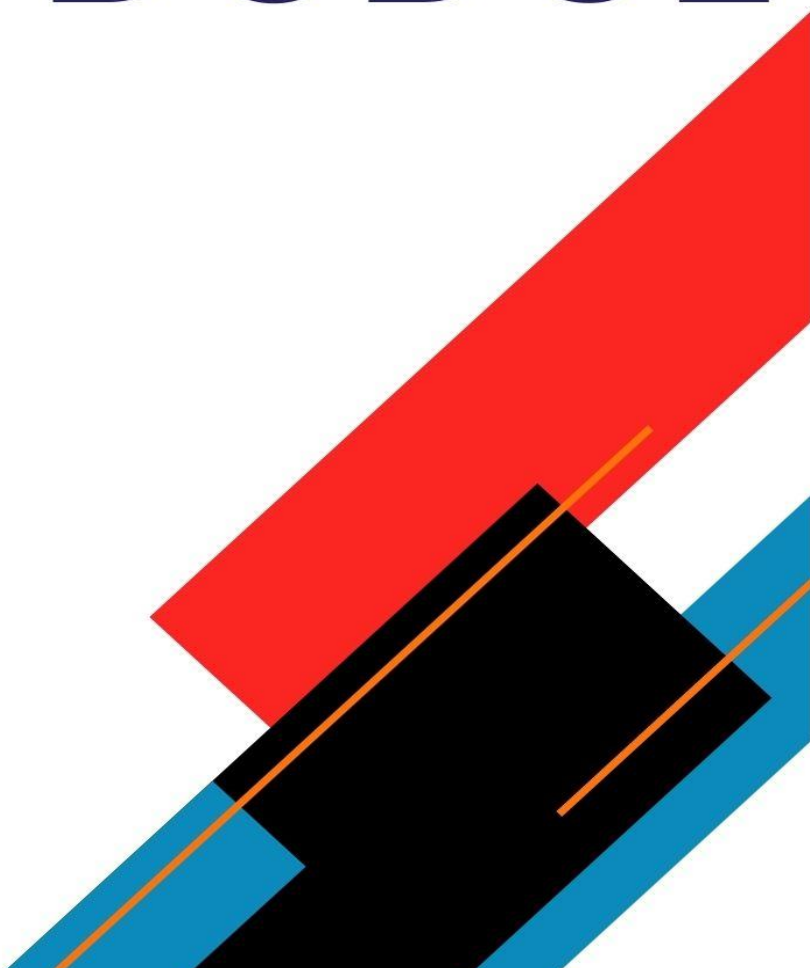
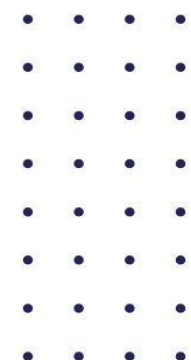


RULES BOOK

ROLLER DODGE

2025



Official Book of Laws

Roller Dodge Ball sport

Chapter One: Introduction to the Game

) Roller Dodgeball is a modern team sport played on inline skatesquad - inline skates ,combining speed ,(agility, reaction, and tactical skill, and depends on dodging the ball and eliminating opponents from the game .according to specific rules

Chapter Two: Game Objectives

- .Eliminate as many players as possible from the opposing team
 - .Winning a round or match, depending on the tournament system
 - .Developing skills in balance, speed, and concentration
 - .Promoting teamwork and sportsmanship
-

Chapter Three: The Stadium and its Specifications

Stadium dimensions

- Length: 18-20 meters
- Width: 9-10 meters
- Smooth surface suitable for skating (wood - rubber - sports vinyl)

Field lines

- .The center line: divides the field into two equal halves
- .Back lines: the end line of each team
- .Starting area: Behind the back line of each team
-) Exit areaBench .Outside the field for excluded players :(

Restricted areas

- .No player is allowed to enter the field during play
- .Complete exit from the field = automatic exit from the round

Chapter Four: The Ball and Its Specifications

Number of balls

- .From 3 to 5 balls depending on the tournament system

Ball size and weight

- Size: Ball Official Roller Dodge Ball
- Diameter: 20-22 cm
- Weight: 180-220 grams
- .Material: Compressed sponge or safe flexible rubber

