

GAME RULES AND REGULATIONS

Honor System And Referees Rule Enforcement

Referees cannot see everything, and players are expected to play by the honor system. If you know you are out, go out. If you think you may be out, go out. Keep the games fun. **REFEREES DECISIONS ARE FINAL – NO EXCEPTIONS.**

Team Format

The tournament format is six versus six. Teams must start or continue play if they have at least four players.

Player Eligibility

To be considered eligible, players must:

- Be at least 18 years on or before June 2, 2018.
- Have a current, signed waiver.
- Be on the team roster.
- Not have participated in professional dodgeball, for at least 2 years. If it is determined that a player on your roster is a professional dodgeball the team will forfeit all games.

Using an ineligible player will result in forfeit of all games.

Team Responsibilities and Sportsmanlike Conduct

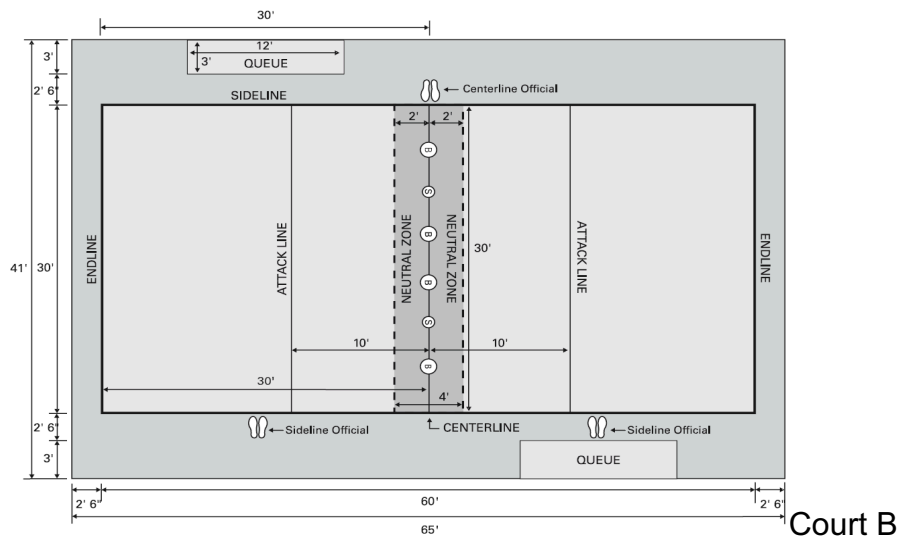
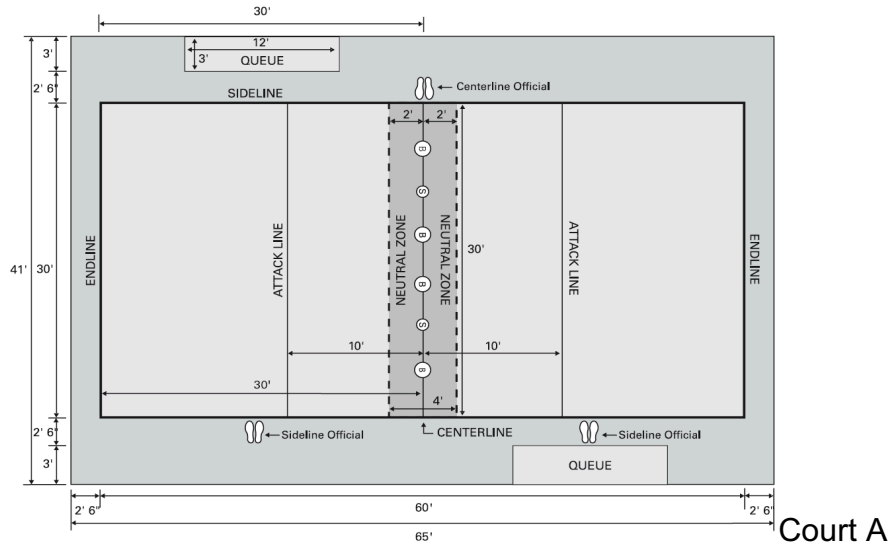
Team captains are responsible for their team's actions.

