

# Official rules

June 2016

**DBJA** Dodge  
Bee of  
Japan  
Association



**テニス  
コート**

**ドーナツ**

## **Discdodge**

### **【summary】**

Discdodge is the most popular event that using dodgebee(disc).

Reason of the above

It' s easy to spread to people of all ages because it' s like dodgeball.

It' s not necessary to explain the detailed rules, so we can play it easily.

We can use existing gyms effectively because the field is the same as volleyball court.

Using the disc means that anyone can enjoy the game regardless of age and gender.

For example, the family can enjoy in the same field.

The discdodge is highly praised by these reasons.

### **【Preface】**

The purpose of discdodge is cut down on the number of infields.

If the player got hit with the disc by the opponent, the player go out to the outfield.

After that they hit the opponent, they can back to infield.

The team with the most number of infield players win.

The point of this game is “the difficult pitch to catch” .

The best part of the game is getting the right to attack by catching the disc.

The audience gets excited when the child catches the disc thrown by the adults.

We revised the rules after we take the opinion that there are pros and cons of the feature of the game seriously.

We have two reasons that revised the rules.

First, everyone can create a team freely by resolving differences in rules based on age.

Second, to focus on teamwork by pursuing a fast-paced game and accuracy.

In summary, our goal is that all players enjoy the game with the best team by refining the passing play.

We revised the rules in conformity with these basic policies.

Thank you for your understanding and cooperation.

August 2008	enactment
December 2009	the first revision
June 2016	the second revision

Dodgebee of Japan Association

## 1. 【equipment】

### 1-1 the disc

Use the official one.

### 1-2 the uniform

Unify uniforms to be identified as the same team at a glance.

Use different jersey number.

## 2. 【the field】

### 2-1 the court

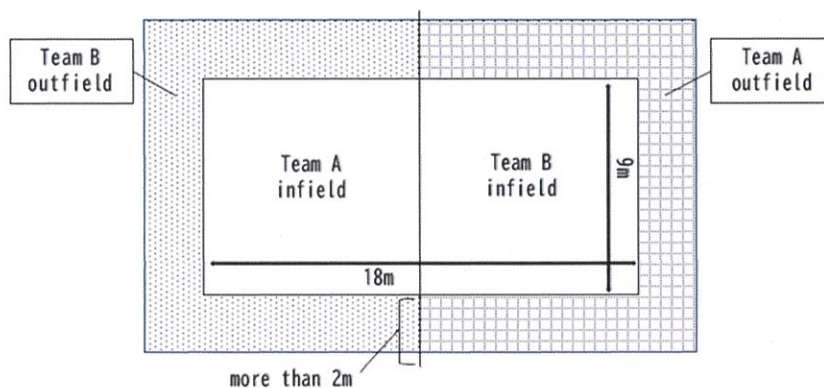
It' s the rectangle that two 9 meters squares contacted with.

It' s the same size as volleyball court.

### 2-2 the center line

The extension lines to the outfield are more than for each 2 meters.

The line separating both outsiders forever on the extension line shall exist.



### 2-3 lines

The width is 5-8cm. All lines appertain to neither team.

## 3. 【team composition】

### 3-1 number of registrants

The host decides the number of registrants.

### 3-2 number of players

Players participating in 1 game are less than 13.

### 3-3 other members

Get on the bench to director or for each one manager.

Other members can' t compete.

All members must abide by the referee' s decision.

#### **4. 【player substitution】**

##### **4-1 during the game**

It is prohibited in principle, but if the player can't play because of an injury or other reasons, it is possible to change.

##### **4-2 between sets**

Player substitution between sets is freedom in the case of games more than 2 sets.

#### **5. 【battle format】**

##### **5-1 classification**

The host decides the classification.

##### **5-2 regulation time**

The host decides the regulation time, it is recommended within 15 minutes.

#### **6. 【definition】**

##### **6-1 throwing**

Throwing the disc with gripping on purpose.

##### **6-2 thrower**

The player who throws the disc.

##### **6-3 catch**

Stopping the movement of the disc and keeping it.

##### **6-4 pick up**

Picking up the disc that falls or moves into the ground.

##### **6-5 good throwing**

The flying disc without a foul.

##### **6-6 bad throwing**

The flying disc with a foul.

##### **6-7 pass throwing**

The throw that aimed at a pass to teammates.

##### **6-8 shoot throwing**

The throw that aimed at an attack to opposing infield players.

## **7. 【game process】**

### **7-1 disc flip**

Decide the right to attack or the field by disc flip.

Change them when decide victory or defeat in the case of games more than 2 sets.

