

Phoenix Dodgeball Rules

Aug 23st, 2009



The Phoenix Dodgeball Rule Set is closely modeled on Rule Set of The National Dodgeball League (The NDL). The intent is to provide consistency for competitive players participating in NDL tour stops and tournaments by using a familiar and tested rule set. For some circumstances Phoenix Dodgeball has been required to make modifications to the NDL rule set for clarity, gym conditions, and safety.

There are some Rules that differ between the A Division and B Division. These differences are noted below and are intended to soften rules for the newer players found in the B Division.

Table of Contents

1. Team Composition
 - a. Team Captain
 - b. Players
 - c. Starting Players
 - d. Non-Starting Players
 - e. Uniforms
 - f. Team Player Composition
2. Game Equipment & Boundaries
 - a. Equipment
 - b. Boundaries
 - c. Personal Player Equipment
3. Match Composition
 - a. Winner
 - b. Recording the Match
 - c. Officiating
 - d. Procedure
4. Winning a Game
 - a. Being declared the winner
5. Eliminating a Player
 - a. Definition
 - b. Procedure
 - c. Elimination by Contact
 - d. Elimination by Catch
 - e. Boundary Infraction
6. Regeneration
 - a. Definition
 - b. Out Queue
 - c. Order of Regeneration
7. Opening Rush
 - a. Procedure
 - b. Starting Procedure
 - c. Starting Positions
 - d. False Starts
 - e. Restarts
 - f. Attack Line
 - g. Neutral Zone
 - h. Physical Contact
 - i. Sliding
 - j. Physical Confrontation
8. Blocking

- a. Definition
 - b. Grip
 - c. Fingers
 - d. Hand
 - e. Live off the Blocker
9. Stalling
- a. Definition
 - b. Be Production
 - c. Player Warning
 - d. Ball Possession Penalty
 - e. Advantaged Team
 - f. Exploitation Rule
10. Suicide Play
11. Stopping a Game
12. Yellow & Red Cards
13. Terms and Definitions

1. **Team Composition:** A Team is a collection of players who play together throughout the course of the event/league.
- 1.1. **Team Captain:** A named player who is responsible for the operational needs of the team.
- 1.1.a. The Team Captain shall participate in all prescribed activities involving communication between Phoenix Dodgeball LLC and the players.
 - 1.1.b. The Team Captain may also be held accountable for the behavior of their teammates.
 - 1.1.c. Team Captains are responsible for communicating their team's responsibilities to their players.
 - 1.1.d. Outside of a game, a Team Captain has the right to an audience with League Officials and/or Phoenix Dodgeball LLC staff, so long as the discussion is productive and in proper context.
- 1.2. **Players:** Players of a team must be 18 years of age or older, registered, and paid for the current event/season/division.
- 1.2.a. Players are expected to have a basic understanding of the Rules and follow the Official's Direction at all times.
 - 1.2.b. Players must follow the Code of Conduct at all times.
- 1.3. **Starting Players:** Prior to each game, teams will select 6 players (5 for Women's Division) to participate in that game. These players are to stand at the end line prior to the game start and respond to the Official's "Ready" call.
- 1.3.a. Substitutions:**
- 1.3.a.1. Teams may not substitute players during a game.
 - 1.3.a.2. Teams may only select new starting players for each game.
 - 1.3.a.3. Substitutions may be made if a player is injured. The substituting player must be a non-starting player. If none are available, the team does not regenerate a player.
 - 1.3.a.4. Teams may not substitute players not registered to the team.
- 1.4. **Non-Starting Players:** Must not congregate in an area obstructive to play and so may not stand near the Out Queue or at the end line.
- 1.5. **Uniforms:** Teams are encouraged to have a uniform to participate in League Play (some exceptions can/will be made, see League Officials).
- 1.5.a. Same Color Jersey: The Jersey must be of the same color (or very similar in color).
 - 1.5.b. Jerseys should have unique numbers clearly identifying each player.
 - 1.5.b.1. Front: A number of at least 4" in height.
 - 1.5.b.2. Back: A number of at least 8" in height.
 - 1.5.b.3. Numbers should be clearly legible and distinguishable from print or lettering on the jersey.
- 1.6. **Team Player Composition:**
- 1.6.a. Teams must be made up of at least 6 Rostered Players.
 - 1.6.a.1. A team may play a game with less than 6 players to avoid forfeit but does so at a disadvantage.
 - 1.6.b. CoEd Teams must contain at least 2 Rostered Players of each Gender. (2 Females and 2 Males minimum)

