

# DODGEBRAWL TOURNAMENT RULES

## THE TEAM

The game shall be played between two coed teams of 6 players. At least two players of each gender must participate at the start of each game. Four other persons may be available as substitutes during each match. Substitutes may enter the game only during timeouts or in the case of injury. A substitute is not a player eliminated; he/she must be a registered player at the start of the game

## THE COURT

The games will be played indoors at the Memorial Park Community Center gym. The court shall be at least 50ft long by 30ft wide, divided into two (2) equal sections by a center boundary line and neutral zone area. There will be at least 4 courts used throughout the tournament.

## THE EQUIPMENT

The official ball used in tournament will be an official 8 1/4" rubber-coated foam dodgeball. Participants must wear shoes, shirts and pants/shorts. Players are not allowed to wear gloves, hats, or bandanas during games.

## 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. Matches may be decided in a single game if time does not allow a "best-of-three" format as the tournament progresses.

## RUSH RULE:

Game begins by placing the dodgeballs along the centerline. 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. 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 centerline under control. If you cross the line, you are out.

1. Upon the official's signal, both teams rush to center court and attempt to retrieve as many balls as possible.
2. 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**.
3. There is no limit to how many balls an individual player may retrieve.
4. Players may not slide or dive head first into the neutral zone or they will be called "out".
5. Crossing over the neutral zone will result in an "out."
6. Players may not physically grab and pull another player across the neutral zone or prevent them from returning to their side of the court.

## PUTTING THE BALL IN PLAY

The player and the ball must go completely behind the attack line. During the Rush, any ball retrieved from the neutral zone must be returned behind the attack line before it may be thrown at an opponent. A ball that hasn't crossed the attack line is considered a dead ball, any hits or catches are voided plays.

**There are several ways to put a ball into play following a Rush.**

1. A player carries the ball across the attack line.
2. A player passes the ball a teammate who is behind or carries it across the attack line.
3. A player rebounds the ball off the back wall of a closed court

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## ELIMINATING PLAYERS

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 which makes contact with any part of the player's body, clothing, or uniform.
2. If a player is hit by a live ball rebounding off another player or ball lying on the court.
3. Catching a ball thrown by your opponent before it touches the ground or back wall (includes deflected balls).
4. 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.)
5. An opposing player stepping out of bounds. (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.)
6. If a person deflects a thrown ball with another ball, they cannot get out (even if they are hit by the deflected ball). If someone catches the deflected ball, the person throwing the ball is out.
7. 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.
8. 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. A ball lying on the floor shall be considered part of the floor.
9. Players shall return from the Queue in the order they were put "out" (i.e. first "out," first "in").

## WINNING THE GAME:

The first team to legally eliminate all opposing players will be declared the winner. A 7-minute time limit has been established for each game. If neither team has been eliminated at the end of the 7 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 7 minute horn 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 man out.

## BLOCKING

Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed "out." Any blocked ball rebounding off another ball is considered live. Any player hit by the rebounding ball is deemed "out."

## PINCHING

The act of squeezing the ball in order to alter the thrown or blocked ball is not allowed.

## STALLING

The act of intentionally delaying the game. If a referee determines that a player or team is stalling, the referee will warn player or team. If the stalling continues, at the referees' discretion, player or team will lose possession of all balls on their side. If both teams are stalling a reset should occur

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## SACRIFICE FLY

An airborne attack, where an attacking player may legally cross the neutral zone to hit an opponent but the ball must leave the attacker's hand before any part of the attacker's body touches the opponent's territory. If successful, the player hit is out and attacking player remains in.

## HEADSHOTS

A headshot occurs when a player is hit directly in the head by a high thrown ball. Any thrower committing a headshot will be deemed "out."

## TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 60 second timeout per game. At this time a team may substitute players into the game. Substitutes may also enter the match between games.

## OUT OF BOUNDS/BOUNDARY RULES

1. During play, all players must remain within the boundary lines.
2. Momentum may carry a player out of bounds while making a catch. Providing control of the ball was established prior going out of bounds.
3. Players must only leave from the back line to retrieve balls and must return to the court by the back lines.
4. A player may be handed a ball, provided the player receiving the ball remains completely within their teams field boundaries. Players may be passed a ball while standing out of bounds. Spectators CANNOT pass balls.
5. A Player shall not:
  - a. Have any part of their body contact the playing surface on or over the sideline.
  - b. Enter or re-enter the field through their sidelines.
  - c. Leave the playing field to avoid being hit, or attempt to catch a ball.
  - d. Have any part of their body cross the centerline and contact ground on their opponents' side of the court. This rule includes the rush at the beginning of the game.

**Penalty:** Player will be declared out.

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

## NEUTRAL ZONE RULE

The neutral zone is a 4' by 30' area centered around the centerline. A player may safely step into the neutral zone but not across. Any player crossing over the neutral zone is deemed "out."

## RULE ENFORCEMENT

Players will be expected to rule whether or not they were eliminated by a legal hit. All contests will be supervised by at least three field monitors. The field monitor's responsibilities will be to rule whether or not hits they observe are legal.

**THE COURT MONITOR'S DECISION IS FINAL – NO EXCEPTIONS.**

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## **CODE OF CONDUCT**

As with any NTSA supported activity, all traditional rules of Sportsmanship 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. No tobacco products or alcohol is permitted on the grounds.
7. This is a family fundraiser, children are present. 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 with- out refund and will leave the premises immediately.