

Includes:

Six (6) Rhino Skin Thermal Dodgeballs
Mesh Carrying Bag with Drawstring



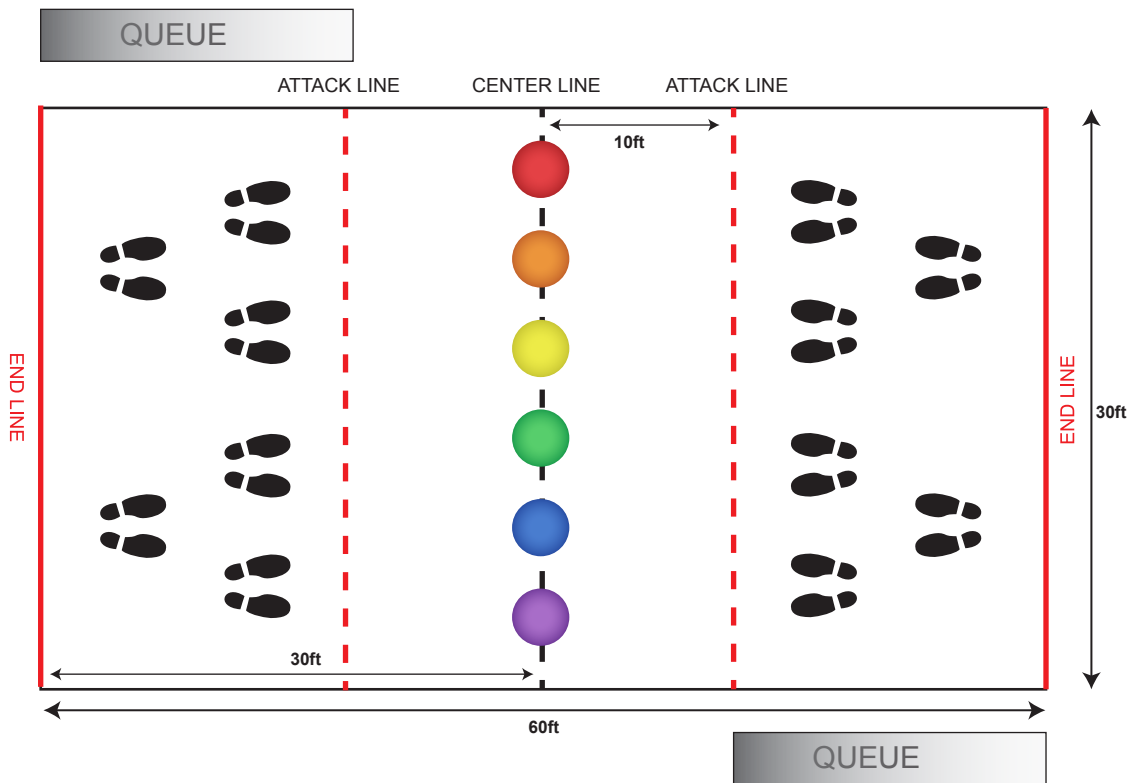
Balls change from their original color to neon color by applying a blue light or hand-activated heat application

Players:

Games are played between 2 teams of **6 players** each. Both teams are allowed up to **4 substitutes** that stand in the Queue area. Substitutes may enter the game only during a timeout or in case of injury.

The Court:

The court should be **60ft x 30ft** (size of volleyball court), divided into two equal sections by a **Center Line**. An **Attack Line** is measured 10ft from the **Center Line** on each side, marking the area you are allowed to throw from.



Playing The Game:

The object of the game is to eliminate all opposing players by getting them out. This is done by:

- Hitting an opposing player's body or clothing below the shoulders.
- Catching a ball thrown by your opponent before it hits the ground.

Boundaries

During play, all players must remain inside boundary lines. Players can leave the boundaries only to retrieve stray balls, but can never cross the **Center Line**.

The Start of the Game:

The game begins by placing the 6 dodge balls evenly along the **Center Line** as shown. Players then take a position behind their **End Line**. Upon the official's signal, both teams rush to the center court and attempt to retrieve as many balls as possible. A team may rush with as many or as few players as it wants, but at least one person from each team has to rush. There is no limit to how many balls an individual player may retrieve.

Putting Ball Into Play:

Once a ball is retrieved it must be taken behind the **Attack Line** before it can be legally thrown. There are several ways to put a ball into play following a rush.

- A player carries the ball across the attack line.
- A player passes the ball to a teammate who is behind the **Attack Line** on their side.

Blocking:

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with.
- A player dropping or losing possession of the blocking ball is deemed "out."
- Any blocked ball rebounding off another ball is considered live.
- Any player hit by the rebounding ball is deemed "out."

Timeouts:

Each team will be allowed one-30 second timeout per game. At this time a team may substitute players into the game if needed.

Winning:

The first team to successfully eliminate all opposing players will be declared the winner.

Customer Service:

If you have any questions or concerns regarding your Rhino Skin dodgeball set, please reach out to us at info@championsports.com and we will get back to you on a first come first serve basis. We stand behind our Rhino Skin product line as we do with all of our products, and believe you will enjoy our product line as much as we do. Get ready to play, and have fun!



View our complete assortment of rhino skin products at championsports.com
and rhinoskinsports.com