Chapter Five: Teams and Players

Number of players

- On the field: 5 players
- Reserves: Up to 5 players
- Minimum number of players to start a match: 3

uniform

- .Team uniform
- .Clear figures
- .Protective helmet (mandatory)
- .Knee, elbow and wrist protectors (mandatory)
- Inline Skate or quad

Chapter Six: The Match System

Play duration

- :The match consists of
 - rounds 3
 - Duration of each round: 3 – 5 minutes
- .The winner is the one who wins the most rounds

Start of the tour

- .All players are behind the back line
- .The balls are placed on the center line
- .With the referee's whistle, the players rush to control the balls

Chapter Seven: Basic Rules of the Game

The correct play

- .Throwing the ball by hand only
- .Avoid the ball by moving or bending over
- .Catching the ball before it touches the ground eliminates the pitcher

Exit the game

:A player is considered out of the round if

- .The ball hit him directly
- .Touch the ball to the ground before catching it
- .He went outside the boundaries of the field

Back to play

.When the ball is caught, one player from your team returns

Chapter Eight: Violations(Fouls)

minor violations

- .Heading the ball
- .Delaying the game
- .The judge objected verbally

.Punishment: Warning

Serious violations

- .A deliberate act by a player
- .Intentionally causing injury
- .Playing without safety equipment

.Penalty: Immediate dismissal + suspension as per the committee's decision

Chapter Nine: Arbitration

refereeing team

- .Chief judge
- .Two assistant referees
- .Results recorder (optional)

Governing powers

- .Calculating the output
 - .Stop playing
 - .Imposing sanctions
 - .Interpreting the laws
 - .End of round or match
-

Chapter Ten: The Win and Draw System

- Winning the round: Eliminating all of the opponent's players or having a numerical lead at the end of .time
 -) Draw: Extra roundGolden Round .(
 - :In tournaments
 - Win = 3 points
 - Draw = 1 point
 - Loss = 0 points
-

Chapter Eleven: Age Groups

- Under 10 years old
 - Under 14 years old
 - Under 18 years old
 - public
-

Chapter Twelve: Medical Safety

- .Having a paramedic or a first aid kit
 - .Inspect the playing field before the game
 - .Stop the injured player immediately
-

Chapter Thirteen: General Provisions

- .Any case not mentioned will be decided by the judge's ruling
 - .The federation has the right to amend the rules in a way that serves the integrity of the game
 - .Internationally approved rules are applied in official tournaments
-

Chapter Fourteen: Details of Throwing and Exiting(Advanced Play Rules)

Types of legal throws

- .A straight throw
- .A bow throw
-) Ground throwBall must bounce once .(
- Snapthrow .

illegal throws

- .Throwing with both hands
 - .Throwing from outside the boundaries of the field
 - .Throwing while holding onto or clinging to a teammate
-

Chapter Fifteen: Catching the Ball(Catching Rules)

- .The ball must be caught before it touches the ground
 - .If the ball touches any part of the ground = incorrect grip
 - .Holding the ball while sliding is allowed provided there is balance
 - .If the ball hits a teammate and is then caught, it is valid
-

Chapter Sixteen: Falling and Slipping

legal fall

- .Falling without intervention from another player
 - .Falling while keeping the ball without throwing it
-

Chapter Seventeen: Movement and Centering

- .Free movement is permitted only within the half of the field
 - .Crossing the midline with the entire body is prohibited
 - .Touching the line is not considered a violation
 - .Jumping is allowed provided there is no trespassing
-

Chapter Eighteen: Time and Game Management

- .Maximum ball possession time: 10 seconds
- .If no throw is made: the ball is withdrawn and given to the opponent
-) The referee has the right to speed up the gameFast Play .(

Chapter Nineteen: Special Cases During Play

One ball hits two players

- .If the ball hits two players in a row = both are out

bounce ball

- .If it bounces off the wall (if there is one) = no injury is counted

Injury after whistle

- .It is not counted
-

Chapter Twenty: Player Substitutions

- .There is no substitution during the round
 - .Switching only between rounds
 - .The player who leaves the field can only return according to the rule of catching the ball
-

Chapter Twenty-One: The System of Suspensions and Penalties

warning

- .Verbal objection
- .Repeated minor violations
- If a player receives two yellow cards, he leaves the field and cannot participate in the remaining rounds .of the match

