



Dodgeball

THE TEAM

Teams are made up of 6-8 players. An equal number of players will begin each match. Teams may consist of all boys, all girls or mixed. 6 players per team on the court to start the game.

THE FIELD

The playing field shall be a rectangle divided into two (2) equal sections by a centerline and attack-lines 3m from, and parallel to the centerline.

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. Players may leave the boundaries through their endline only to retrieve stray balls. They must also return through their endline.

THE OPENING RUSH

Game begins by placing the dodgeballs along the centerline – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Once a ball is retrieved it must be taken behind the attackline before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. An 10 minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner.

OVERTIME

In case of a tie, a two (2) minute overtime will be played by only the remaining members of the team still in the game. For tournament games there will be additional two (2) minute overtime periods until there is a winner. 5-SECOND VIOLATION In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 5 seconds. This also applies to tied teams.

RULE ENFORCEMENT

Rules will be enforced primarily by the "honor system". Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.



Matball

The Game

Offensive players line up along the wall outside the baseline. One person kicks at a time. The ball is rolled by the defensive team from the center of the bases toward the kicker. Once the ball is kicked (forward, backward, sideways), the kicker runs to first base.

Offensive Rules

You may have any number of runners on any base. You do not have to run when the kicker kicks the ball. You choose when to run. However if your feet leave the mat, you must run to the next base.

You may **NEVER** let both of your feet leave the mat after touching a base or you **MUST** go to the next base. You can never go back to a base, only forward.

You may continue to steal bases until the defensive team throws the ball back to the pitcher in the center jump circle. If the defense throws the ball at runners widdly, continue stealing!

You may steal bases only when the ball is not in the pitchers hands.

It is very easy to steal bases, so you must circle the bases **TWICE** to score a run for your team. You are allowed to stop on home or any other base.

You are not allowed to dive, slide, or roll onto a base. You **MUST** remain on your feet at all times or you are out.

If a kicker can kick the ball and hit the back wall, it is a home run.

Defensive Rules

Defensive players may stand anywhere, except within the 15 feet between the pitcher and the kicker.

Once contact has been made with the ball you can go within that 15 feet area.

You may get a kicker out two ways:

1. If you catch a pop fly that they kick.
2. if you throw it and hit or touch the runner while they are off of a base.

Three outs and teams switch.



Soccer

The Game

Matches are played by two teams of 11 to a side. The goalkeeper is included in the 11-player total. The referee is the authority on the field, and the referee's word is law.

A soccer match is comprised of two 15-minute halves, with extra time added for each at the referee's discretion. The halves are separated by a half-time period not to exceed 5 minutes. Although soccer does have an allotted time limit, it is ultimately up to the referee's as to when to end a match.

Kick-off is generally determined by a coin toss, whereby the winning team can either choose to start with the ball or choose which goal they would like to attack. The losing team is then afforded whatever choice the winner does not elect to take. Kick-off occurs at the start of each half, and after each goal scored, and is taken at the center of the halfway line. If a team scores a goal, the opposing team is given the kick-off to restart the match.

The ball is out of play when it fully crosses either the goal line or the touch line. It is also out of play if the referee stops play for any reason. If, for any reason, the ball strikes the frame of the goal or the referee and remains within the goal and touch lines, it is still in play.

A goal is scored when the entire ball has crossed the goal line within the frame of the goal. At the end of the match, the team with the most goals is the winner, barring the circumstantial necessity for extra time.

Fouls and Misconduct

A direct free kick is awarded when a player:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately

Yellow cards are awarded as a caution or warning to a player and can be issued for the following offenses:

- Unsporting behavior
- Dissent by word or action
- Persistent infringement of the Laws of the Game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a free kick or throw-in

Red cards are used to send a player off the field, and can be issued for the following offenses:

- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Deliberately handling the ball (the goalkeeper being an exception)
- Using offensive or abusive language and/or gestures



A direct kick can be shot directly into the opponent's goal without touching another player. The ball must be stationary.

A penalty kick is awarded either when a defensive player fouls an attacking player or commits a handball in his/her team's penalty area. The penalty kick is placed at the penalty spot, and all players on both teams must remain outside the penalty box during the shot. They may enter the box immediately after the shot is taken. The goalkeeper may move horizontally along the goal line before the shot is taken, but he may not come off the line until the ball is struck.

A throw-in is awarded when the possessing team plays the ball out of bounds over the touchline. While taking a throw-in, a player must release the ball with both hands simultaneously and keep both feet firmly planted on the ground. If these conditions are not met, play is stopped and the throw-in is given to the opposing team. Players are not allowed to score directly off a throw-in.

Missouri DeMolay Code of Conduct

1. Understand and abide by the rules of the game.
2. Respect the integrity and judgment of game officials.
3. Practice good sportsmanship. Congratulate your teammates and opponents in a courteous manner after each match, in victory or defeat.
4. Be responsible for your actions and maintain self control in the game and in the facility.
5. Be positive. We will not tolerate taunting opponents or foul language.