



DODGEBALL RULES OF PLAY

1. Each team consists of 6 players on the court and two of the players must be female. A team is allowed to have 2 subs. Subs may not be changed or added once your team has checked into the tournament. If you do not have subs, you will have to play with a reduced number of players or forfeit.
2. This is a double-elimination tournament. Each matchup will be decided by a team winning the best of 3 games.
3. Referees start the game, confirm hits and catches, and count ball possession time. However, we expect players to be honorable and remove themselves from play when they are out. **Do not argue with the referees.** They are volunteers not professionals, just as you are not a professional dodgeball player. We reserve the right to eject players/teams from the tournament for poor sportsmanship. There will be no refunds for such an ejection.
4. There are 6 balls split evenly into 2 groups near the ends of the centerline. Players must start the game behind their back line. During the opening rush (when the game starts), you may only grab the balls to your right. The ball does not become live until the player that retrieves the ball touches the back line. Once live, the ball may be thrown at the opposing team. Game play continues until all players on a single team are eliminated.
5. You are out if: (1) you step on or over a sideline or centerline; (2) a thrown live ball hits your body; or (3) you throw a live ball and it is caught by an opponent.
6. A thrown live ball can only hit out 1 player. Thrown balls that hit the ground, or any other object/person, before hitting a player are considered dead balls and are ineligible to hit players out. A hit player must immediately drop all balls and leave the court. Players on the sideline are not allowed to kick or pass balls to their teammates.
7. You may block a thrown ball with a held ball. However, if you drop the held ball during the act of blocking, or if you fail to make a clean block (as in the thrown ball still ends up hitting or grazing your body afterwards), you are out.
8. If you are out, line up on the side in the order you got out (think of it as being in a “resurrection” line). If your teammate catches a ball, the player at the start of your team’s “resurrection” line comes back into play.
9. You can only hold a ball for 10 seconds. After that it will be considered a dead ball. Dead balls need to be rolled over immediately to the other team.

10. If the game comes down to 1 player per side, they have 1 minute to hit each other out; if not, “Showdown” comes into effect. For Showdown: the game is paused, each player gets two balls, lines up at the ends of the centerline, and the centerline is dissolved. At the referee’s whistle, the players may roam anywhere in the playing field. The first player to get the other player out wins.
11. Have fun, shake hands, make friends, and be spirited. Remember: this is a silly kid’s game that we are playing to support a good cause.