This is a community dodgeball tournament, and unsportsmanlike behaviour will not be tolerated. Players are obligated to act appropriately at all times. The referees will call unsportsmanlike conduct for:

- Any excessive throw deemed unsportsmanlike by the referee's.
- Taunting the other team in any manner.
- Abusive or insulting language to the other team, the referee, or anyone else.
- Aggressively challenging the referee or players on other teams.
- Any inappropriate conduct, actions or deeds.
- Players are not allowed to kick, spike, or in any other way launch a ball. A referee may call a you or a teammate (if you are on the sideline) out for unsportsmanlike conduct.
- Referees can impose penalties at their own discretion, including but not limited to turning over a ball, calling a player out, calling a teammate out, or disqualification.
- If a player is unsportsmanlike (depending on the severity) the player will be called out at a minimum. The whole team will be given one warning. Two or more cases of unsportsmanlike conduct from any one player will result in that player(s) being ejected from the tournament. An ejected player is required to leave the premises immediately. Refusal of the player to leave the premises may result in a team forfeit. **Coaches are encouraged to help enforce this rule.**

THE COURTS

Dodgeball Courts



Tournament Balls

The official ball used in tournament will be an 8.25" official dodgeball foam ball.

Game Clock

At both scorer tables an interval timer clock will be the official game clock(s). All teams must be set and ready to play at the scheduled game time. The clock will not wait for teams that are not ready.

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

Boundaries Of The Court

During game play, all players must remain within the boundary lines of the court. If a player goes out of bounds, the referee will call that player out. Players may not go out of bounds to retrieve balls. Players, who are out, are encouraged to shag balls. However, the ball(s) must be returned to the side of the court that they went out on. A referee may call a player or teammates out for unsportsmanlike conduct if this occurs.

The Opening Rush

Game begins when referees place 6 dodgeballs along the center line – 3 balls are on one side of the center hash and 3 balls on the other side. Players take a position behind their end line. The referee will start the game by blowing their whistle. Following a whistle by the referee, the team's players rush the center line to retrieve their three dodgeballs. Once a ball is retrieved it must be taken behind the end line before it can be legally thrown. No player at any time shall cross the center line while retrieving dodgeballs.

Winning a Match

The first team to legally eliminate all opposing players in a match will be declared the winner of that match. A 5-minute running clock time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner of the match.

In the event that both teams have the same number of players remaining at the end of the running 5 minute clock there will be 1 overtime period with a running 1 minute clock. No players can be replaced for the overtime. If after the first overtime there is still a tie, there will be a sudden death period. During sudden death play, the first team to eliminate one opposing team's player, shall be declared the winner.

You Are Out If:

- A Referee says you are out.
- You or your uniform is hit by a live thrown ball.
- A live ball you throw is caught by the other team.
- You go out of bounds.
- You lose control of a shield ball while blocking a live ball and then the shield ball falls to the ground.
- *****If you dive or slide on the opening rush***.**
- *****If you cross the center hash line on the opening rush***.**
- **The Definition of "LIVE" ball is: A ball that has been thrown and has not touched anything, including the floor/ground, another ball, another player, the referee or other item outside of the playing field (wall, ceiling, etc.).**

The Thrower Is Out If

- If you catch a live ball that has only hit you, it counts as a catch, and the thrower is out. Once the ball hits you or is deflected by you, only you can catch the live ball to make the thrower out.
Teammates cannot get a thrower out by catching a deflection that hit another teammate.

When You Are Called Out:

You must exit the court of play quickly. If a referee feels that a player has intentionally interfered with ongoing play, they can call a teammate out.

Time-Outs & Substitutions

There are no time-outs or substitutions allowed during the round robin play or single elimination tournament play.

5-Second Violation

In order to reduce stalling, a violation will be called if a team in the lead controls all 6 balls on their side of the court for more than 5 seconds. This also applies to teams that have a tie score in overtime or sudden death play.