- 1.6.b.1. A CoEd team may play with only 1 female or 1 male but may not exceed 5 players on the court in total.
 - 1.6.b.1.1. A CoEd team must forfeit any game it is unable to provide one player of each gender.
- 1.6.c. Open Teams have no gender requirement.
- 1.6.d. Women Teams may only contain Women.
 - 1.6.d.1. Women Teams must be made up of at least 5 Rostered Players.
 - 1.6.d.1.1. A Women's Team may play with less than 5 players to avoid forfeit but does so at a disadvantage.
- 1.6.e. Phoenix Dodgeball LLC shall review, on a case by case basis, individuals who have undergone GRS.

2. Game Equipment and Boundaries

2.1. Equipment:

- 2.1.a. Open, CoEd and Men Divisions shall play with six (6) 8.5" Rubber Dodgeballs.
- 2.1.b. Women Divisions shall play with five (5) 7" Rubber Dodgeballs.
- 2.1.c. The Court shall be identified with 12" Cones located:
 - 2.1.c.1.3 located on the end line (2 corners and 1 middle)
 - 2.1.c.2. Centerline: If a game is played with a centerline.
 - 2.1.c.2.1. 1 located on each sideline where it intersects with the centerline.
 - 2.1.c.2.2. 2 located on each sideline 10' from each end line
 - 2.1.c.3. Neutral Zone: If a game is played with a neutral zone.
 - 2.1.c.3.1. 2 located on each sideline marking the boundaries of the neutral zone.

2.2. Boundaries:

- 2.2.a. The court is a 60' long and 30' wide area.
- 2.2.b. Neutral Zone: (Division A)
 - 2.2.b.1. The neutral zone is a 10' wide area positioned in the center of the court wherein players from both teams may enter.
 - 2.2.b.2. The neutral zone boundary opposite of your end line shall be treated as a "Center Line" in respect to boundaries.
- 2.2.c. Center Line: (Division B)
 - 2.2.c.1. The centerline divides the court into two (2) 30' halves.
 - 2.2.c.2. The centerline marks the boundary between the two sides.
- 2.2.d. Attack Line:
 - 2.2.d.1. The attack line is a line marked 10' from each side of the center line and running the width of the court.
 - 2.2.d.2. A thrown ball is not live until a player brings it behind the attack line following the rush (see rule 7.5)
- 2.2.e. Boundary Infraction: (aka "out of bounds")
 - 2.2.e.1. Players are expected to remain within the boundaries at all times.
 - 2.2.e.2. When any part of a player's body comes into contact with any part of the floor outside of the team's boundaries, that player is eliminated.
 - 2.2.e.3. Players may touch the line, but may not touch the floor outside the line.
 - 2.2.e.4. A player utilizing a wall, net, curtain or any object other than a ball to remain in bounds is eliminated.
 - 2.2.e.5. A player who receives assistance from another person who is not an "In Play" member of their team is eliminated.

2.3. Personal Player Equipment

- 2.3.a. Players are not permitted to use apparel to aid in gaining control, retaining control or throwing a ball. This includes catching gloves.
- 2.3.b. Officials reserve the right to reject any personal equipment which may be determined as advantageous.
- 2.3.c. Medical Exception: Equipment or Apparel which serves a medical purpose may be permitted. In some cases, instructions from a physician may be required.

