



Dodge Ball Tournament **OFFICIAL RULES AND REGULATIONS**

- **ALL TEAMMATES ARE REQUIRED TO UNDERSTAND, AND FOLLOW, ALL OF THESE LISTED RULES AND REGULATIONS!**
- **WE WILL NOT COVER THEM AT TOURNAMENT TIME!**
- **READ AND UNDERSTAND THESE BEFORE YOU PLAY!**

The Court

- The official dimensions for a regulation court are as follows:
- The court is divided into two 30' X 30' areas, with a 4' X 30' neutral zone located at center court separating the two sides, an attack line located parallel and 10' from the center line, for a total court length of 60' from end line to end line, and a total width of 30' from sideline to sideline.
- Approximately 2'-3' should be allotted for an out of bound area, allowing officials to move freely along the sidelines.
- The Seating area (Bench) for each team is a 3' X 12' area, and will be located 2'-3' from the sideline, leaving enough room for an official to move free along the sideline.
- Every effort will be made to obtain the correct dimensions. However court size may be adjusted to best suit the available space.

Equipment

- 6 regulation size balls should be used.

Players

- Teams consist of six players (there will be 2 different categories, Middle School & High School) With up to two substitutes. Same color shirts are mandatory and all players must be in appropriate sporting attire.
- School ID for each player will be required at check in.

Substitutions

Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.

Retrievers

Retrievers are individuals designated to retrieve balls that go out of play. Tournament directors will provide 2 retrievers per court.

- Retrievers may not enter the court at any time.
- Retrievers may not wear jerseys of the same style as any team's uniform.
- Retrievers are only allowed to field balls from their side of the court

Matches

All regulation and final matches consist of the "Elimination Game" format. The number of games and/or the time allotted may be altered to best suit time and attendance.

Game Format Type:

Elimination Games.

All games will be 3 minutes in length. The team with the most players standing at the end of the designated playtime will be deemed the winning team. **No player can hold a ball for more than 10 seconds at a time.**

Tournament Format Type:

Double Elimination Tournament.

Winning teams will advance through the "Winners Bracket" until they experience a loss.

Losing teams (with their first loss) will advance through the "Losers Bracket" until they experience their second loss.

Two losses by your team and you are eliminated from the tournament.

Beginning Play

Play begins with all players positioned behind their team's end line.

The Rush

- The Rush occurs at the beginning of each game or reset.
- Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
- A team may rush with as many or as few players as it wants, but **at least one person from each team has to Rush.**
- There is no limit to how many balls an individual player may retrieve.
- Players may not slide or dive head first into the neutral zone or they will be called out.
- Crossing over the neutral zone line will result in an "out."**
- Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.

Putting a Ball in Play

The player and the ball must go completely behind the attack line. During the Rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.

There are several ways to put a ball into play following a Rush.

- A player carries the ball across the attack line.
- A player passes the ball to a teammate who is behind or carries it across the attack line.
- A player rebounds the ball off the back wall of a closed court.

Time Outs

There are no team time outs.

Outs

- Player shall be deemed "out" when a live ball hits any part of the player's body (No head shots), clothing, or uniform.
- If a player is hit by a live ball rebounding off another player, the ground, or a ball lying on the court.
- If a throwing player throws and a defending player catches the ball.
- NO Player shall return from the seating area (Bench) once deemed "out."

Blocking

- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out."
- Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

Pinching

The act of squeezing the ball in order to alter the thrown or blocked ball is not allowed. You may NOT Deform the ball

Stalling

- The act of intentionally delaying the game.
- If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referee's discretion, player or team will lose possession of all balls on their side.
- If both teams are stalling a reset should occur. (See "Elimination Game" Notes Above)

Out of Bounds Rule

- If any part of the player's body touches the end lines or neutral zone line, the player shall be deemed "out".
- Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior going out of bounds.

Neutral Zone Rule

The neutral zone is a 4' by 30' area centered around the centerline. **A player may safely step into the neutral zone during the Rush ONLY. Any player crossing over the neutral zone after the Rush is deemed "out."**

Sacrifice Fly

An airborne attack, where an attacking player may legally cross the neutral zone to hit an opponent but the ball must leave the attacker's hand before any part of the attacker's body touches the opponent's territory. If successful, the player hit is out and attacking player remains in.

Headshots – NO HEADSHOTS!!

- A headshot occurs when a player is hit directly in the head by a high thrown ball.
- Any thrower committing a headshot will be deemed "out."

Uniforms

- We do not allow players to wear gloves or any other form of padded hand assistance during play.
- Each team should wear same color uniforms. (team name printed on shirt is optional)
- Dress code will be enforced.

- **FAILURE TO FOLLOW LISTED RULES MAY BE GROUNDS FOR IMMEDIATE ELIMINATION FROM THE TOURNAMENT**

GOOD LUCK!