

## Heart and Hustle 2018 Dodgeball Rules

The following is an abbreviated and modified version of the rules from the official National Amateur Dodgeball Association (NADA) Rule Book. These are the tentative rules for the 2018 **Heart and Hustle Dodgeball Tournament**. Each team is responsible for reviewing and understanding the rules before participating in the tournament, and we reserve the right to modify these rules at any time.

- This tournament operates under the honor system. Although each game will have a referee, players are OUT when they get hit or have a ball caught, not when the referee blows the whistle. Please be a good sport and remove yourself immediately if you are OUT.
- The format for the tournament will be pool play followed by single-elimination bracket play. Each team will first compete in the pool play portion of the tournament. Teams will play each other twice (back-to-back), switching sides after the first game. Each team will have three 2-game matches during their one-hour pool play. Bracket play seeding will be determined based on pool play results to determine the champions.
- Each game will have a two-minute time limit. Game time is forfeit time.
- Six players compete at a time. Teams can start a game with as few as 3 players if they must. Teams may also have reserves available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury. Teams may have an unlimited number of participants listed on their roster.
- The playing court will be approximately 60' long by 30' wide divided into two equal sections by a center-line. Attack lines will be 3m from, and parallel to the centerline.
- The official balls used in tournament will be a combination of 8.25" and 6" rubber-coated foam balls.
- The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by either hitting an opposing player with a LIVE thrown ball below the shoulders or catching a LIVE ball thrown by your opponent before it touches the ground.
- LIVE BALL: A ball that has been thrown and has not touched a wall, ceiling, net, floor or any other item outside of the playing court.
- 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 official, teams may approach the centerline to retrieve the balls. Teams are only entitled to the three (3) balls on their right (can't retrieve balls to the left).
- Once a ball is retrieved on the initial approach, it must be checked behind the attack-line on your side (or passed to someone on your team behind your attack line) before it can be legally thrown at the opposing team. Once balls are checked, players can extend to the half court line to make throws.
- During play, all players must remain within the boundary lines. Players may leave the boundaries only to retrieve stray balls, but they are still considered "live." If they are hit, they are eliminated. Players must return in-bounds immediately after retrieval.
- If a ball thrown at an individual is caught, the person who threw the ball is eliminated. A member of the team who caught the ball is NOT allowed to come back in the game. The ball can be bobbled, but must be caught by the same player (without hitting an obstacle; wall, ceiling, net, another player etc.). If it is bobbled and hits an obstacle, the player will be eliminated, regardless if they catch it or not.
- If a person throwing the ball touches the half court line or the opposing side's court, they will be eliminated. This includes any part of one's foot or body.
- Shots to the head do not count and players will remain in the game. If an individual ducks into a throw and it strikes their head or intentionally moves their head so it is the first body part hit, they are eliminated. If it strikes a body part below the shoulders first before their head, they will still be eliminated.

- A ball is “dead” if it hits the ground, wall, ceiling, net, floor or any other item outside the playing court. Any ball that strikes one of these items before an opposing player is considered “dead” and won’t eliminate a player.
- If a ball it hits multiple individuals on the same team in the air, only the first player hit is eliminated.
- Individuals may hold a ball and use it to block live balls being thrown at them. As long as the thrown ball strikes the blocking ball first, it will be considered “dead” and you will not be eliminated. If it strikes a body part below the shoulders before the blocking ball, you will be eliminated. If you drop the blocking ball you’re holding due to the thrown ball, you will be eliminated.
- If a team controls all six (6) balls on their side of the court they must return at least one dodgeball beyond the opponent’s attack line within five seconds.
- The first team to legally eliminate all opposing players will be declared the winner. A two-minute time limit will be established for each game. If neither team has been eliminated at the end of the two minutes, the team with the greater number of players remaining will be declared the winner.
- In the case of an equal number of player/s remaining after regulation, a sudden-death overtime period will be played. All original players who started that game will come back out on the court and the first team to hit an opposing player or catch a live ball wins.
- Each team will be allowed one (1) 20 second timeout per game. At this time a team may substitute one or both reserves into the game.
- The referees’ decisions are final, and arguing calls can lead to a player’s elimination from the game, match, tournament, or in extreme cases – country 😊

Tie-breaker for pool winners and playoff seeding:

- 1) Record
- 2) Head-to-head
- 3) Number players left
- 4) Number players knocked out
- 5) Coin toss