- 3. **Match Composition:** The composition of a Match outlines the rules and structure defining a match between two (2) teams.

- 3.1. **Winner:** The Winner of a Match shall be determined by the team winning the most number of games in a prescribed series.
 - 3.1.a. **Set Series:** A Match of a set series of games. The number of games that teams play is set regardless of the number of games one team may win. Example: A (7) Game Set Series will see all 7 games played, even after one team wins 4 games.
 - 3.1.b. **Best-of Series:** A Match of games where the winner is declared once a majority of the games of the Match have been won by one team or the other. Common examples are "2 out of 3", "3 out of 5" or "4 out of 7".
 - 3.1.c. **Time Limit:** A Match may have a time limit imposed. Once the time has expired the current game will finish but no further games will be started regardless of how many have been completed.
 - 3.1.c.1. In the event of a tie, the event director has the choice to accept the tie, or allow a single game to break the tie.
- 3.2. **Recording the Match:** A Match Official shall always record a 'Match Winner' and all games won or lost for both teams.
- 3.3. **Officiating:** Matches will be officiated by at least one Phoenix Dodgeball Official. No match results will be recorded without an Event Official overseeing the match.
- 3.4. **Procedure:**
 - 3.4.a. Captains will meet at the centerline with the officials for introductions and hand shakes prior to the start of the first game.
 - 3.4.b. Game 1 will start:
 - 3.4.b.1. Teams elect their starting 6 players, who address the end line.
 - 3.4.b.2. Team members not playing in the current game must stand on the sideline opposite the Out Queue (Section # Insert).
 - 3.4.b.3. When both teams have addressed the line the official shall start the game.
 - 3.4.b.3.1. The Official shall ask one team if they are "Ready?". Once a response is received the Official shall raise their arm corresponding to the team acknowledged.
 - 3.4.b.3.2. The Official shall ask the other team if they are "Ready?". The Official shall raise the other arm.
 - 3.4.b.3.3. The Official blows the whistle beginning the Game.
 - 3.4.b.4. The Game continues under the below Rules until one team is declared the Winner.
 - 3.4.c. Teams have a 1 minute rest period prior to the start of the next game.
 - 3.4.c.1. If both teams agree to start before the 1 Minute is up, the Official may do so at their discretion.
 - 3.4.d. Subsequent Games Continue using this prescribed procedure until all games have been completed for the Match.
 - 3.4.e. After the Match both teams shall meet in the middle of the court for congratulations.

4. Winning a Game

- 4.1. **The team who eliminates (aka "getting them Out") all the players on the opposing team, shall be declared the winner of the game.**
- 4.2. See Rule 5, for ways to eliminate other players.

5. Eliminating a Player:

- 5.1. **Definition:** Eliminating a player is accomplished through various methods (see below). When a player is eliminated, they are no longer considered "In Play" and must immediately retire to the "Out Queue".
- 5.2. **Procedure:**
 - 5.2.a. When a player is eliminated, that player must leave the court by going to the nearest boundary and then following the boundary of the court to the Out Queue to await Regeneration, see Rule 6.
 - 5.2.b. Players are not allowed to interfere with play after being eliminated and must demonstrate good faith to not interfere with play. Interference will result in penalties:
 - 5.2.b.1. **Ball Shagging:** An eliminated player begins shagging a ball(s) on the court for their teammates. This causes a Limited Ball Possession Penalty, giving all balls touched by the Eliminated Player to the Opposing Team.