### **7-2 arrangement of infield players and outfield players**

Each team places the infield player and the outfield player more than one person.

Outside players can go anywhere freely, and there is no limit to the number of people.

The outfield player must place at least one person until fulltime.

### **7-3 throw off**

When the referee gives the signal, the team that have the right of attack throws the disc, and then the game starts.

The throw is free to pass or attack.

### **7-4 decision of the thrower**

The player who catches the disc must be a thrower regardless of infield or outfield.

It is When the disc fell to the field, the player who picks up it without a foul is the thrower.

### **7-5 infield players out**

It is when the player fails to catch the disc that thrown by opposing team without a foul.

It is when the disc falls to the field after hitting a body, a uniform, and something player puts on.

It is when the player except same team' s infield player catches the disc without foul.

### **7-6 infield players out(multiple)**

When multiple players hit the disc and become like 【7-5】, all of them are judged out.

It is not judged out when same team' s infield player or hit player catch the disc before falling to the ground.

### **7-7 the right that the outfield player goes to infield**

The outfield player can go to infield when hit the opponent infield player.

It applies to the outfield player from the beginning.

### 7-8 extinction of the right that go to infield

In the following cases, the outfield player can't go to infield even if hit the disc to opponents.

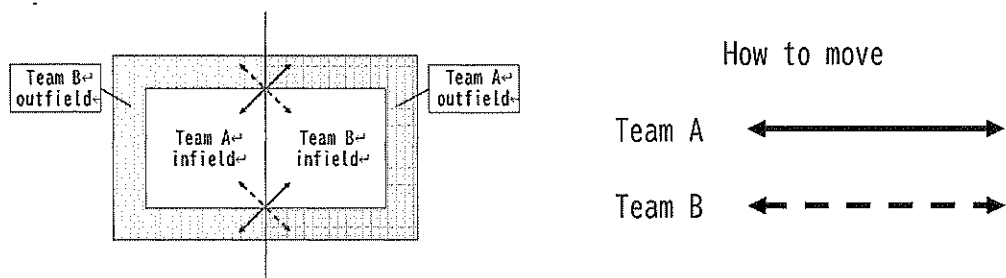
- ① It is when touch the disc intentionally after hitting the disc to opponents.
- ② It is when the referee judged that the player doesn't intend to go to the infield.  
However, when it seems to be hit again by going to the infield immediately, it's not this limit.

### 7-9 move between the infield and the outfield

It is not allowed to pass through the opponent's territory when move between the infield and the outfield.

The play is interrupted when the player disturbs the play, and after everything is ready for the game, the play resumes.

When the opponent team is put at a disadvantage due to the player moving between the infield and the outfield, the play is not effective, and the disc is put it back before the play.



### 7-10 timeout

The player and the director can't call a timeout.

When someone gets hurt or an unexpected situation has occurred, they can appeal.

When the referee judges that the timeout is necessary, the timer is stopped.

It is decided in advance that the possibility of player substitution by the host as a rule.

The game is resumed by referee's judgment close to the situation before interruption.

### 7-11 foul

When the play after the foul is inappropriate, the referee interrupts the play.

As a general rule, the timer is not stopped at that time.

### 7-12 warning

The referee may have to warn all players.

## **8. [ownership of the disc]**

### **8-1 ownership of the disc on the field**

If the disc isn't caught or picked up, finally the team of the coat that a disk stood still obtains ownership of the disc.

### **8-2 ownership of the disc that moving on the field**

Even if the disc is moving on the field, the team obtains ownership of the disc if the whole disc picks it up in the place in the home ground coat.

### **8-3 ownership of the disc in midair**

It is free to touch and catch the disc in midair, the player who catches it has ownership of the disc.

### **8-4 in case players catch the disc at the same time**

If each team's players catch the disc in midair at the same time, the opposite team that touch the disc just before that has ownership of the disc.

If a player picks up the disc that moving on the line, the opposite team has ownership of the disc.

### **8-5 ownership of the disc on the line**

If the disc stops on the line, the opposite team that "touch" the disc just before has ownership of the disc.

"Touch" means all action like below, the throwing, catch error and touching the disc.

## **9. [the foul]**

### **9-1 hand over/kick**

Delivery by hand, the pass by the kick of the disk becomes the foul regardless of the infield or outfield.

### **9-2 pass between the infield players**

Passing between the same team's infield players becomes the foul.

### **9-3 pass between the outfield players**

When passing between the same team's infield players, they must throw the disc so that it passes on the line of two one of the coats.

The line includes extension line of the centerline.

The pass which the disc doesn't pass on two lines become the foul.

### **9-4 throwing while stepping on the line**

Throwing the disc while setting foot on the line becomes foul.

