

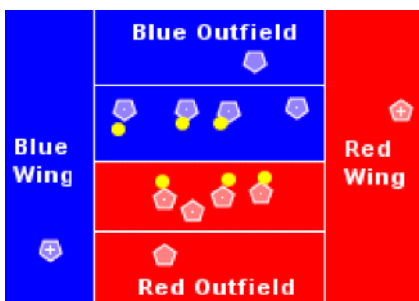
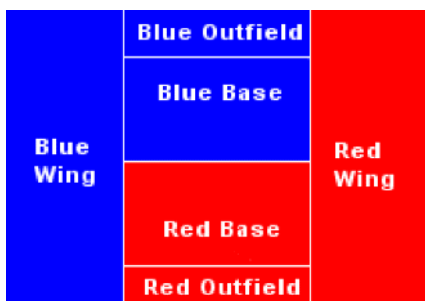
Thank you for choosing Spectrum™ Bright Foam Balls

In addition to many other activities these balls can be used to play two versions of kid-friendly (no-sting) Roller Dodgeball. The rules for the simple version, Roller Dodge Lite, are included below. Please visit RollerDodge.com for more details.

Object of the Game: As in traditional Dodgeball, teams throw balls attempting to hit opponents and send them out.

Equipment: Use at least six official size foam balls (available from S&S Worldwide). The number of balls may be increased as desired depending on the number of skaters playing the game. Safety cones and/or tape should be used to mark the areas of the court that define the zones used during play. Skaters may wear either quads or inline skates.

The Court: The size may be adjusted as desired to allow for any number of players. An entire skating rink or gymnasium may be used but this is not required. The key is to divide the available space into required playing zones. The more skaters per team, the wider you should make the base zone. For younger skaters, make the base zones less deep. The game may also be played outdoors so long as there is little or no wind.



The relative size of the zones can be adjusted to as needed for the available space, as well as the age and number of players

Rounds: The game is divided into a set number of rounds. Teams should agree on the number of rounds before play begins. Six rounds are recommended, each round lasting no more than two minutes. A round will end before the two minute max if either team has sent all of the opposing Base Dodgers out. Extra tie-breaker rounds may be played as needed.

Before the FIRST round the foam balls are divided equally between both teams. The balls are held by one or more the Base Dodgers (i.e. not the Wing Dodger nor the Fielder). For all other rounds the balls start wherever they were at the end of the last round. There is no need to divide them up equally. Note: this rule is intended speed up the pace of the game. Before the first round each team will decide which skater will start as the first Wing Dodger and which skater will start as the first Fielder.

Positions: There are three different positions as follows.

The Fielder must stay inside the outfield during the entire round. His job is to retrieve balls and return them to play passing or rolling them to a Base Dodger or a Wing Dodger. Reaching across the lines to hand someone the ball or drop the ball in the adjacent zone is allowed. There is no effect if a ball hits a fielder. Fielders cannot be sent out as they are already in the outfield.

The Base Dodgers must stay inside the base zone during the entire round unless they are hit and sent out. Their job is to throw and hit opponent Base Dodgers. They may NOT throw at the opponent Wing Dodger. If a Base Dodger is hit out he must drop any balls he is holding and move immediately to the outfield. He is Out of Play until he reaches the outfield and may not take any other action. Once he is in the outfield he becomes a Fielder for the remainder of the round. At the end of the round those who were sent out should return to the Base zone before position rotation begins.

The Wing Dodger must stay inside the wing zone during the entire round. The Wing Dodger has the same job as the Base Dodgers. He tries to throw a ball and hit opponent Base Dodgers sending them out. Unlike the Base Dodgers, a Wing Dodger is invulnerable and cannot be sent out during the round!

Scoring: At the end of each round count the Fielders. A team gets one point for the original opponent Fielder and one additional point for each Base Dodger that was sent out and became a Fielder. Because there is always an original Fielder each team is guaranteed at least one point per round. The team with the most points at the end of the game is the winner.

Rotation: Between each round teams have 15 seconds to switch positions and gather balls in their zones. If there is not time to retrieve some of the balls they should be left on the floor until after the new round begins. Before rotating Base Dodgers (who were sent out) should return to the Base zone leaving only the original Fielder in the Outfield. Next the old Wing Dodger (from the previous round) selects a Base Dodger to replace him as the new Wing Dodger. The old Wing Dodger always becomes the Fielder for the new round. The old Fielder always becomes a Base Dodger for the new round.

Throwing: Balls are thrown at opponent Base Dodgers in an attempt to hit them anywhere except the hands and send them out. Fielders may not send an opponent Out. A throw is good only if it hits the target Base Dodger directly. It does not count if the ball first makes contact with the floor, ceiling, another ball, or any person or other object. While throwing, if a skater steps out of Bounds AFTER the ball leaves his hands then the throw is still GOOD.

Catching: Unlike traditional Dodgeball, catching a ball does not send the thrower out. If a thrown ball's first point of contact is some body part of a Base Dodger besides the hands, then catching that ball does not 'save' them. They are out the moment the ball may contact with the other body part. Skaters that are Out of Play may not catch balls i.e. a Base Dodger that has been hit and sent out must wait until he has moved to the Outfield and become a Fielder.

Carrying: Skaters may hold and carry one or more balls. However, a Base Dodger must drop all balls if they are sent out. Balls may be held with hands and arms. The balls may be held against the body if so desired. Holding the ball(s) between the skater's legs or under the chin is not allowed. A skater may not hold or carry a ball for more than 20 seconds. He must throw, pass or drop the ball before 20 seconds.

Handoffs: Teammates may exchange balls when they are next to one another. One skater may place the ball in his teammate's hand(s). Alternatively, one skater may grab/take the ball from his teammate. Handoffs may cross boundaries between zones. Example: a Fielder may reach with their arms across the line and handoff the ball to a Base Dodger so long as neither skater touches the wrong side of the line with their skates. Likewise a Base Dodger may reach across and handoff to the Wing Dodger standing in the Wing zone. Rolling or passing the ball (through the air) to a teammate is also allowed.

Dropping the Ball(s): Skaters may drop balls for any reason, at any time, without being sent out. If a ball is thrown at an opponent, the ball is dead as soon as it hits the skaters' hand(s). The 'target' skater may either catch the ball or drop it and it does not matter. A Fielder who cannot reach a Dodger to Handoff a ball may simply drop the ball into the Base or Wing zone and then skate away to retrieve another ball in the outfield. When a Base Dodger is hit out he must drop any balls he is holding. Said skater is Out of Play and may not throw or carry balls until he reaches the outfield and becomes a Fielder.

Picking up the Ball(s) from the Floor: Skaters may pick up any ball from the floor in their own team's territory so long as they can reach it without stepping out of bounds. If the skater steps out of bounds in the process of picking up a ball he must drop that ball back on the floor. He may not attempt to pick up the ball again until a different skater touches it. A Fielder may reach across and pick up a ball from the base or wing zones. Likewise a Base Dodger or Wing Dodger may reach across the line and pick up a ball from their outfield.

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