- 5.2.b.2. **Player Blocking:** An eliminated player intentionally walks in front of an 'In Play' teammate to block balls thrown at them. This eliminates the blocked teammate.
 - 5.2.b.2.1. If an Eliminated Player makes an active effort to block a ball, the blocked player may be eliminated.
 - 5.2.b.2.2. If a player physically interferes with a thrown ball at his teammates, the blocked player may be eliminated.
 - 5.2.b.2.3. If an eliminated player demonstrates a 'good faith effort' to avoid interference, no interference penalty should be called.
- 5.2.b.3. Players who are eliminated may pass a ball, which was in their possession PRIOR to their elimination, to a teammate as they exit the court.
- 5.3. **Elimination by Contact:** A player is eliminated when any part of their person (body or clothing) comes into contact with a "Live Ball" thrown or blocked from the opposing team.
 - 5.3.a. **Attacking Thrown Ball:**
 - 5.3.a.1. Any Ball thrown by the hand(s) by a member of the opposing team is "Live Thrown".
 - 5.3.a.2. Balls which are struck, kicked, punched, 'spiked', deflected, etc off of the body of a member of the opposing team is NOT considered a Thrown Ball.
 - 5.3.a.3. A throw made by a player who steps over the line is considered valid; so long as the ball is thrown before the centerline infraction occurs.
 - 5.3.a.3.1. **Pinching:** The act of folding the rubber of the ball over itself or substantially deforming the ball to grip the ball in a 'pinch'. This is not allowed and any player found Pinching will be eliminated.
 - 5.3.b. **Blocker Deflection:** Any Ball which deflects off of the blocker of any player is considered "Live Thrown" in all respects..
 - 5.3.b.1. **Block Attack:** A Blocked ball which crosses either Neutral Zone Line towards the Opposing team is considered a "Live Thrown" ball in all respects.
 - 5.3.b.2. **Blocked Deflection:** A ball is live off the Blocker and can eliminate team mates by contact and be caught under normal rules.
 - 5.3.c. **Body Deflections:**
 - 5.3.c.1. **Teammate's Body:** Any ball that deflects off of a teammate's body is live, and can eliminate a teammate.
 - 5.3.c.2. **Opponent's Body:** Any ball that deflects off of an opponents body is NOT considered "Live".
 - 5.3.d. **Simultaneous Floor-Player Contact:** If the ball strikes a player and the floor at the same time, the player is eliminated.
 - 5.3.e. **Head Shots (All Divisions):**
 - 5.3.e.1. Any Live Thrown Ball that strikes a player in the head does NOT eliminate that player so long as the player's head is at or above shoulder height as measured when the player is at a reasonably upright, standing position.
 - 5.3.e.2. The Thrower of any Headshot is eliminated.
 - 5.3.e.3. Players are allowed to defend themselves if the ball will strike their head. In this case, the thrower is still eliminated for a Head Shot.
 - 5.3.e.3.1. Any attempt made to catch the ball disqualifies the ball for consideration as a headshot.
 - 5.3.e.4. **Head Shot Throw Immunity:** If a Head Shot is part of a cluster of thrown balls at a target, that target is immune to all thrown balls that are part of the group/cluster throw.
 - 5.3.f. **High Throws:**
 - 5.3.f.1. **CoEd Division Only:** Any throw that is Shoulder Height or Higher directed at any reasonably upright potential target is considered a High Throw and the thrower is eliminated.
 - 5.3.f.1.1. **High Throw Immunity:** If a High Throw is part of a cluster of thrown balls at a target, that target is immune to all thrown balls that are part of the group/cluster throw.
 - 5.3.f.2. **Open & Women's Divisions:** Players who repeatedly demonstrate reckless, flagrant or aggressive high throws may be eliminated after a verbal warning from the Official.
 - 5.3.f.3. **High Throw Exceptions:**
 - 5.3.f.3.1. If a Potential Target player makes any kind play at the High Thrown ball, the High Throw is nullified.

5.3.f.3.2. When a player jumps to dodge the ball, their "Shoulder Height" rises up with their jump. High Throws are evaluated based on the Jumper's shoulder Height during the jump.

5.4. **Elimination by Catch:**

5.4.a. **Definition:** A player who's "Live Ball" is caught by a member of the opposing team is eliminated.

5.4.b. **Definition of a Catch:**

5.4.b.1. Player must maintain control of the ball with the hands before the catch is declared.

