

Dodgeball Tournament Rules

The Players: Five (5) players to a team, with an optional substitute player. Each team shall designate a captain to the senior referee at the start of play. All tournament participants, including substitute players, are subject to the rules outlined in this document. Each game will be played on the “honor system.” Players will be expected to rule whether or not a hit was legal or whether they were eliminated legally. At least one senior referee will monitor all play of each game. If there is a discrepancy in ruling among teams or team members, the senior referees for the tournament will make the final decision on the ruling.

The Court: The lines bounding the basketball court on all four sides are the out-of-bounds lines.

Equipment: There will be five (5) balls in play during each game. The dodgeballs consist of a soft foam-core that is not meant to injure players. Please do not misuse the dodgeballs at any time during the tournament.

Shoes: Players will only be allowed to wear white-soled tennis shoes, or can choose to play without shoes.

Winning a Game: The first team to legally eliminate all opposing players in a game will be declared the winner. A game may also be ended if the 5-minute time limit has expired, in which case the winner will be determined by the team with the larger number of players left on the court. In the case of an equal number of players remaining after regulation, a 1-minute sudden-death overtime period will be played.

Advancing to the next round: The tournament is single elimination. Each team will advance to the next round after winning their match. A match is won when one team has won two out of three games in a single round.

Time Outs: There will be no time-outs allowed once the horn has been sounded to start each game. The game will be stopped mid-play only if a player becomes injured or at the discretion of the senior referees.

Substitutions: A substitute player may participate on a team only at the start of a new game or at the referee’s consent.

Rules of play: To start the game, each team will line up on opposing endlines. Five (5) balls will be placed on the centerline. A horn will indicate the official start of play for each game.

Once a game has begun, players cannot pass the centerline during play with one exception: a player may reach his or her arm over the centerline to retrieve a ball on the opposing team’s side of the court. Players will be allowed to retrieve balls outside of sidelines and end line, but must immediately re-enter play or risk disqualification. Players are not allowed to step onto the other half of the court or in out of bounds areas on sides or ends at any time with the above exceptions. A player may step on the centerline, sideline, or endline, but if any part of the foot crosses the line

on the opponents' side or in out of bounds areas on sides or ends, he or she is out. Any other part of the body that crosses these lines and makes contact with the floor on the opposite side likewise results in a disqualification.

Stalling: If your team is ahead you cannot stall by intentionally keeping balls on your side. In this case the team will have five seconds to throw a ball to the other side or risk elimination of a player. Players in all cases should throw the balls to the other side in a timely manner.

You are out if:

- Someone catches your thrown ball – even if it ricochets off of another ball or off of another person.
- You get hit below the shoulders without catching the ball.
- You hit someone above the shoulders at anytime!
- Making bodily outside centerline, sidelines, or endlines, with the exceptions listed above under Rules of Play.

Note: You are not out if the ball hits the ground before hitting you, or if you get hit above the shoulders, or if you use the ball you are holding to deflect a ball.

Dodgeball Tournament Code of Conduct:

- Obey the rules of the game.
- Do as the referees say at all times.
- Respect your opponent and congratulate them in a courteous manner following each match.
- Use of foul or abusive language or actions will result in your team's disqualification from the tournament.