

DODGEBALL TOURNAMENT RULES



THE TEAM

The game shall be played between two teams of 6 players. Teams may be coed and may consist of any combination of boys and girls as long as they are in the correct division. Teams may also consist of 1 adult coach.

THE DODGEBALL ARENA

The games will be played indoors at the Maquoketa Area Family YMCA. The dodgeball arena shall consist of the boundaries of the basketball court, divided into two (2) equal sections by the center curtain as well as a mid-line dividing the court in half. There will be at least 2 courts used throughout the tournament. Each match will start with a brief meeting in the middle of the court with the official for that match.

THE EQUIPMENT

The official ball used in tournament will be a 6 1/4" rubber-coated foam ball. Participants must wear shoes, shirts and pants/shorts. YMCA jersey's are not required but are encouraged.

THE GAME

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

1. Hitting an opposing player with a thrown ball.
2. Catching a ball thrown by your opponent before it touches the ground, back wall, or side curtain (includes deflected balls).
3. Causing an opponent to drop a live ball as a result of contact by another thrown live ball. (usually occurs when a ball is being used as a shield to block a thrown ball.)
4. An opposing player stepping out of bounds. This includes the sidelines as well as the center line. (To avoid getting hit and not because he or she is retrieving a ball - in which case you have 5 seconds to retrieve a ball, and come immediately back into the playing field.)
5. If a person deflects a thrown ball with another ball, they CAN get out (if you deflect a ball thrown at you and it hits a teammate before touching the ground, that teammate is now out). If someone catches the deflected ball, the opposing player throwing the ball is out.
6. If a team has more players and all the balls they will have 10 seconds to throw a ball, or a player will be eliminated.
7. Any ball hitting the back wall is dead (as if it hit the floor). If a ball hits you, then the wall you are out. If the ball hits the wall then you, it is a dead ball and the player is not out. A ball lying on the floor shall be considered part of the floor.
8. Game begins by placing the dodgeballs along the center line. Players then take a position at their back end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. Sliding **IS NOT** permitted. This signal officially starts the contest.

Players are allowed to re-enter the game. This can only be done by having an active player (active meaning a player in play) catch a ball. This will not only result in the player who threw the ball to be out, but a player from the team that caught the ball will be eligible to come back into the court of play. Players that re-enter the game must enter in the game in the order that they were knocked out of the game. That means that the first person knocked out will be the first player eligible for re-entry when a ball is caught by a teammate. Players must enter the court of play through the back of the court.

RUSH RULE:

Each and every ball retrieved at the opening rush must first be taken to the back wall before it may be legally thrown at an opponent. Sliding is not permitted; you must approach the center line under control. If you cross the line, you are out.

WINNING THE GAME:

The first team to legally eliminate all opposing players will be declared the winner. A 10-minute time limit has been established for each game. After each game, teams will change halves of the dodgeball court. If neither team has been eliminated at the end of the 10 minutes, the team with the greater number of players remaining will be declared the winner. All balls are dead (even if they are in the air) when the 10 minute whistle sounds. In the case of an equal number of players remaining after regulation, a 2-minute sudden-death overtime period will be played. Three-on-three, first team to knock an opponent out will be declared the winner.



WINNING THE MATCH (MATCH PLAY):

Matches will be decided using a “best-of-three” format in which the first team to win two (2) games will be declared the winner; that team will advance to the next round of the tournament.

TIME-OUTS

Each team will be allowed one (1) 60 second timeout per game. At this time, team may regroup, discuss strategy, or get a drink if needed.

RULE ENFORCEMENT

Players will be expected to rule whether or not they were eliminated by a legal hit. The official of the game will also call “OUT” and point to a player when a player has been knocked out of the game. All contests will be supervised by either (1) one or (2) two court monitors. The court monitors’ responsibilities will be to rule whether or not hits they observe are legal. **THE COURT MONITOR’S DECISION IS FINAL – NO EXCEPTIONS.**

BOUNDARIES

1. During play, all players must remain within the boundary lines.
2. Players must only leave from the back line to retrieve balls and must return to the court by the back lines also.
3. A player may be handed a ball, provided the player receiving the ball remains completely within their team’s court boundaries. Spectators **CANNOT** pass balls.
4. A player shall **NOT**:
 - a. Have any part of their body contact the playing surface on or over the sideline nor can they contact the curtain. This will result in the player being “out”.
 - b. Enter or re-enter the field through their sidelines. **ALWAYS** enter and leave through the back.
 - c. Leave the playing field to avoid being hit, or attempt to catch a ball.
 - d. Have any part of their body cross the center line and contact ground on their opponents’ side of the court.

Note: A player not immediately re-entering the playing area may be declared out.

CODE OF CONDUCT

As with any YMCA supported activity, all YMCA Code of Conduct rules apply for the duration of this event.

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and volunteer staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. Be responsible for your actions and maintain self-control.
5. Do not taunt or bait opponents and refrain from using foul or abusive language.
6. Swearing will not be tolerated, nor will fits of rage (kicking the bleachers, etc.) Anyone in violation of this code of conduct as declared by the tournament personnel will be disqualified from the tournament without refund and will leave the premises immediately.