5.4.b.1.1. For purposes of catching, a blocker is considered an extension of the hand, and so may be used to demonstrate control of a ball for purposes of catching.

5.4.b.2. A Catch is considered a catch at the instant control is demonstrated by the catcher.

5.4.b.3. A catcher is not required to land in bounds after making a catch so long as they have control before they are out of bounds.

5.4.b.4. A player is NOT allowed to leap into the opposing team's court to make a catch.

5.4.b.5. A catch which is made as the catcher is struck by another "Live Ball" is still a valid catch. The catcher is still out by contact from the other ball(s). This falls under the Simultaneous Effect Clause (see Terms and Definitions).

5.4.c. **Trapped Ball:** When a Ball is trapped by a player between them and the floor.

5.4.c.1. Trapped Balls are not considered a catch.

5.4.c.2. The player executing the Trap is eliminated (this rule is to be consistent with Rule 5.3.d).

5.5. **Boundary Infraction:** Players who leave their playing area will be eliminated.

5.5.a. **B Division:** Minor Boundary Infractions will not be called immediately, and players will be given warnings prior to being called out.

5.5.b. **A Division:** No Boundary Infractions are allowed at any time.

5.5.c. Players who step over the center line or neutral zone boundaries are eliminated.

6. **Regeneration**

6.1. **Definition:** When a teammate makes a catch, they regenerate one player from the Out Queue back into play.

6.2. **Out Queue:** The Out Queue is a 3'x12' area located on one side of the court. This area shall be located towards the back line of the court, with the next player to be regenerated standing closest to the end line.

6.3. **Order of Regeneration:** The players in the Out Queue regenerate in the order in which they were eliminated.

6.3.a. Players shall stand in the appropriate Order in the Out Queue; first to last, starting near the endline.

6.4. Players are immediately "In Play" once they touch any part of the playing area, and can be eliminated immediately after at that point.

6.4.a. Any player stepping onto the court, then immediately off the court is eliminated due to Boundary Infraction.

6.5. Players have roughly 5 seconds to enter the court after being regenerated and may enter at any point along the end line.

7. **Opening Rush:**

7.1. **Definition:** The opening seconds of every game when the teams rush from the end line in an effort to retrieve as many balls as possible from the centerline.

7.2. **Starting Procedure:** Due to the nature of the start, this procedure outlines how an official will "Start" a game, so that all starts are as consistent as possible.

7.2.a. Official will signal the team to their right, and ask if they are "Ready".

7.2.b. If the team's response indicates they are "Ready", the ref will raise their right arm and quickly turn to the team on their left.

7.2.c. Official will signal the team to their left, and ask if they are "Ready".

