

Dodge Ball Tournament Rules

I. The Win

- A. Knock out all the opposing team's players. (Teams should attempt to keep as many players alive as possible. The number of players remaining is a tie-breaker for the tournament seeding.)
- B. Remain as the last team on the court. (It is possible for players to get out without being hit. See boundaries and hoarding/stalling sections.)

II. The Game Play

- A. Throws & Catches (automatic out)
 1. Hit a player on the other team with a ball. (Head shots do count. In the case of a deflection off a person, the first person hit is out. Once a ball hits the floor or an object outside the playing area, all players are safe. **Please Note:** Blocking a thrown ball with a held ball is NOT allowed. If the ball strikes a player or anything connected to a player (shirt, ball, hat, etc.), that player is out.)
 2. Catch a thrown ball to get the thrower out. (Deflections do count as long as the ball hasn't hit the floor or an object outside the playing area. **Please Note:** players do not re-enter the game when a teammate catches an opponent's throw.)
- B. Boundaries (potential out)
 1. A player crossing the center line, sideline, and backlines may be out. (Warnings will be given at the ref's discretion).
 2. Balls thrown outside the court will be returned by refs and spectators. Players must stay in-bounds.
- C. Hoarding/Stalling (potential out)
 1. A player may only hold one ball at a time. (The final man on a team is an exception to this.)
 2. A player may not hold the ball indefinitely. If a player holds the ball for more than 10 seconds without throwing it at the other team, he may receive a warning from the referee. When warned, a player will have five seconds to throw the ball or he will be called out.

III. The Start

- A. Games begin with 6 players per team behind their backline and 6 balls placed on the center line.
- B. At the start, teams run from their backlines to the middle to gather as many balls as possible.
- C. Once a ball is retrieved from the center, the ball must be taken behind the team's 1/4 court line before the ball can be thrown at an opposing player. Balls thrown before this will not count.

IV. The Clock

- A. Games will last 3 minutes (2:30 on the clock + 30 seconds afterwards).
- B. In the final minute of a round, all players may advance past the center line to the 3/4 court line.
- C. If both teams have players remaining when the round ends, sudden death play will begin.
 1. All players may advance past the 3/4 court line and go anywhere inside the court.
 2. All players may hold as many balls as they like.
 3. If after 30 more seconds a winner still hasn't been decided, the judges will call the game and award the victory to the team with the most remaining players on the court.

V. The Tournament

- A. Before the break, all games are round-robin and for seeding purposes only. A team that loses all its games in the round-robin still has a chance to win the tournament (at least in theory).
- B. After the break, each team will be seeded into a single-elimination bracketed tournament and play to determine the champion.