



Game Rules and Regulations

Honor System and Referees Rule Enforcement:

Referees can not see everything, and the players are expected to play by the honor system. **If you know you are out, go out. If you think you may be out, go out.** Keep the games fun. Referees decisions are final-no exception.

Boundaries of the Court

During game play, all players must remain within the boundary lines of the court. If a player goes out of bounds, the referee will call the player out. Players may not go out of bounds to retrieve balls. Players, who are out, are encouraged to shag balls that are out on their side of the court. However, the balls cannot be handed to or rolled to a teammate. Balls must be placed on the end line of the side of the court the ball went out on. Players must pick the ball up from the end line before is considered a live ball. A Referee may call a player out if they use a ball that their teammate returns incorrectly.

The Opening Rush

Games begin when referees place six dodgeballs along the centerline. Players take position behind their end line. The referee will start the game by blowing their whistle. Following the whistle by the referee, the team's players rush the centerline to retrieve the ball. **Once the ball is retrieved it must be taken behind the end line before it can be legally thrown.** There is no diving or sliding to retrieve balls on the centerline. Players cannot cross the centerline while retrieving balls on the opening rush. Any player diving sliding or that crosses the centerline on opening rush will be called out.

10 Second Rule:

You can only hold a ball for 10 seconds, afterwards, it will be considered dead. **Dead balls must be rolled over immediately to the other team.** This rule will be enforced on the referees count.

You Are Out If:

- The referee says you're out.
- You're hit by a '**Live**' thrown ball.
- A ball you threw is caught by the other team before hitting the ground.
- You go out of bounds.
- You lose control of the ball you're using to block incoming balls.
- A ball you threw is deemed an intentional headshot.
- You make physical contact with another player.
- You spike or kick a ball.

'Live' ball:

- Any balls thrown by a player that have not yet touched the ground, wall, or any other stationary object (i.e. basketball hoops or balls on the ground) are considered to be **'Live'**.
- A thrown live ball can only count on the first player hit.

The Thrower Is Out If:

If you catch a ball that has only hit you, it counts as a catch, and the thrower is out. Once the ball hits you or is deflected by you, only you can catch the live ball to make the thrower out. Teammates cannot get a thrower out by catching a deflection that hit another teammate.

When You Are Called Out:

You must exit the court of play quickly and stand in your teams out box. If a referee feels that a player that is out is intentionally interfering with ongoing play, they can call a teammate out.

Life Bands:

- If a player wearing a life band is called out, they can have the band removed by the scorekeeper and return to the game.
- Only one life band is allowed per player per game.
- Each life band can only be used once.

5 Second Violation:

In order to keep the games moving, if the team in the lead has a more than 3 of the balls on their back side of the court, they have five seconds (as counted out loud by a referee) to throw one of the balls. If the team does not discard the ball within five seconds, the referee will call one of the players out.

Winning a Game

The first team to eliminate all opposing players in the game will be declared the winner of that game. Each game will have a 3-minute running clock time. 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 of the game.

In the event that both teams have the same number of players remaining at the end of the 3-minute clock, there will be 1 overtime period with a running 1-minute clock. After the first overtime if there is still a tie, there will be a sudden death period. During sudden death play, the first team to eliminate one opposing team's players shall be declared the winner.

Tournament Structure

The tournament will be divided into two sections. The first section will be blind draw games, the second section will be seeded play, single elimination games. Each game will have a time limit of 3 minutes all teams are guaranteed at least 2 games.

Blind draw games: teams will be matched randomly and divided between the small gym and the large gym. The blind draw round will determine seeding for the next portion of the tournament; with the winning team from each game advancing to the upper division bracket and the losing team advancing to the lower division bracket.

Seeded play, single elimination games: once teams have been divided to upper division and lower division, they will be matched randomly for round 1. The winning teams in round 1 will advance to round 2. Teams that lose in the first round will be eliminated from the tournament. This will continue for the next three rounds; where winning teams advance to the next round and losing teams are eliminated.

Championship game:

The final game will be between the winner of round 4 (semi finals) of each division. The championship game will be held in the large gym.