Dodgeball Tournament Rules

I. Overall

- 1. **Referees have final say: No arguing with the refs.** If you are called out, you are **OUT**. There are **no appeals**—it's just part of the game!
- 2. **Good Sportsmanship is a Must!** Whether you win or lose, high-fives and respect for the other team are required. **Be a good sport!**
- 3. **Ball Retrieval:** Players may step out of bounds only at their designated end-line or sideline areas to retrieve stray balls. They must return to their own side before throwing.
- 4. **No Stalling (Hoarding):** A team cannot hold all of the balls on their side for more than **10 seconds** without throwing one. If they do, they must forfeit a ball to the opposing team or an official will call one of their players out for stalling.
- 5. Honor System: Players are expected to respect the rules and call themselves out immediately when hit.

II. Game Start (The Opening Rush)

- 1. **Placement:** All balls are placed on the centerline. We typically will have 6-8 balls per game.
- 2. Starting Position: Players stand behind the end-line of their side.
- 3. The Rush: On the referee's signal ("GO!"), players may run to retrieve the balls on the centerline.
- 4. **Live Balls:** A player who retrieves a ball must carry it back past a designated **Attack Line** (around 10 feet from the center line) before they can legally throw it at an opponent.

III. Getting Players "Out"

A player is **OUT** and must leave the court and go to the designated **Out Zone** (or "Jail") if any of the following occur:

- 1. **Hit:** They are struck anywhere **below the neck** by a **live** thrown ball.
 - o A ball is "live" until it hits the floor, a wall, the ceiling, or a dead ball.
- 2. Catch: A live ball they threw is caught by an opponent before it hits the floor or wall.
- 3. Boundary: They step on or over the centerline, sideline, or end-line while the game is active.
- 4. **Blocking:** They use a ball to block an incoming throw, but then **drop** the ball they were holding.
- Team Captains are responsible for making sure players exit when called out. Quick exits keep the game fair!

IV. The "Headshot" Rule (Safety is Priority)

- Thrower is Out: If a player is hit directly in the head by a live thrown ball, the thrower is OUT, and the player who was hit remains SAFE and stays in the game. This discourages high throws.
 - right for grades 1-4, the thrower will not be called out for a headshot unless the referees deem it intentional.

• Exception (Ducking): If a player is clearly ducking, kneeling, or lowering their head and gets hit, they may be ruled OUT (as they moved their body into the path of a ball that would have been a legal body shot).

V. Bringing Players Back In (Catches and Revivals)

- The Catch: If a player catches a live thrown ball, two things happen:
 - 1. The thrower is **OUT**.
 - 2. The team that caught the ball gets to bring one of their eliminated teammates back into the game from the Out Zone. The player who has been out the **longest** returns first.
- Team Captains are responsible for sending 1 player back in the game when there is a catch called by ref.

VI. Ties at the end of designated game time

- Play In Rounds If game time expires and each team has an equal amount of players remaining, 1 player on each team will participate in 1 quick round of rock, papers, scissors to determine who breaks the tie.
- **Playoffs** There are no ties in the playoffs. To promote action in the game, the refs may shrink the court boundaries if the game is prolonged over the allocated time (typically ~5-8 minutes)