

Dodgeball Tournament Rules:

6 players will compete on a side; others will be available as substitutes. Substitutes may enter the game only during timeouts or in the case of injury.

Boundaries: During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. Players that have been eliminated or are not in the game may retrieve stray dodgeballs and give them to their active players through their team's end-line only.

The Opening Rush: Game begins by placing the dodgeballs along the center line – three on one side of the center hash and three 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. The signal officially starts the contest. Teams may only retrieve the three balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown.

The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:

1. Hitting an opposing player with a Live thrown ball below shoulder height (if they duck and get hit in the head, they are out).
2. Catching a LIVE ball thrown by your opponent before it touches the ground.

Definition: LIVE: A thrown ball that strikes or is caught by an opposing player without contacting the ground, another player, a non-held ball, official or other object.

A live ball deflecting off a held ball and/or striking the holder remains live only to the holder.

The first team to legally eliminate all opposing players will be declared the winner. A 3-minute time limit has been established for each contest. Each team has one time-out they may use per game. If neither team has been eliminated at the end of the 3 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining after regulation, it will be declared a tie. Sudden death will be used in the playoffs if needed to determine the winner of a best of 3 game series.

If a game comes down to each team having only one player remaining, those players – once all other players have left the floor – may advance across the Center Line to just short of their opponent's Attack Line, opening up a shared Attack Zone. Any player initiating physical contact with an opponent will be called out.

Rules will be enforced primarily by the honor system. Players will be expected to rule weather or not a hit was legal or whether they are legally eliminated. Honesty is important to make these tournaments work and for them to be fair and enjoyable for all of the participants. The court monitor's responsibility will be to rule on any situation in which teams cannot agree. The court monitor's decision is final – no exceptions.

Code Of Conduct:

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials.
3. Respect your opponent and congratulate them in a courteous manner following each game whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.