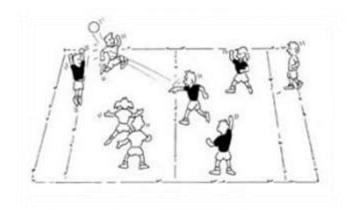
Dodge ball (Vybíjaná)



Players:

There are no fixed amounts of players. Each team consists of players in the game, a captain and substitutes. Number of balls, size of court and length of game can be determined by organisers.

Position of the players of each team within their part of a field is set up freely by each of the teams. Players must remain within the court at all times, unless collecting dead balls.

Rules:

- The principle of the game is to eliminate all players of the opposing team by hitting an opposing player with a live thrown ball.
- The opponent has the opportunity of defence by dodging, running away from his position on the field, or catching a flying ball with hands.
- The teams line up opposite each other, each on their own half of the field.
- The game starts with a jump in the middle of the field on the center line. The team that wins the ball starts passing the ball by their captain.
- A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, the wall, other balls, or other objects before hitting the opponent are considered dead balls, and are ineligible to hit players out.
- You can only hold a ball for 10 seconds, afterwards, it will be considered dead. Dead balls need to be rolled over immediately to the other team.

The captains play from the beginning of the game behind the end line of the opponent's field and help charge the balls to their teammates on the far side of the field. These can knock out the opponent. Captains are the last to enter the game, and only when there are no players of their team left or the team needs to substitute. Captains may be eliminated only after two hits by the opponent's ball.

You are out if:

- 1. you step on or over a sideline or centerline;
- 2. a thrown live ball hits your body;
- 3. you throw a live ball and it is caught by an opponent. The center line is the off-sides line. If any part of your foot or body touches the center line, you will be declared out and thrown ball will be dead.

A player can throw a ball if he gets the ball from his captain (without touching the ground), from his helpers, i.e. teammates located behind the lines of the field, or still in play on the field, or by catching the ball thrown by the opponent. Hits with a bounced ball do not count.

Who can discharge a ball:

A captain of the team, who is always charged around the entire perimeter of the field, field players after a pass or throw-in, and a discharged player after a pass from the captain or from a player in the field.

The winner:

The result of the game is determined by the total number of discharged players from both sides within set time limit. In case of a draw, the result is decided by an extension of max. 3 minutes to hit 1 player.