



Dodgeball Rules

Tournament Rules:

1. The court dimensions are as follows 30ft by 30ft, 2ft out of bounds area.
2. There will be 6 balls on each court
3. Six team members are allowed (5 then 1 sub)
4. Your team wins when/if each member from the opposing team is eliminated.
5. Double elimination for the tournament, If your team loses twice you are eliminated from the tournament.

Terminology

1. Live/Dead Ball
 - a. A live ball is a thrown ball that has yet to touch anything else.
 - b. A dead ball is a thrown ball that has hit an object, surface, or teammate before the player, or declared dead by the referee.

Game Flow

1. 6 balls start on centerline, teams on back lines, refs in position
2. Teams can collect balls from the line after whistle
3. Balls must be brought to teams back lines to become live
4. If called out must leave game
5. Team with remaining players wins
6. Return balls to centerline for next game

Player Elimination

1. Being hit
 - a. Hit by a live ball
 - i. Player is out
 - b. Hit by a dead ball
 - i. Does not get player out
 - c. Headshot
 - i. Does not count unless ducked into
2. Catching
 - a. Catching a live ball
 - i. Successful catch of live ball results in the thrower being out
 - ii. Failed catch results in catcher out
 - iii. Must stay in bound in catch attempt
 - b. Dead ball
 - i. Nothing happens
3. Blocking

- a. Use of ball to block thrown ball
 - i. Successful block results in dead ball and no one out
 - ii. Thrown ball must not touch a part of the players body and must not hit blocking ball out of players hand for it to be dead.
 - iii. Dropped ball or ball touching body before blocking ball does results in the blocker being called out.
- b. Out of bounds
 - i. If ball is caught out of bounds player is out
 - ii. If player is out of bounds they are out unless retrieving a ball

Scoring

1. Wins and losses will be recorded to evaluate which teams get eliminated after two losses.

Miscellaneous

2. Honor Rules
 - a. If a player is hit, he should drop all held balls, raise his arm to signal that he is out, and leave the court immediately
 - b. If in doubt, players should call themselves out (AKA "If in doubt, you are out").
 - c. During the opening rush, players will not be called out if a foot goes over the center line but if your whole body is over you're out
 - d. If a ref feels you are "head hunting" they have the right to deem it unsafe and call you out of the game after two verbal warnings.
3. Stalling
 - a. The act of intentionally delaying the game.
 - b. If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referees discretion, player or team will lose possession of all balls on their side.
 - c. If both teams are stalling a reset should occur
4. Stepping over centerline
 - a. Will result in being called out unless during the retrieval of balls at the beginning of the game.