- 7.2.d. If the team's response indicates they are "Ready", the Official will raise their left arm and blow the whistle quickly afterwards beginning the game.
- 7.2.e. If there is any delay after the first team has declared "Ready", the official will restart the process.
- 7.3. **Starting Positions:**
 - 7.3.a. Players must be behind the end line, and may not have any part of their body touching their court.
 - 7.3.b. Once the Official signals your team that they are ready, the players may not move, holding their starting position until the whistle is blown (similar to Track & Field).
- 7.4. **Restarts:** If a player on any team False Starts (see Rule 7.4) in B Division, the Official will simply restart the Opening Rush until a Clean Start is executed without any penalty or warning applied.
- 7.5. **Attack Line:** Players must bring any ball they retrieve to their side of (aka behind) the attack line prior to throwing that ball at the opposing team.
 - 7.5.a. The ENTIRE Ball must be behind the attack line.
 - 7.5.b. The ENTIRE Body of the player must be behind the attack line.
 - 7.5.c. If the ball is not taken back, it is not considered a "Live Ball" and will not eliminate a player, nor will it count as a catch if caught.
- 7.6. **Physical Contact:** At no time is intentional physical contact between players allowed during ball retrieval.
 - 7.6.a. Incidental contact is allowable, but severe cases can still result in a player being eliminated.
 - 7.6.b. In severe cases, players will be assessed red cards and removed from play.
- 7.7. **Sliding:** Players are not allowed to slide during an Opening Rush and will result in immediate elimination.
- 7.8. **Physical Confrontation:** If any point two players become physically confrontational during a rush, both are immediately eliminated.
 - 7.8.a. In extreme cases, both are given Red Cards and removed from the Match.
- 8. **Blocking:**
 - 8.1. **Definition:** Players may use a ball to defend themselves from balls thrown at them by blocking the thrown ball(s) with a ball in their possession.
 - 8.2. **Grip:** Players are not allowed to pinch a blocker. (Pinching in any form is not allowed).
 - 8.3. **Fingers:** Your fingers are considered a part of the ball for purposes of blocking and a ball striking a blocking player's fingers will not eliminate them.
 - 8.4. **Hand:** If the ball strikes the player's hand while blocking, the blocking player is eliminated.
 - 8.5. **The Thrown Ball is Live off the Block:**
 - 8.5.a. Any thrown ball is considered a "Live Ball" as it comes off a blocking ball.
 - 8.5.b. A thrown ball which is blocked into the head of the blocker or another player's head is NOT considered a headshot.
 - 8.6. **Simultaneous Strike:** A Ball which strikes the blocker and the player at the same time eliminates the player as the ball is live off the blocker.
- 9. **Stalling:**
 - 9.1. **Definition:** When a Player or a Team intentionally holds (or leaves lying on the floor) 1 or more balls for no gain other than to remove the ball(s) from play.
 - 9.2. **Be Productive:** A player can hold on to a ball for an indefinite amount of time, so long as the player is being "Productive" with that ball.
 - 9.3. **Player Warning:** If an Official deems a player's activity with a ball as "Unproductive", the official will grant a warning to the player, who is given the following choices:
 - 9.3.a. Pass the ball to a teammate, who in turn MAY NOT pass it back to the warned player.
 - 9.3.b. Throw the ball at the opposing team.
 - 9.3.c. Roll the ball to the opposing team.
 - 9.4. **Ball Possession Penalty**
 - 9.4.a. **Single:** Gives a single ball to the opposing team. The Official chooses the ball.
 - 9.4.b. **Team:** Gives all of the balls in a team's possession to the opposing team.

- 9.5. **Advantaged Team:** If both teams are stalling, the Official will attempt to determine which team has an advantage either in number of "In Play" players or possessed balls and encourage that team to take some action or face Ball Possession Penalties.
- 9.5.a. **Reset:** If the official cannot determine clearly which team has advantage, the Official will stop play and reset the game by placing the balls on the center line, (i.e. mid-game Opening Rush).
- 9.5.a.1. No players are regenerated in the case of a Reset; the Reset is simply executed with the In-Play players on the court at that time.
- 9.6. **Exploitation Rule:** If a team appears to be exploiting verbiage in this section to 'legally stall' the referee can exercise this rule to give Ball Possession Penalties.

10. **The Suicide Play**

- 10.1. **Definition:** An intentional jump across the centerline (neutral zone line) into the opposing team's court with the intention of throwing out a member of the opposing team before landing.
- 10.2. The Suicide player is eliminated upon landing on the opponent's side of the court.
- 10.3. A Suicide player may be thrown out in air.
- 10.4. A Suicide player may catch a ball while in air, but it does not count as a catch. Leaping into your opponent's court to catch a ball is not allowed, that applies to the suicide play as well. (See also rule: 5.4.b.4)

