

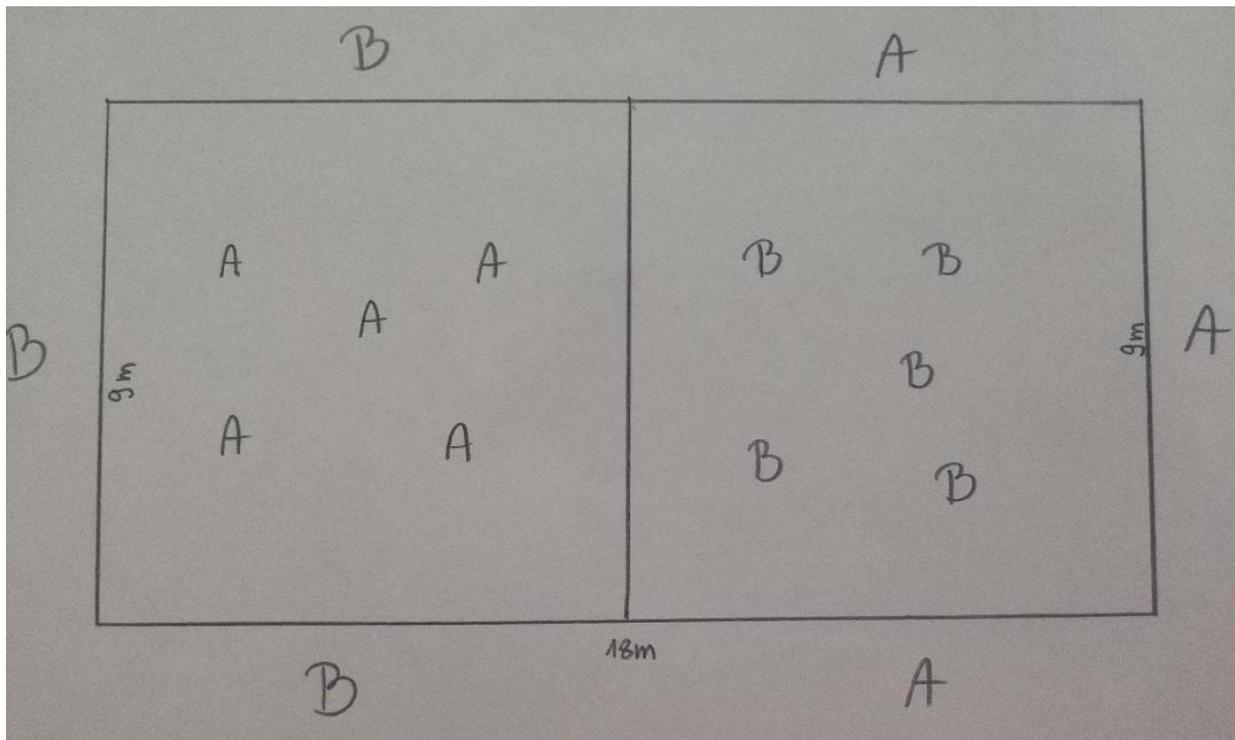
## The Four Fires dodgeball – rules of the game

Two teams participate in the game: team A and team B, with 8 players each.

The pitch dimensions are 18 metres long and 9 metres wide, with a centre line dividing the pitch into two equal squares with sides measuring 9 metres.

The game is played with a soft ball.

The teams line up opposite each other on the pitch with 5 players inside the pitch and 3 players covering the end and side lines of the opposing team.



The aim of the game is to hit as many players from the opposing team as possible.

A hit occurs when a ball thrown by a player from one team towards a player from the opposing team touches a player from that team.

A hit is considered valid when the ball falls to the ground after touching the player. If the ball touches a person and the person standing next to them catches the ball, the hit is not counted.

If the ball touches two people in succession and falls to the ground, only the first person is considered to have been hit.

The person hit by the ball moves to the right side of the opponent's court, the person who was standing behind the sideline on the opponent's right side moves behind the end line, the person from the end line moves behind the sideline on the left side, and the person who was standing on the left side enters the court.

In this way, we make rotational changes outside the opponent's sidelines and end line.

After a person is hit, the game is continued by the team whose player was hit.

You can throw and pass the ball to your teammates.

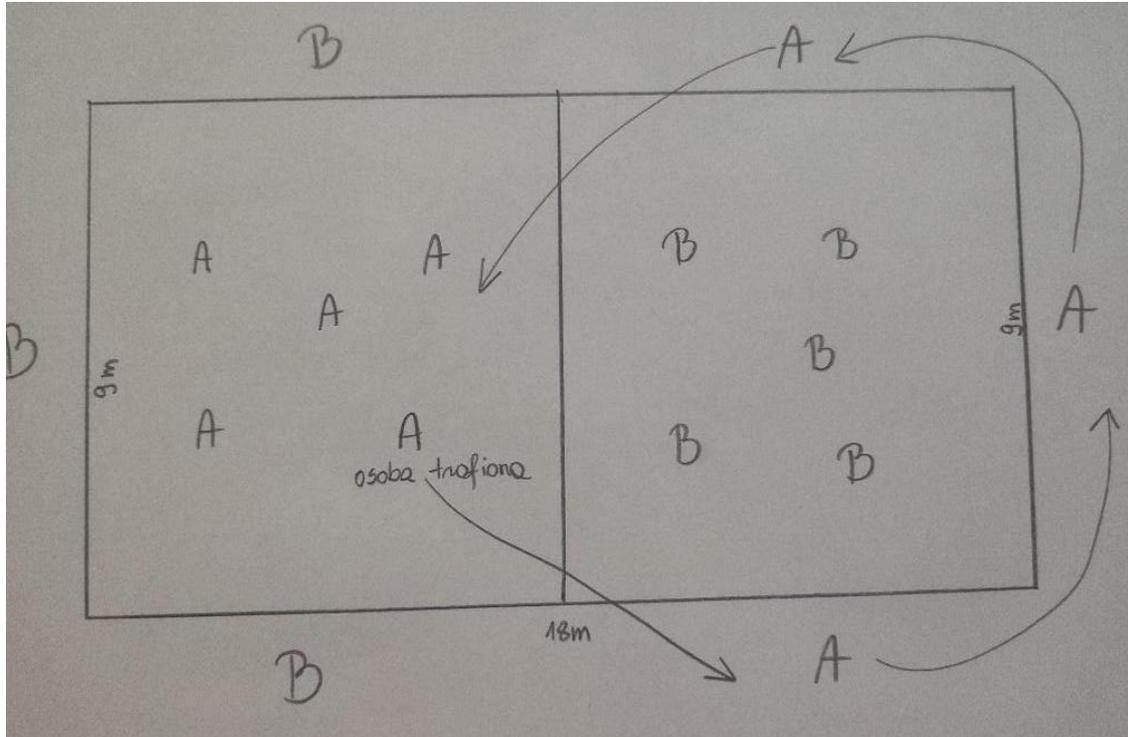


Diagram of passes after a player is hit by the ball.

Of course, you can run away from the ball or catch it. However, you cannot run outside the designated playing area. Players standing outside the lines marking the opponent's field cannot enter the opponent's field, nor can they take the ball that is in the opponent's field.

Only when the ball goes outside the line can it be intercepted and thrown.

The team that is first to score 11 points, i.e. hits the players on the opposite side 11 times, wins. If the score is 10:10, the 11th point is the deciding point.

The competition system will be determined after the registration deadline.

We play without breaks, as the centre of the hall will be free for warm-up.