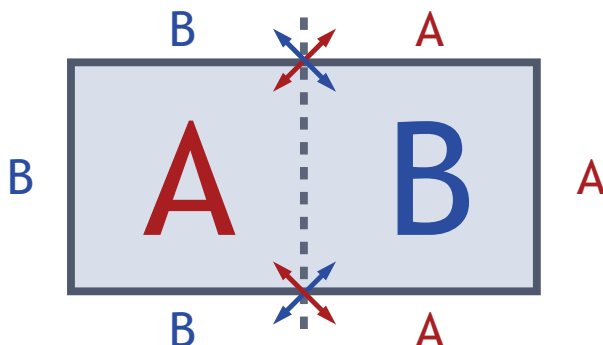
Players on the infield may move about freely if they do not possess the Dodgebee

Outfield players may not move to different sides of the court if they possess the Dodgebee. They may also not pass to outfielders on the same side as them. Doing so results in a turnover.

Catches must be made cleanly with the hands and/or body. Between the leg catches are also permitted. Simultaneous catches (catching the Dodgebee at the same time as it hits the ground) are OK.

Players are eliminated in the opposing team's infield by either hitting them directly with a throw and no catch is made (disc cannot touch the ground first) or they attempt a catch and drop the disc. Any infield player who is struck or drops the Dodgebee must move immediately to their team's outfield. Play resumes when affected player(s) have moved to the outfield.

Players entering or exiting the game should only pass through their own field of play.



If more than one player is struck on the infield with a single throw and no catch is made, each of those players must move to their team's outfield. In addition, if a player is struck and another team member makes a catch, play continues with no player moving to the outfield.

Players may not hit a player above the shoulders (automatic turnover). Doing so means a player must leave the game and not be allowed to return for that game including any overtime(s).

Kicking the Dodgebee intentionally automatically results in a turnover.

The Dodgebee can only be thrown right side up. No upsidedown or vertical throws are allowed. Only forehand and backhand throws are permitted.

Players should be able to make their own rulings and only use the referee if necessary.

Players in the outfield may return to the infield by eliminating an opposing team member in the infield with a legal throw.

Players must attack the opposing team within 10 seconds. This is to avoid "running down the clock"

Turnovers immediately award the Dodgebee to the opposing team.

Examples of turnovers:

- a. A player has caught the disc but then drops it
- b. Kicking the Dodgebee
- c. Not moving to the outfield after being hit
- d. Crossing the center line
- e. Hitting a player above the shoulders
- f. Upsidedown or vertical throw
- g. Moving to a different side of the court while holding the Dodgebee
- h. Infield passing
- i. not attacking to run down the clock
- i. Unsportsmanlike conduct

## **8. Basic strategies**

Players may move about freely in the outfield while remaining on their designated sides. Passing to other team members is a winning strategy.

Voluntarily not reentering. If an infield player has earned the right to enter the infield, they may choose not to.

Starting the game with your strongest throwers in the outfield.

## **9. Sportsmanship**

Loud or abusive language is not permitted at any time. Offending players are immediately disqualified from the game and may return to future games after the referee's final decision. Other unsportsmanlike conduct is not permitted and will be judged by the referee.

These are the very basic rules of Dodgebee. Teachers and chaperones may alter or change rules depending on the actual circumstances and reasonable rulings of fairness of play.

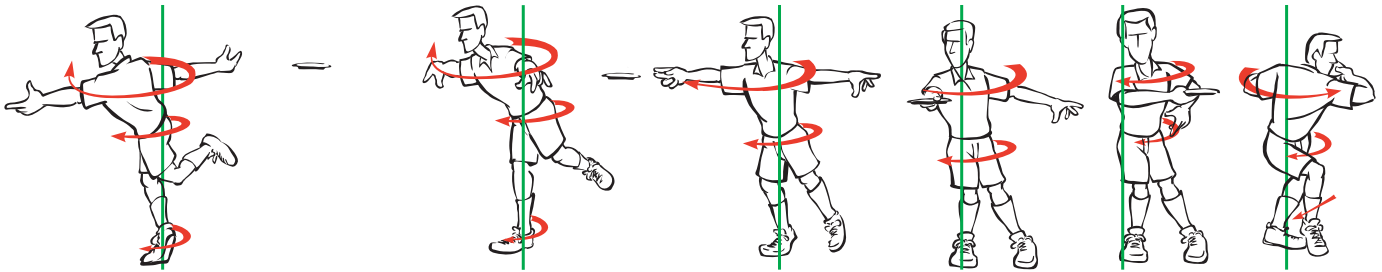
Good sportsmanship is always encouraged!

Enjoy and have fun!

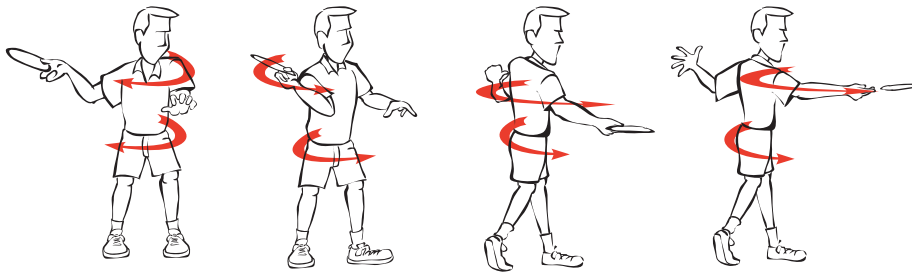
For official Tournament rules, please go to [Dodgebee.com](http://Dodgebee.com)

## 10. Glossary of terms:

- **Dodgebee** A Dodgebee is a soft washable flying disc made with a nylon covered soft foam that is firm enough to hold its shape but still soft enough to throw and catch easily and safely.
- **Backhand throw** grip the Dodgebee in the hand between your thumb and forefinger. For right handed throws, bring the disc back across the chest toward the left side of the body and with speed bring the disc back across the chest to the right side and snap the wrist and throw. For left handed players do the opposite.



- **Forehand throw** pinch the disc tightly between the thumb and forefinger with the disc rim almost touching the back of the hand. For right handed throws, bring the disc back across the right side of the body, and with speed bring the disc to the front again and snap.



- **Rightside up** a throw with the top of the disc showing top side up
- **Upsidedown** throw a throw with the bottom of the disc showing bottom side up
- **Vertical throw** a throw which is 90 degrees or perpendicular to the ground
- **Legal throw** a forehand or backhand throw
- **Kicking** intentionally kicking the Dodgebee
- **Catching** gripping the disc between the hands, body, or legs
- **Infield** any area inside the designated area of the court
- **Outfield** any area outside the designated area of the court
- **Turnover** when any infraction occurs
- **Referee** teacher, parent, guardian, or other nonpartisan person judging the game in play
- **Possess(ing)** holding the disc for your team while the game is in play
- **Center line** the line that divides/separates each of the teams.
- **Overtime** After regular time expires, the time allocated for one additional game to determine the winner of that game