



**SPRING BREAK**  
**DODGEBALL TOURNAMENT**  
**APRIL 25TH**  
**AGES: U14, U18, ADULT**

## Rules and Regulations

- 1. Court:** The official dimensions for a regulation court are as follows: The court is divided into approximately two 30' X 30' areas, 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 Queue for each team is a 3' X 12' area and should be located 2'-3' from the sideline, leaving enough room for an official to move free along the sideline. Every effort should be made to obtain the correct dimensions. However, court size may be adjusted to best suit the available space.
- 2. Equipment:** 6 dodgeballs will be used. Ball layout goes as follows: 6 balls spaced evenly along the center court line.
- 3. Players:** Teams consist of six (6) players with up to four substitutes. Coed teams may consist of either gender. Substitutions must be made prior to the start of the game. No substitutions can be made during a game, except in cases of injury.
- 4. Retrievers:** Retrievers are individuals designated to retrieve balls that go out of play. Teams are responsible for providing retrievers. A maximum of 4 retrievers are allowed for all matches. Any Additional team players/spectators are not allowed on the playing field. Retrievers may not enter the court at any time. Retrievers must be declared to the officials prior to the start of each match. Retrievers are only allowed to field balls from their side of the court. Players that get out may be used as additional retrievers. Players standing in the Queue line may put balls back in play only if the ball is near them and completely out of play. A player reaching into play to get a ball will be moved to the end of the line and the ball will be sent to the other side. A ball on a line is a live ball and considered in play.
- 5. Matches:** A regulation match consists of best of 3, 7-minute games. All games get played no matter what. Match Types: A match is played until: [1] All opponents on one side have been eliminated. The first team to eliminate all its opponents is declared the winner. [2] The 7-minute time limit expires. If time expires and all team members from 1 side are not eliminated the game is a tie. [3] Matches may end in a tie, except in playoffs -3, 2-minute overtimes will be played. Each side will put in 3 players to start each overtime. If still tied after 3 overtimes in playoffs – Sudden Death 1 v 1.
- 6. Beginning of Play:** Play begins with all players positioned with one hand/palm touching the back wall. 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 must Rush. There is no limit to how many balls an individual player may retrieve. Players may not slide or dive head first into the center line or

they will be called out. Crossing over/ touching the center line will result in an "out." Players may not physically grab or touch any another player across the center line or prevent them from returning to their side of the court. Both players that are fighting for control of a ball during a rush will both be called out. A player reaching over the line; grabbing at or swatting a ball will be called out. If a player throws a ball before bringing it back across the designated line after the rush, will be called out.

**7. Putting A Ball in Play:** The ball & players body must go completely behind the bring back line. During the Rush, any ball retrieved from the center line must be returned behind the bring back line before it may be thrown at an opponent. A ball that hasn't crossed the bring back 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 bring back line. A player passes the ball a teammate who is behind the back line. A player rebounds the ball off the back wall. If you intentionally kick a ball; anytime during a match, you are out. Rolling the ball to opponents does not count as a throw.

**8. Time Outs / Stoppage of Play:** There are no team time outs. Only officials may stop play for any but not limited to the following reasons: Injury, Any Call clarification or reversal. If the match has to stop because a player keeps arguing a call, then that player will be called out. If the whistle sounds signaling the end of the match and a ball is in the air, the result of that throw counts.

**9. Outs:** Your hand is considered part of the ball. A player shall be deemed "out" when: a live ball hits any part of the player's body, clothing, or uniform - except the hand while holding the ball; If a player is hit by a live ball rebounding off another player; A defending player catches a live ball they have thrown.

Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in. If a player reaches over or touches the center line or side line, for any reason they are out. A ball on the line may be picked up. A player must be standing in the Queue line to be eligible to return upon a caught ball. A player hit by a thrown ball can catch that ball before it is touched by another player or touches the floor, ceiling or walls. The player hit remains in the game, the thrower is out. Dodgeball games are fast paced and spirited. Players are expected to exhibit good sportsmanship at all times. A player should call themselves out if they feel that the officials missed it. Players that behave badly will be called out even if they were not hit with the ball and are out for the rest of that game. Multiple removals for poor sportsmanship can result in ejection for the rest of the night.

**10. Blocking:** Players can defend themselves by blocking the ball in flight with another ball but must retain control of the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out." - Ball must touch the floor to be considered losing possession. Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out." If a player catches a teammate's blocked ball, then the thrower is out.

**11. Stalling:** The act of intentionally delaying the game. A player may only hold the ball for around 7 seconds. If a referee determines by a 7 second count that a player or team is stalling, the player(s) will be called out. If both teams are stalling a reset (RUSH) should occur.

**12. Throwing:** An acceptable throw is one that crosses the center line and lands in the vicinity of a player.

**15. Uniforms:** We do not allow players to wear gloves during play. Matching shirts are not required but encouraged.

16. **Rosters:** All players playing in any game must be on the team's online roster form. Any player found not on the roster cannot play the remainder of the game. Maximum 10 people on roster.

17. **Scores:** Winning a match (Best of 3, 7 min games) results in 3 points for your team. A tie gives both teams 1 point. A loss is zero points.

18. **Headshots:** A headshot occurs when a player is hit directly in the head/face by a high thrown ball. A player ducking, sliding, diving or anything else besides a standing position is not considered a head shot. Any thrower committing a headshot will be 2 head/face shots in the same game and the thrower is out for the remainder of the match.

19. **Out Of Bounds Rule:** If any part of the player's body touches the side line or center line; player shall be deemed "out". A player may not reach over the sidelines or center line to retrieve a ball, if they do they are out. A ball resting on the line can be retrieved by a player.

20. **Unsportsmanlike Conduct:** If a player is called out for unsportsmanlike conduct or taunting they are out for the entire game. If they are called twice they are out for all remaining matches.

I have read and agree to the above rules:

Captains Signature: \_\_\_\_\_ Date: \_\_\_\_\_