

United Way Dodge Ball Tournament Official Rules

Players:

Teams consist of six players on the court to begin the game with up to two substitutes or retrievers. Teams may change active line-ups for each game of a match.

United Way Dodgeball tournament is double elimination. Winners advance in the bracket, first loss teams are put in the “toilet bowl bracket” to play successive games.

Game Play

Timing

A game is won when a team completely eliminates all of the players on the opposing team. There is no mercy rule. Games will be timed: if at the end of 3 minutes, no team has been declared the winner, the team with the most number of players left shall be declared the winner.

At the end of 3 minutes, if each team has equal players left, the teams will compete in a fitness relay challenge. Team shall pick 6 members of their team to participate, and whoever finishes the relay first will be declared the winner of the game.

There are no team timeouts. A timeout will only be called at the referee’s discretion.

Start of Game

Balls in play- All six dodge balls shall be placed on the center line with three balls on each side of the line. Players begin each game behind their end line for the opening rush. Upon the official’s signal, both teams rush to the right side of center court to retrieve balls for game play. A team may rush with as many or as few players as it wants, but at least one person from each team has to rush. Each team retrieves their 3 game balls to commence play.

Players may not dive head first into the neutral zone or they will be called out. Crossing over the center line will result in an “out.”

Putting a Ball in Play

During the Rush, any ball retrieved from the neutral zone must be returned to the end line before the attack. The player must go behind the attack line before throwing the ball at an opponent. A ball that hasn’t crossed the end line is considered a dead ball, any hits or catches are voided plays.

Outs

A player is “out” when:

- A live ball hits any part of the player’s body below the shoulders.
- A player is hit by a live ball rebounding off another player. Once the ball hits the floor once, it is dead and may be retrieved for continued gameplay.
- A defending player catches a live ball.

Players shall return to the game in the order they were put “out” when a ball has been caught by their team (i.e. first “out,” first “in”).

- A headshot occurs when a player is hit directly in the head by a high thrown ball. Any thrower committing a headshot is “out.”
- If any part of a player’s body touches the end line, they are “out” unless they are retrieving a ball. Momentum may carry a player out of bounds while making a catch, provided control of the ball was established prior to going out of bounds.

- Players may defend themselves by blocking the ball in flight with another ball but must remain in control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed “out.”

Pinching-the act of squeezing the ball in order to alter the thrown or blocked ball- is not allowed. Player will lose possession of their game ball if this occurs.

Stalling- the act of intentionally delaying the game- is not allowed.

There is a 10 second hold rule. Players must throw their ball within this timeframe. If a player is found in violation of the hold rule, player loses possession of the ball, and rolls ball to opposing team.

Player substitutions can be made during match play. Substitutions can only be made if a player has never been in to play. Once someone has subbed for you, they are in for the duration of the game and the person who comes out of the game becomes a retriever.

Retrieving Stray Balls

Players may retrieve a stray ball through the end line ONLY.

Players may not exit the sideline to dodge a throw. If you exit the sideline while dodging a ball, you are “out.”

Balls may not be passed to active players from the sideline area.

Players who have been declared out MAY retrieve balls for the team from behind the end lines. Balls leaving the playing field through the end line may be rolled directly onto the field by bench players.

Team Captain

The team captain is responsible for the actions of his/her team and their spectators.

- Ensure their team members are familiar with the rules of play.
- Responsible for communicating game time to teammates.
- Representing the team and communicating with the referees and event staff.
- Ensure good team sportsmanship among teammates and encourage friendly game play.
- Designated captains will be marked with orange duct tape on the back of their shirt.
- Encourage their team to “dodge a ball” for a great cause!

Sportsmanship

Participants and spectators are expected to display good sportsmanship toward opponents and the event staff at ALL times. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during, or after a contest.

No player or team shall:

- Use foul or derogatory language, threaten, or verbally abuse any other participant or league employee before, during, or after the game
- Participate in a game for which he or she is ineligible
- Argue or talk back to the event staff.
- Intentionally strike, push, trip, or flagrantly foul another participant, spectator, or event staff.
- Mistreat the facility, equipment, or supplies of The Muskingum Recreation Center.

Unsportsmanlike conduct will not be tolerated. Any participant displaying unsportsmanlike conduct will be ejected by game referee or event staff.

Forfeit Policy

Dodgeball event check-in will begin at 5pm on March 9. Team captains must have their team registered by 5:25pm. Failure to register your team prior to start of gameplay will result in disqualification for the tournament.

Game play will start promptly at 5:30pm.

For any questions or clarifications, please contact Becky Weir at (740) 454-4767.