



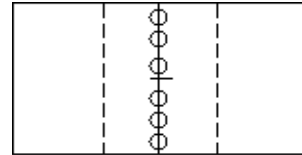
Dodgeball Tournament Rules:

THE TEAM

The teams will be made up of 6-10 players. Six players will compete on one side; other team players will be available as for the next games. Substitute(s) may ONLY enter a game in case of injury. Any changes to the 6 players participating must occur between games.

THE COURT

The playing field shall be a rectangle usually 50 ft long and at least 30 ft wide, divided into two (2) equal sections by a centerline and attack-lines 3m from, and parallel to the centerline. IDEAL MEASUREMENTS: 60' x 30' – identical to a volleyball court.



THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT". The game is played with 6 (8.5") rubber balls. This is an Open event, there are no team gender requirements (*any mix of gender works!*).

This may be done by:

1. Hitting an opposing player with a LIVE ball thrown below the shoulders.
2. Catching a LIVE ball thrown by your opponent before it touches the ground or any other object.
3. Player out due to a violation (*see below*).

Players can get team mates out of "HOLDING" by:

Catching a LIVE ball thrown by your opponent releases 1 teammate from holding. Each LIVE ball catch releases 1 player and the thrower is OUT. Players are released from holding order in which the players are sent to holding (first in holding is the first out of holding, second in is second out and so on).

Definition: LIVE: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, court monitor or other item outside of the playing field (wall, ceiling, etc.)

Situation: A ball thrown by Team B hits Player 1 on Team A and is caught by Player 2 on Team A. THIS is NO OUTS and NO HOLDING RELEASE. All players involved in the situation remain in the game and no new players enter.

ALL BLOCKS- if the ball is knocked out of the blockers grasp and hits the floor, the player is OUT.

THE BOUNDARIES

During play, all players must remain within the boundary lines available. Players may leave the boundaries through their **end-line only** to retrieve stray balls. Players must also return through their **end-line**. A player who is hit while out of bounds retrieving a ball is NOT OUT, if a player who is out of bounds and NOT retrieving a ball is hit, then the player is OUT. Players who are chronically out of bounds and NOT retrieving balls will be warned and then may be called OUT by the court monitor.

Do **NOT BLOCK BALLS BEING THROWN AFTER YOU ARE OUT**. Players must exit the boundaries of the playing court immediately with a raised hand indicating they are OUT.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the court monitor, teams may approach the centerline to retrieve the balls. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken/thrown behind the attack-line before it can be thrown at the opposing team. **After the opening rush** the attack line is no longer in effect, **the center line is the boundary** legally thrown.

HEADSHOTS

A headshot occurs when a player is directly hit, or blocks, a high thrown ball- *above shoulder level*. Any thrower committing a headshot will be deemed "out". A player who ducks or lowers their head & is struck in

the head is not considered a headshot and the player is out, not the thrower. Chronic headshots will result in removal from the tournament.

TIMING AND THE GAME

The first team to legally eliminate all opposing players will be declared the winner of the game. A 10-minute time limit has been established for each match; teams are to play as many games as possible in the 10-minute time limit. The team that wins the most games within the 10-minute match is declared the winner of the match. If the final game is interrupted by the 10-minute limit and the winner of the game will be declared for on the team with the greater number of players on the court at the point at which time expires. Between games, teams must immediately return balls to the center line and start the next game to ensure the maximum number of games for the 10-minute match.

OVERTIME: If the teams are tied for total games won at the end of the playoff match a final tie-breaker game will be played to determine the match winner. **TIES** are final during pool/seeding play. Playoffs will be 8-minute time limit for all matches.

TIME-OUTS & SUBSTITUTIONS

No time-outs can be called by a team. Time-outs can only be deemed by court monitors- injury is an example of a court monitor deemed time-out. No substitutions, teams will be allowed to replace an injured player with any player participating on their team roster.

VIOLATIONS

1. **Delay of Game** – holding on to ball for more than seven seconds. Violation will be called if a team **controls** all six (6) balls on their side of the court for more than 5 seconds. Preventative warnings can be given by the court monitor, if a delay of game violation is called it will result in one player being OUT, if the delay continues the team will forfeit the game.
2. **Stalling of Match** – not immediately returning balls to the start line at the end of a game to start the next game. A warning should be given before a violation is called. Violations of stalling of match will result in a LOSS of the game by the violators. Continued stalling of the match will result in loss of match.
3. **Off-Side** – crossing the centerline while out of bounds during regulation to retrieve a ball. The 1st violation during a match is a warning, then an off-side violation is an OUT for the violator. Off-sides is only called for **out of bounds** centerline violations.
4. **Encroachment** – crossing over or stepping on the centerline during play. May occur during ball throwing, retrieval, and dodging. Encroachment is an OUT for the violator and the outcome of any ball thrown by the violator is voided (*violators catches/ hits do not count*).
5. **Obstruction** – Players who are out blocking or otherwise impeding play after they have been deemed OUT will be asked to sit out the remainder of the match and possibly the following match.

RULE ENFORCEMENT

During matches the rules will be enforced primarily by the "honor system". Players will be expected to rule whether a hit was legal or whether they were legally eliminated. All contests will be supervised by a court monitor. The court monitor's responsibility will be to rule on violations and any situation in which teams cannot agree. **THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.** Rock, paper, scissors can and should be used to deal with disagreements.

CODE OF CONDUCT

1. The tournament is for charity; the goal is fun and to raise funds.
2. All players are responsible for understanding and abiding by the rules of the game.
3. Participants are responsible for respecting the integrity of the other participants and monitors.
4. Sporting behavior is required, be respectful of your opponent and congratulate them in an appropriate courteous manner at the end of each match whether in victory or defeat.
5. All players are responsible for their behavior and are accountable for their actions.
6. Taunting and unsporting behavior will not be tolerated, and players will be removed from play.

Violations of the Code of Conduct and policies of the event/league/facility will result in the following:

1st: Warning that DODGEBALL IS SUPPOSED TO BE FUN!!!

2nd: Player will be removed from play for the remainder of the match and their team must play 1 person short for the remainder of the match. *If a player continues to be a problem, the player will be removed from play and possibly the facility.*

All teams must follow the Rules & Player Code of Conduct.

Questions or concerns please contact Bec Williams 541-221-2392 or play@playgroundsports.net