



These rules have been adapted from the Official Rules of the National Amateur Dodgeball Association. Any questions regarding these rules should be addressed prior to competition. Otherwise, it is assumed all players are in full agreement of the following rules and/or interpretation by the officials.

THE TEAM

Teams will be made up of six (6) players. There will be no substitutes used in this tournament. The team's players may be of any age as long as players under the age of 18 have parent/guardian permission. Please know that there are no separate divisions based on age – this is a one-division, all-ages tournament!

THE FIELD

The games will be played on the Kates Gymnasium Courts. The official boundary lines used for a HS Volleyball game will be used for this Dodgeball Tournament. The rectangle will be divided into two (2) equal sections by a center-line and attack lines apprx. 3m from, and parallel to the center line.

THE EQUIPMENT

The official ball used in this tournament will be an 8" rubber-coated foam ball. Each game will be played with six (6) balls.

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 LIVE thrown ball below the shoulders. A "head-hit" will not count.
2. Catching a LIVE ball thrown by your opponent before it touches the ground or wall/ceiling.
 - a. Catching a LIVE ball eliminates the player who threw the ball and brings back in a player from the team that caught the ball – players are brought back into play based on the order they were eliminated.

Definition: LIVE – a ball that has been thrown and has not touched the floor/ground or other item outside of the playing field (wall, ceiling, etc). If the ball hits another player or a ball held by another player, it is still considered LIVE. If, a player holding a ball deflects a ball with their ball and drops their own ball, they are then out.

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end-line only to retrieve stray balls. They must also return through their end-line. A player hit outside the boundary lines will still be considered out. A player may not cross the half-line even out of bounds to retrieve a ball. Players must be alert at all times. Being in or out of bounds makes difference in how a player may be eliminated.

THE OPENING RUSH

Game begins by placing the dodgeballs along the center line – three (3) on one side of the center hash and three (3) on the other. Players then take position behind their end-line. Following a signal by the official, teams may approach the center line to retrieve the balls. The signal from the official starts the contest and the clock. Teams may only retrieve the three (3) balls to their right of the center hash. Once a ball is retrieved it must be taken behind the attack line before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 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 regulation, a 2-minute overtime will begin. The first team to eliminate an opposing player will be declared the winner. If after 2 minutes no player has been eliminated, 1-minute overtimes will be used until a winner has been declared.

There will be no time-outs or a substitution allowed once the official has started the game.

10-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) balls on their side of the court for more than 10 seconds. If the official finds the team to be in violation, one of their players (chosen by the opposing team's captain) will be eliminated.

TOURNAMENT SEEDING AND ELIMINATION

Seeding will be done randomly by computer software. Each team will be guaranteed two games as the tournament will be run with double elimination. For the first several rounds of the tournament, three courts will be operated side-by-side in the AU Gymnasium. For the final rounds, only ONE court will be operated.

****Teams are required to report to their designated court five (5) minutes prior to their next contest to be checked in. Failure to report on time will result in automatic forfeit of that contest.****

CODE OF CONDUCT

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of the game officials and event organizers.
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. Dress appropriately.

THE OFFICIALS AND/OR EVENT VOLUNTEERS RESERVE THE RIGHT TO REFUSE PLAY TO ANY ATHLETE FOUND TO BE IN VIOLATION OF THE CODE OF CONDUCT.

ONLY THOSE PLAYERS THAT HAVE PROPERLY REGISTERED ARE PERMITTED TO PLAY.

FOR MORE INFORMATION ON THIS TOURNAMENT, PLEASE VISIT

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