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**DODGEBALL TOURNAMENT RULES**:

At the beginning of the game, a coin is tossed to determine ends. The team winning the toss may choose the end they will defend for the first game. Ends will alternate each game.

Object of The Game: To eliminate all six (6) opponents by forcing them out (see rule 6).

**I. Players and Substitutions**

1A. All players must fill out a league waiver to be eligible to play.

1B. A team consists of eight active (6) players, and up to two (2) additional ‘Retrievers’ to retrieve any “out of bounds” balls on their team side of the court. A team may start with four (4) players without penalty.

1C. All players must wear non-marking rubber-soled athletic shoes.

1D. All players must be wearing a matching team uniform.

1E. Jewelry, chains, rings or earrings may not be worn during dodgeball games.

**II. Court Markings**

2A. The officials will inform the team captain about the official lines on a particular court (i.e. volleyball court lines).

**III. Length of Matches, Games, and Timing**

3A. Three games of five minutes duration each constitute a match. Clockstops for team time-outs and official time-outs only (i.e. for injuries, violations, or rules interpretation).

3B. A game is won by:

a. eliminating all six opposing players before time expires or

b. having more players remaining on the court than the opponents when time expires.  If both teams have an equal amount of players on the court then the game will continue until one team eliminates a player(s) on the other team.  The team with more players on the court at that time will be deemed the winner.

3C. Each team gets one time out of 30 seconds duration per game.

3D. Intermissions between games will be a maximum of 3-minutes.

3E. Championship games are the same length as regular tournament games.

3F. The number of games and the duration of games, intermissions, and time-outs may

be changed at the discretion of the officials.

**IV. Start of play. The Rush**

4A. Six balls will be lined up along the mid-court line, three on each side of the center

hash mark. Players line up behind their own end line

4B. On the officials signal players rush the center line and retrieve the balls to either side of the center hash mark. Players must then retire to their side of their own back line.

4C. All Players must reach their back line before any member of that team may throw a ball.

**V. Players are declared out for:**

5A. Being hit below the shoulders by a live ball.  A teammate catching a live ball after hitting another teammate DOES NOT result in the thrower being out.

5B. Having their thrown live ball caught by an opposing player before it touches the ground. A trapped ball is not considered a catch.

5C. Intentionally throwing at players above shoulder height, no matter if they are hit or not.  Squatting, kneeling, or deliberately causing your head to be hit by a thrown ball will not result in the throwing player being out (player hit is out).

5D. Retrieving a ball by not leaving and re-entering the court over the end line or retrieving a ball by stepping into the dead zone (dead zone = out of bounds over the side lines).

5E. Stepping over a boundary line or into the dead zone while attempting to avoid being put out.  
  
\*\*\*When out, a player must retire to their respective bench/player return area.\*\*\*

**VI. Returning players:**

6A. The catching of a live ball results in 1) the person having thrown the ball being out and 2) a player on the catching team returning to play if and only if one or more players on that team had been retired. Players return in the order they were put out.

**VII. Miscellaneous**

7A. Retrievers may retrieve balls only their own team side of the court, and must place balls on end-line for active players to get. Retrievers may hand balls directly to active players, but active players must only leave & re-enter court through the end line.

7B. A team having possession of all six balls must throw at least half of them within 10 seconds (to be timed by the official).

7C. A player may use the ball they are holding to block a thrown ball.  The thrown ball is then considered dead and cannot put the thrower out by being caught or another player out if the deflection hits them. DROPPING the ball used to make the deflection will result in the defender being out.

7D. A ball is considered dead if it hits any structure including the ground.  