

## Teen Dodge Ball Tournament Rules

### I. The Object

- 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 tiebreaker 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 Start

- A. Games begin with no more than 6 players per team behind their backline and 10 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.

### III. The Game Play

- A. Throws & Catches (automatic out)
  1. Hit a player on the other team with a thrown ball.
    - a. Head shots do count.
    - b. In the case of a deflection off a person, the first person hit is out.
    - c. Once a ball hits the floor or an object outside the playing area is a dead ball, all players are safe.
    - d. If two balls hit each other in the air, both balls are considered dead.
    - e. 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.
    - a. A thrown ball is a ball that hasn't hit the floor or an object outside the playing area.
    - b. For your catch of a thrown ball to be valid, you must be alive at the moment of your catch.
    - c. If you have a valid catch of a thrown ball, the opponent who threw the ball is out.
    - d. If you have a valid catch of a thrown ball deflected off a teammate, your teammate is safe and the opponent who threw the ball is out.
    - e. Teammates 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 hold a maximum of two balls 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.

### IV. The Clock

- A. Games will last 2 minutes.
- 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 Forfeiture

- A. If a team is not in position behind their line when the round begins, they will forfeit the round.
- B. If a player does not immediately leave the court after being called out by a referee, the ref may call the game, and the team will forfeit the game.

### 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 double elimination bracketed tournament and play to determine the champion.