Expelled from the tour

- .Deliberate payment
- .Violent physical contact
- .Unsportsmanlike conduct

Expulsion from the match

- .Physical assault
- .Insulting the referee

- .He deliberately injured a player

Chapter Twenty-Two: Protests and Complaints

- .It is submitted in writing after the match
 - .Within a maximum of 30 minutes
 - .Protesting is not allowed during play
 - .The committee's decision is final
-

Chapter Twenty-Three: The Role of the Leader(Captain Rules)

- .Appoint only one leader
 - .The leader is the official addressee of the government
 - .Any interference from another player = warning
-

Chapter Twenty-Four: The Public and Organization

- .The public is prohibited from entering the field of play
 - .Any external interference stops the game
 - .The referee decides whether to complete or cancel the round
-

Chapter Twenty-Five: Tournament Systems

League system

- .Round trip
- .Points – Output difference – Head-to-head encounters

Knockout system

- .One match
 - .In a tie: a golden round
-

Chapter Twenty-Six: The GoldenRound

- .Player against player
- .One ball
- .Maximum time: 60 seconds
- .The first goal decides the victory

Chapter Twenty-Seven: Medical Cases and Emergencies

- .The referee stops play immediately
 - .No injury sustained while stopped is counted
 - .Player safety is a top priority
-

Chapter Twenty-Eight: Local Amendments

- .Each national federation is allowed minor adjustments
 - .It must be officially approved
 - .Safety rules must not be violated
-

Chapter Twenty-Nine: Final Provisions

- .These rules are the official reference for the sport of Roller Dodgeball
- .Any case not stipulated will be decided by the general ruling
- .The International Federation has the right to amend the rules annually
- .The rules apply to all official tournaments

Chapter Thirty: Official Terminology

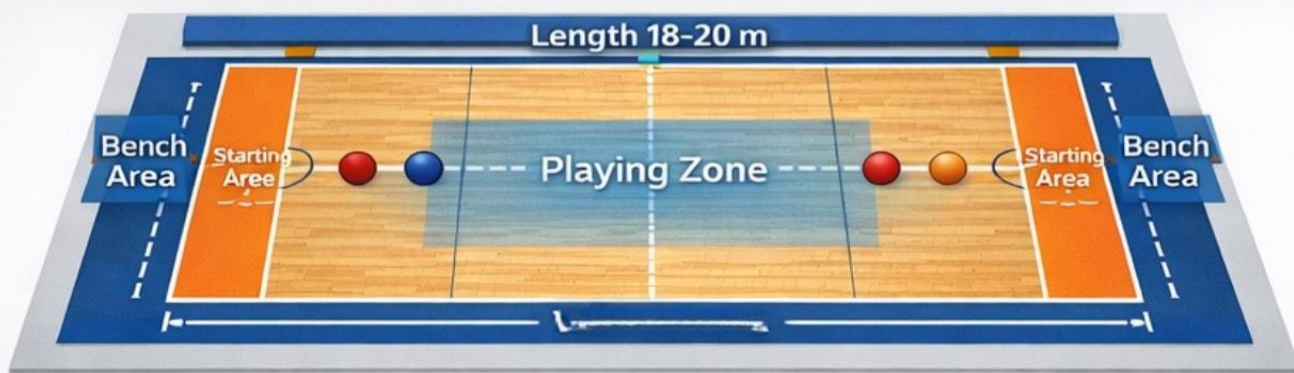
- Player Out
 - Catch
 - Dodge
 - Throw
 - Golden Round
 - Bench Area
 - Foul
 - Warning
 - Ejection
- .

ROLLER DODGE BALL RULES



COURT SPECIFICATIONS

Roller Dodge Ball



BASIC GAME RULES

Throwing the Ball



Throw the ball with one hand only

Dodging the Ball



Dodge the ball by moving or ducking

Catching the Ball



Catch the ball before it hits the ground

REFEREE SIGNALS

Start Game



Start Game
Whistle & point forward



Whistle & Point forward

Player Out



Player Out
Point to the sidelines



Catch
Raise clenched fist

Round Ejection



Firmly point outwards



Match Ejection
Crossed arms upwards