11. **Stopping a Game**

- 11.1. Only Officials may stop play and do so for any reason. Officials are required to stop play in these circumstances:
- 11.1.a. **Injured Player:** If a player is injured or bleeding, the Official must stop play and attend to the injured player.
- 11.1.b. A player who is eliminated, but is unaware or refuses to leave the court.
- 11.1.c. One Official needs to discuss a situation with another Official.
- 11.1.d. Anytime a player is struck in the head by a thrown ball.
- 11.2. During Official discussions, the captains of both teams are permitted to listen to the conversation. Other players on the team will be asked to remain at the end line. (MOVED, not ADDED)
- 11.3. When an Official stops play they will repeatedly blow the whistle and walk out onto the court with arms out indicating should players to stop play.
- 11.3.a. During this time, players should hold on to any balls they have and go to their end line and wait for the Official to restart play.
- 11.4. There are no time outs during a game.
- 11.5. **Restarting Play:** After Official have stopped play, all members of both teams will stand near the end line and the official will ask both teams if they are Ready and will restart play.
- 11.5.a. Restarting Play after an Official stops play is not done with an Opening Rush.

12. **Yellow & Red Cards**

- 12.1. **Yellow Card:** This is an official warning that the current behavior is unacceptable. In most cases a Yellow Card is issued prior to a Red Card. A Yellow Card can be issued to a player or an entire team.
- 12.2. **Red Card:** When a Red Card is given, a penalizing action will be taken depending on if the Red Card is given to a player or a team.
- 12.2.a. **Individual Red Card:**
- 12.2.a.1. The player is immediately removed from play, and may be removed from the event at the director's discretion.
- 12.2.a.2. The player's team is not allowed to substitute for the penalized player and the team completes the remaining match 1 player short.
- 12.2.a.3. **Continuation of Penalty:** If an offense occurs at the end of the game and is deemed by the tournament/league director to not be penalizing, the Red Card penalty will carry over into the subsequent match with both rules 12.2.a.1 and 12.2.a.2 in effect.
- 12.2.b. **Team Red Card:**

- 12.2.b.1. The team immediately forfeits their current match and may be asked to leave the premises.
- 12.2.b.2. Continuation of Penalty: If an offense occurs at the end of the game and is deemed by the tournament/league director to not be penalizing, the Red Card penalty will carry over and forfeit the following match.
- 12.2.b.3. Automatic Review: When a team Red Card is given out, the team shall be automatically reviewed for removal from the competition, whether league or tournament.

13. **Terms and Definitions:**

- 13.1. **Live Ball:** A ball which is legally thrown at the opposing team, which has not touched the ground, wall, ceiling, bystander, referee, out queue player or any other 'out of play' object.
- 13.2. **In Play:** Players in the game, who have not been eliminated.
- 13.3. **Elimination:** A player that is eliminated under criteria of Section 5.
- 13.4. **Out Queue:** A 3'x12' box on the side of the court where players stand after being eliminated.
- 13.5. **Ready:** This is the status of a team who is set and ready to execute an Opening Rush.
- 13.6. **Center Line:** The Line that divides the court in half, which players may not cross, except to execute a Suicide Play.
- 13.7. **Out of Bounds:** When a player's body touches a part of the floor that is not considered their court, or the neutral zone.
- 13.8. **Out:** This is the same as Elimination.
- 13.9. **Clean Start:** The start of the game and beginning of the Opening Rush without any players false starting.
- 13.10. **False Start:** When a player starts moving before the Official whistle which begins the game.
- 13.11. **Productive:** A player possessing a ball is expected to be productive, meaning they are actively using the ball to further their team's chances of winning the game. This excludes the notion of 'hording', or keeping the ball away from the other team indefinitely.
- 13.12. **Unproductive:** A player is determined as being unproductive if they fail to do anything with a ball except hold onto it. Unproductive status can be placed on an idle ball on the floor, not just a player.
- 13.13. **Reasonable Upright:** Players are allowed to slightly bend their knees and slightly bend over in some sort of ready position and still be considered "Upright" for purposes of Headshots and High Throws.
- 13.14. **Potential Target:** Any player which is in immediate proximity to a thrown ball. This distance is roughly within arm's reach of the Potential Target.