After throwing, it is similar.

### 9-5 5 seconds count

All players have to throw the disc as quickly as possible.

When the next player doesn't throw within five seconds from the moment when a disc was thrown by a player just before that, it becomes the foul.

5 seconds count starts when the disc was thrown by last player.

The main referee and sub referee count it.

If the pass to outfield's player deviate greatly, ownership of the disc may move to the opponent by the judgment of referees.

### 9-6 bad throwing

All the throws like below become the foul.

#### ① how to throw

The good throwing is only the normal backhand throw and the forehand throw.

The overhand throw and not normal throw are bad throw.

#### ② during flying

Regardless of how to throw, the throw the back side of the disc turns to the top is bad throw.

#### ③ the criteria

The referees judge whether the throwing is bad like above at the moment of throwing the disc.

The basic guideline is "guilty until proven innocent", it is judged all unclear throwing is bad throw.

example1



This is upside-down throw.  
It is bad throw because it is applicable in example1.

example2



This is how to grasp that the back side of the disc looks up.  
It is bad throw because it is applicable in example2.

example3



This is how to grasp of the backhand throw so this is good throw.

※All examples assume right-handed.

【9-6】 ①supplement to how to throw  
 example4  
 backhand throw [criteria]

bad throw



good throw



example5  
 forehand throw [criteria]

bad throw



good throw



Whether the throwing is bad is determined by the position of referees and game situation.

### **9-7 overline catch**

If a player steps on the line when catches the disc, it is the foul.

It is the same when landing after catching in the air and catching while running.

### **9-8 out of the court**

The player mustn't be located in the place except the designated court.

① Because of avoiding the shoot throw

② Because of intercepting the pass throw

③ Because of catching the disc that hit a teammate.

It becomes the foul for the purpose of being like the above when a player performs these acts intentionally.

It is determined by the judgment of the referee whether it is intentional.

The player may be warned.

### **9-9 illegal position**

If an infield player who got out by opponent touch the disc intentionally before going to the outfield, it becomes the foul.

### **9-10 simulation**

If the infield player doesn't go to the outfield while recognizing getting out or intending to deceive, it becomes the foul and he is warned.

It is the same when the director urges him to do such act.

### **9-11 touching**

It becomes the foul if a player touches opponents during the game.

It is the same if he touches them by the disc, hitting, and touches the disc that an opponent is holding.

### **9-12 over disc touch**

It becomes the foul when a player touches the disk at outside of the field where should be located.

It is the same when the disc is on the line.

It is not included when the disc is in midair.

### **9-13 stalling**

If players and the director act stalling for time, it is regarded as the foul.

### **9-14 nuisance**

If players and the director create a nuisance, or if they perform an act to affect a game and the administration of the tournament, it is regarded as the foul.

## 9-15 unsportsmanlike behavior

If players and the director do unsportsmanlike behavior, it becomes the foul.

## 10. 【processing after the foul】

### 10-1 occurrence of the foul

If the foul is occurred, ownership of the disc moves to the opponent.

### 10-2 advantage (keep playing)

If ownership of the disc moves to the opponent as a result of the foul play, the game keeps playing.

### 10-3 processing error

If the team that got a foul play the game while keeping the disc, the play is interrupted, and moves the disc to the opponent.

### 10-4 how to moving a disc

The player who got a foul puts the disc on opponent's court, or passes to the opponent. If the player doesn't do like that, the referee stops the game and resumes the game after processing.

### 10-5 vicious foul and disciplinary action

If a vicious foul such as 【9-13】, 【9-14】 and 【9-15】 occurs, the main referee gives warning.

If an attack player got a foul, the disc is moved to the opponent.

### 10-6 disqualification

When the team get warnings 2 times in a game, the team is disqualified.

The losing team's point is "0".

The winning team's point is the highest score of the game or the point that is decided by the host.

## 11. 【winning team】

### 11-1

The team that more players stay in the infield after fulltime or no one opponent stay in the infield wins.

### 11-2

In the case of both teams the number of people who stay in the infield is same, it is draw or play overtime.

The host decides the way of the overtime.

## 12. 【referee】

### 12-1

The referee can give warning to all players and directors about malicious fouls and deliberate fouls by absolute authority

### 12-2

The judgment is judged by one or more referees at the field.

### 12-3

The game's host decides the number of referees.

※The recommended judgment systems in the official games are as follows.

position	Number of people	Job details
main referee	1	Full authority of the games
sub referee	1	Assistant main referee, the judgment of the centerline
lines referee	2	The judgment of 2 lines
recorder	1	management of the score, timer and the bench players

