



Dodge this! Dodgeball tournament rules

The court

- a. The court is the area within which the balls may be legally played, where catches are legal, and "outs" may be made.
- b. There shall be a clear and unobstructed area between the endlines and sidelines.

Court layout

- a. the official dimensions for a regulation court are as follows:
 1. the court is divided into two 30x60 areas (volleyball court), with a 2x60 neutral zone located at center court separating the two sides.
 2. The queue for each team will be the first row of the bleachers, and will be located by the sideline, leaving enough room for an official to move free along the sideline.

Substitutions

- a. A team may substitute a player at the time of registration.
- b. The substitute will be added to the roster as an official player.
- c. The substitute must wear the team uniform.
- d. No substitutions can be made during a game, except in cases of injury.

Regulation games and match types

- a. A regulation match consists of a pre-determined odd number of games of a single game type. The number of games and/or the time allotted may be altered to best suit time and attendance.
- b. games type:
 1. A game played until pre-determined time limit expires or all opponents are eliminated on one side. Our games will be 7 minutes.
 2. If time expires, all remaining players are counted. The team with the most players remaining wins the game.
 3. If all opponents on one side are eliminated. The team with players remaining is declared the winner.
 4. If time expires and both teams have the same number of players left, a tiebreaker game will be played. The time will then be a 4-minute game.

Balls

- a. Six balls are placed in the neutral zone on the centerline, four blockers (7" balls) and two stingers (5" balls) in the following order: blocker, stinger, blocker, blocker, stinger, blocker.
- b. The balls shall be placed equal distance from each other.

(Rules cont.)

Beginning play

- a. Play begins with all players positioned behind their team's endline.

- b. Both feet must be completely behind the endline.
- c. The centerline official will address each team with, "team (team name), are you ready?" The official will blow a whistle to signal the start of the game or the rush.

Throws

- a. Balls may only be thrown at an opponent. A throw may be performed with one or both hands and be overhand, underhand, or side arm.
- b. Intentionally kicking, kneeling, or heading a ball will result in an "out" for the offending player. An official may assess a penalty for a repeat or flagrant violation.
- c. A player may not throw or kick a ball once play has stopped or after being called "out." Actions deemed as flagrant or unnecessary, will result in an expulsion from the game.

Outs

- a. A player deemed "out" becomes an "exiting player" and must exit the court directly from their position to the teams' queue.
- b. A player shall be deemed "out" when:
 - 1. A live ball hits any part of the player's clothing or uniform.
 - 2. Any article of a player's clothing or uniform is hit by a live ball.
 - 3. A live ball rebounding off another player hits a player.
 - 4. A defending player catches a live ball they have thrown in-flight.
 - 5. A live ball rebounding off another ball hits the player. Including balls blocked by opponents and/or teammates.
 - 6. A player crossed over the neutral zone in violation of the neutral zone rule.
 - 7. During amateur play, the player's throw has resulted in a headshot.
 - 8. An official has deemed that a player has committed a rules violation.
 - 9. The player or team has been charged with a penalty, causing a player to be ejected from the game.

Catches

- a. A catch is deemed valid if the ball is live, is caught in flight with both feet in fair territory, and is possessed "under control." A valid "catch" results in an "out" for the attacking player.
- b. A ball shall be considered "under control" only if it is transferred to the hand or hands of the player (i.e. a ball caught between a player's knees, must be transferred to that player's hands to be considered a valid catch.
- c. Should the player drop the ball they are deemed "out." An official shall make any determination of "under control."
- d. Trapping or catching a ball in flight by pinning it between a wall, floor, or other object that would otherwise render the ball dead. Trapping is not a valid catch and the player executing the trap is deemed "out."

(Rules cont.)

Blocking

- a. players can defend themselves by blocking the ball in flight with another ball providing:
 - 1. The blocking player retains control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
 - 2. No part of the player's body may come in contact with the ball while blocking; this includes the hands and fingers holding the ball. Any contact is considered a hit and the player will be deemed "out."
- b. Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

- c. A blocked ball rebounding off another ball, which crosses the neutral zone in flight, is considered a throw. If caught by the opposing team the player blocking the ball across the neutral zone is deemed "out."
- d. A blocked ball rebounding off another ball caught in flight by a teammate is considered a catch, and the original thrower is deemed "out."

Points of emphasis

- a. live ball is any ball that has:
 - 1. Not touched a wall, floor, ceiling, posts or any attached objects of the court.
 - 2. Been put into play by passing it across an endline immediately following a rush.
 - 3. Not crossed over a sideline or endline when playing on an open court.
- b. dead ball is any ball that has:
 - 1. Touched any wall, floor, ceiling, posts or any attached objects of the court.
 - 2. Not been put into play by passing it across an endline following a rush.
 - 3. Crossed over a sideline or the endline on an open court, but becomes live once brought back in bounds.
 - 4. Been ruled dead by an official
- c. Any player hit by a live ball is "out."
- d. If a live ball is caught, the thrower is "out" and one player re-enters from the queue from the catcher's team.
- e. A player deemed "out" must exit the court immediately to the queue, taking their place at the end of the queue.
- f. Players may only re-enter the game from the queue when it is their turn.
- g. Turn order is: first "out, first "in."