



Air Maxx
TRAMPOLINE PARK
& FUN CENTER

**DODGEBALL
CHALLENGE**

RULES

- Each team will start with even number of players and balls on each side. At least one member of the opposite sex must start the match.
- YOU are out if hit by a ball thrown by an opposing player.
- **HEAD SHOTS:** If you are in the “Danger Zone” you cannot hit another player in the head (direct hit) or the thrower is out.
 - 1. Ref’s call**
 - 2. If you duck into the hit, it is *your* fault and *you* are out.**
 - 3. Be nice, aim low... this is not the Air Force!**
- A ball that is thrown is considered “dead” once it hits anything besides a person. This means that if the ball deflects off anything other than a player still in the game, the ball is a **DEAD BALL**. You are allowed to catch the ball deflected off of another player and that renders the *thrower* out.
- You can block balls using another dodgeball **BUT** if blocking said ball results in you dropping your dodgeball, then **YOU** are out.
- Once **OUT** you are not allowed back in until the next game.
- No holding a ball longer than **10** seconds.
- If a team has all the dodge balls on their side, they have **10** seconds to throw at least one.
- You can catch a ball with any part of your body (you are not a dog, so do not try to catch on in the mouth...it does hurt and you will be called out... Darwinism at its best!)
- **DO NOT** cross the center pads. You will be called out. This includes even if you are trying to grab a ball!
- When **OUT**, **WALK** straight to the exit and cover you head and ears until you are out of the court. This will notify others you are out and protect you from incoming throws.
- This is **NOT SOCCER!!** Do **NOT** kick the dodgeballs.
- There will be **NO** throwing of wrenches!!!!
- **The refs are always right!!**
- Remember your five J’s “Jive, Jump, Juke, Jostle, and Jive”