



Dodgeball Tournament Rules and Regulations



Rule 1 Team

- Co-Rec Teams shall play 3 men and 3 women.
- Players must be in 14 years of age or older to play.
- Teams may be made up of 6-8 players, provided all players are on a team roster.
- Teams play with six on court to begin, and may not exceed six at any time throughout play.

Rule 2 Playing Area and Markings

The game will be played using the standard indoor volleyball court dimensions (60' x 30') and markings. The centerline will serve as the boundary between the two teams and the sidelines will serve as the out of bounds line. The ten-foot (10') line will be the marking players must be behind at the initial rush in order to legally throw at an opposing player. The end lines will serve as the back boundaries (back boundary may be extended to gym walls if determined to be suitable by host site). The sudden death area will be a triangular area three feet (3') on each side in the center of the court on each side, directly behind the ten-foot (10') line.

Rule 3 Boundaries

During play, all players must make an effort to remain within the boundary lines. Players may leave the boundary lines to retrieve **stray** balls.

A stray ball is one that has not been picked up and is lying on the ground.

If retrieving a ball, a player must exit and immediately re-enter as quickly as possible.

NOTE: A player not immediately re-entering the playing in area may be declared OUT.

Players who are out should help put balls back in to play by rolling into play area or quickly handing to a teammate.

A player shall not:

1. Leave the playing area to avoid being hit by, or attempting to catch a ball.
2. Players should not actively throw or dodge balls while outside the boundary.
3. Have any part of their body cross the center line and make contact with the ground on their opponent's side of the court. (Exception: players may have a portion of their body cross the center line during the rush at the beginning of a game).

PENALTY: Player is subject to being declared OUT.

Rule 4 Equipment

- The official ball used in tournament play will be an eight inch (8") or a six inch (6") low bounce rubber coated foam ball (Gator Skin Softi Sport by S&S Discount Sports).
- The standard number of balls for a 6 on 6 game is six.
- Participants must wear shoes.
- Participants must wear shirt and shorts/pants.

Rule 5 Game Play

Beginning the Game

Games will begin with a coin flip/captain's meeting.

The team winning the coin flip will have the choice of sides to begin the match.

Teams will alternate sides following each game.

1. Prior to the match, balls are placed along the 10' line.
2. Following signal by official (whistle), teams may run forward and get balls.
3. Players must be behind the 10' line before they can throw and put someone out.

The object of the game is to eliminate all opposing players by getting them OUT.

AN OUT is scored by:

1. Hitting an opposing player with a **CLEAN** thrown ball below the shoulders.

NOTE: A player who hits an opposing player above the shoulders is NOT OUT. Neither player shall be eliminated and play continues.

2. An opposing player stepping out of bounds to avoid being hit.
3. Catching a **CLEAN** ball thrown by your opponent.

CLEAN (def.): A thrown ball that strikes, or is caught by, an opposing player before contacting the ground, another player or another ball.

NOTE: If a ball is caught after a deflection off a ball or player, the thrower is NOT OUT.

A player hit by a ball that first deflected off of a ball or player is NOT OUT.

A player may block a thrown ball with a ball being held, provided the held ball is not dropped as a result of the contact with the thrown ball. Player's may only hold a ball for a maximum of five (5) seconds. After five seconds the ball must be thrown or player is subject to being called out by the referee.

NOTE: If the held ball is dropped as a result of the contact, the player dropping the ball is OUT.

A ball deflecting off the held ball and striking the holder anywhere below the shoulders are considered a CLEAN ball, and player shall be declared OUT.

Re-entry rule: When a player catches a ball directly thrown by a player on the opposite team, any *one* player from the receiving team's side that had been put OUT may re-enter the game. If the team catching the ball has no players OUT, play simply continues with no player re-entering the contest. The player who threw the ball is still OUT.

Rule 6 Time-outs and Substitutions

- Each team will be allowed one, 60-second time out per game.
- A timeout will be called when the official has recognized the request and signaled for time out by blowing their whistle. (Hint: play until you hear the whistle).
- During the time-out, a team may substitute any players on their roster (male for male, female for female) into the game, provided the total number of players on the floor is the same as it was at the time of stoppage of play.
- If a time-out is called due to injury, a substitution may be made for the injured player only.

Rule 7 Stalling Violation

A team trailing in numbers of players requires a ball to be at their disposal for the opportunity to eliminate opposing players. It is illegal for the leading team to control all of the balls for more than five seconds. If the leading team controls *all the balls*-meaning, all balls are located on their side of the center line, they must make a legitimate effort to get at least one ball across to the opposing side before a five second violation is called. This may be done by throwing or rolling a ball towards the opponent's side. **Only the official may call a five-second violation.**

Penalty for five-second violation:

First offense- play will be stopped and balls will be divided evenly between teams.

Second offense- will result in one member of the offending team being declared OUT automatically.

Rule 8 Declaring a Winner

The first team to legally eliminate all opposing players, or with the most remaining players after expiration of timed period, will be declared the game winner.

Sudden Death Rule: In the case of the last remaining players on each side being simultaneously put out, a sudden death show down will occur. The last player put out from each team will stand in the sudden death triangle (No substitutions will be allowed) with three balls each placed on the ground directly in front of them. The winner shall be the first person to put out their opponent through any standard legal means, or force their opponent to contact the area outside of the sudden death triangle area completely with any part of their body.

Rule 9 SPORTSMANSHIP

All players are expected to act responsibly and within the South Suburban Code of Conduct. Any player or team that repeatedly questions the judgment of the referees or the integrity of the opposing team is subject to removal from the game, and/or the entire, event as determined by the event director. Team captains may appeal to the event director or referee for clarification of rules and rulings. There will be no protests allowed.