

DODGIN' 4 DOUGH 2025
OFFICIAL TOURNAMENT RULES
LAST UPDATED 12/11/24

TEAM:

Teams will be made up of 6-8 players. Six (6) players will compete on a side; others will be available to rotate into the play. Team rosters may not exceed 8 players. Only team members and one designated coach can be on the sideline during play. Any player/coach on the sideline must remain away from the field of play except during a timeout. Only a coach or team captain may discuss a call with a ref and/or approach the scorer's table. Teams are not allowed to have more than 8 players and 1 coach on the sideline at any given time.

Players must not be older than the age bracket their team is in. Individuals may play up (i.e. middle schoolers can play in the high school bracket, high schoolers can play in the adult bracket, etc) but they cannot play down (i.e. adult on a high school team).

FIELD:

The tournament will be played at Good Shepherd Church, Naperville, IL. The indoor playing field shall be a rectangle at least 50 ft. long and at least 30 ft. wide, divided into two (2) equal sections by a center line and attack-lines approximately 3 ft. from (and parallel to) the center line.

EQUIPMENT:

The official ball used in the tournament will be an 8.25" rubber-coated foam ball. All participants must wear shoes, shirts, and pants/shorts. Participants may not wear jewelry, hats or other metal objects while competing. No undergarments should be showing.

GAMEPLAY:

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

- Hitting an opposing player with a LIVE thrown ball below the shoulders. Once hit, a player MUST exit as quickly as they can out of the back of the court so as to not interfere with the game play.
- Catching a LIVE ball inbounds thrown by your opponent before it touches the ground, another ball, or back wall. The team catching the ball can bring in one more player (up to six) to the game.
- Causing an opponent to drop a held ball as a result of contact by a thrown live ball. (Usually occurs when a ball is being used as a shield to block a thrown ball.) You may drop intentionally to catch another ball.
- An opposing player stepping out of bounds or across the center-line and making contact with the ground to avoid getting hit by a thrown ball.

A thrown ball is considered LIVE until it makes contact with another ball (used to deflect), the floor, ceiling, or back wall – then the ball is considered DEAD. If a dead ball is caught or makes contact with another player, no one will be out. All balls must be thrown from behind the center line. Remember, crossing the center line during play will result in a player being called OUT.

Balls must be thrown during the game. Players may not place a ball on the other side of the Center Line, nor are they allowed to roll or kick the ball across the line. Repeated violation of this rule will result in a player being called out during the game.

A CATCH is considered a ball held under control with two feet inbounds (similar to football rules). If after completing a catch, a running player's momentum moves them out of bounds, the catch is still valid.

As soon as a ball hits the floor, ceiling, back wall, side boundary, another ball, or any item outside the playing field it is a dead ball. If a ball hits you then the back wall, the ball is dead upon hitting the wall and you are out. If the ball hits the back wall then you, it is a dead ball and you are not out.

REFEREES AND RULE ENFORCEMENT:

At least two referees will supervise all games. The referees' responsibilities will be to rule whether or not hits they observe are legal. All referee decisions are final. All play is on the Honor System. All players will be expected to rule whether or not they were eliminated by a legal hit. If there is confusion about a rule or referee call, captains or coaches may approach the referees and/or the scorer's table **during a timeout or in between matches or game, not during game play**. Referees may also call an "official's timeout" to review a call.

Once again, **all referee decisions are final**. Arguing with referees can result in being removed from a game, match, or the entire tournament.

BOUNDARIES:

During play, all players must remain within the boundary lines. Any part of your body that goes over the side or center lines and contacts the ground is considered out of bounds and results in a player being called out. Players may not leave the playing field to avoid being hit. Players may leave the boundaries through their end line only to retrieve stray balls. They must also return through their end line. When retrieving an out of bounds ball, players must completely return to the court before throwing, catching or being called out by a hit ball. Players must move quickly when exiting and re-entering the field of play (at the discretion of the referees). Spectators cannot pass balls to players during game play.

OPENING RUSH:

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center and three (3) on the other. Players then take a position behind their end line and touching the back wall. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the three (3) balls to their right of the center. Once a ball is retrieved it must be taken behind the “Attack Line” before it can be thrown. Players may not cross the center line during the Opening Rush. If at any time you cross the center line and have contact with the ground, you are out.

GAMES / MATCHES:

Each game is five minutes long. There are three games per match. A minimum of three matches will be played by each team during Pool Play. All games will be played and will be counted to determine advancement to the Playoff Rounds.

TIMEOUTS / SUBSTITUTIONS:

Each team will be allowed one 30-second timeout per game. Following a time out, the same players that were on the court prior to the time out, must return to the court. There are no substitutions of players, except in case of injury. An Opening Rush is used to resume play following a time out.

10-SECOND VIOLATION / BLUE BURDEN BALL:

We encourage active play. Any player making contact with a ball must make an attempt to throw out an opponent, within a reasonable amount of time. If no ball is thrown for ten seconds, the team with the Blue Burden Ball must throw a ball (does not have to be the Burden Ball). At the end of 10 seconds the team that did not give up or throw a ball across the center line will forfeit all the balls on their side.

ENDING GAMES:

In both pool play and playoff rounds, the first team to legally eliminate all opposing players will be declared the winner of that game. If neither team has been fully eliminated at the end of five 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 five minutes, the game goes into Sudden Death. The Sudden Death round starts with the same players that ended the five minute play on the court. An Opening Rush starts Sudden Death. There is no time limit in Sudden Death; the first team to lose a player loses the game. Each team is allowed one 30-second timeout during Sudden Death.

During Pool Play, all three matches of a game will be played regardless of winner (see Tournament Advancement). In the Playoff Rounds, the first team to win two out of the three games in their match will advance to the next round.

TOURNAMENT ADVANCEMENT:

Teams will advance to the next round of competition based on the following criteria (in order):

1. Total number of matches won during current round of competition
2. Total number of individual games won during current round of competition
3. Total points based upon the number of players remaining on the court at the end of each game during the current round of competition
4. Head to head results during current round of competition.

If still tied, one three game match will be played. The first team to win two games advances.

CODE OF CONDUCT:

- Understand, appreciate and abide by the rules of the game.
- Respect the integrity and judgment of the volunteer staff (including referees)
- Respect your opponent and congratulate them in a courteous manner following each match
- Be responsible for your actions and maintain self-control.
- Do not taunt or bait opponents and refrain from using foul or abusive language.
- No tobacco products, alcohol, or weapons are permitted on the church grounds.
- This is a family event - children are present. Swearing or fighting will not be tolerated.

Anyone in violation of this code of conduct as declared by the tournament personnel will be disqualified from the tournament without refund and will be asked to leave the premises immediately. This applies to all event staff/volunteers, players, coaches, and spectators.

ONE LAST NOTE: All players will be expected to complete an official tournament waiver and pay their entrance fee prior to gameplay beginning. Team Captains are responsible for making sure all team members arrive on time and check-in before their designated tournament start time.

Questions or concerns related to these rules can be directed to the Tournament Organizer.

Elisabeth Lectka | Family Life Ministries Director - Good Shepherd Church, Naperville
(630) 961-9220
Students@GoodShepherd-Naperville.org